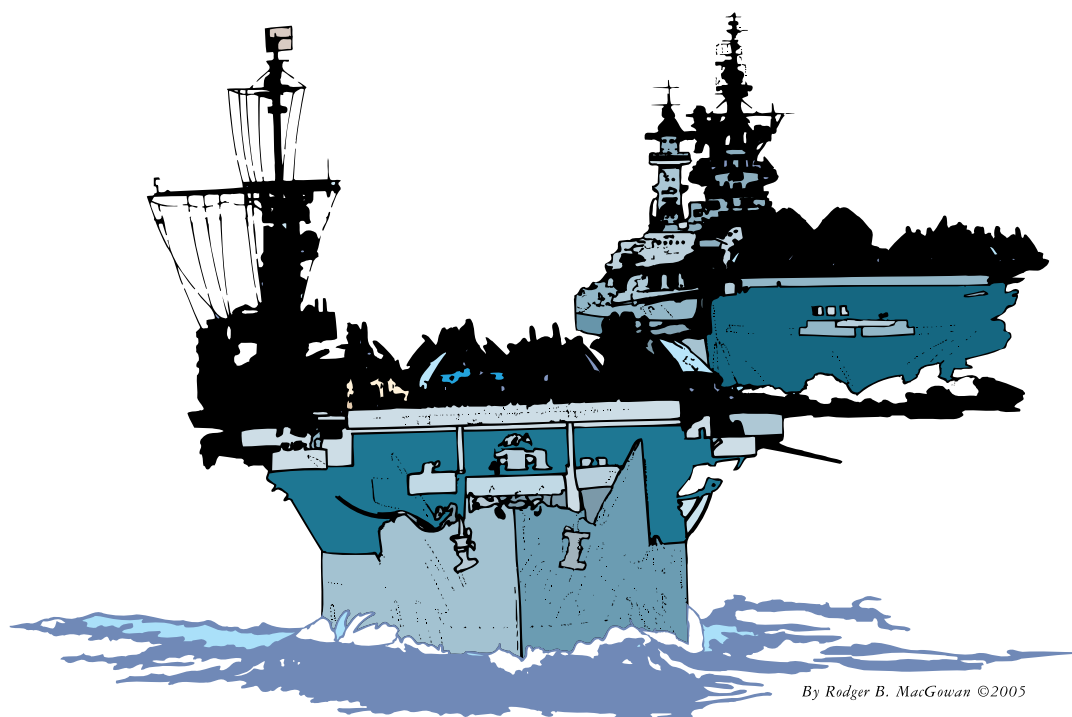


Empire of the Sun

The Pacific War 1941-45



By Rodger B. MacGowan ©2005

Game Design by Mark Herman

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1.0 Introduction

Empire of the Sun is a game about the Pacific War during World War II. One player takes the side of the Japanese and the other the Western Allies. The Japanese try to out perform their historical counterpart and force the Allies into a negotiated end to the war, while the Allies try to destroy Japan's military and place its industry within range of Allied B29s and Naval forces. If the Allies cannot keep pace with their historical counterpart, the only recourse is the invasion of the Japanese Home Islands themselves.

1.1 Causes of the War

The war in the Pacific during World War II had many underlying causes, the most notable being the Japanese view that they had a manifest right to become the dominant force in Asia. The Japanese psyche correctly saw themselves as the equals of any Western nation. It was the view in Tokyo that the only barrier to becoming a world class power was their lack of natural resources, denied to them by nature. Using the precedent of their Western mentors, they embraced the colonial model of empire, which made them desirous to dominate China and the Dutch East Indies. As a result of this viewpoint, the quasi-mutinuous units of the Japanese Imperial Army presented Tokyo with a *fait accompli* when they attacked and conquered Manchuria in 1931. This foreign adventure, and attempts by succeeding Japanese governments to gain international recognition for their unique status on the Asian mainland, continued to bring consternation and friction to Japan's relations with the Western powers.

More significantly, this philosophy ran afoul of long standing, and long un-enforced, US policies for an 'open door' in China. The US had maintained a romantic image of their extensive trade relationship with China, which was not supported by economic reality. However, important families, such as the Roosevelt's, had made their fortune in the China trade, and they fought diplomatically to maintain unfettered US access to the Chinese market.

Continuous low-level offensives and the collapse of central authority in China exploded in 1936 into the full scale invasion of Northern China. This invasion was marked by significant Japanese brutality to the Chinese populace, as epitomized by the rape of Nanking. However, China was more than Japan could swallow, and successive Chinese Nationalist governments, first under Sun Yat Sen and later Chiang Kai Shek, continued the fight, to the extreme frustration of the Japanese government.

The German blitzkrieg of Europe in 1939-1941 defeated or laid low many of the Western colonial powers, whose far-flung empires became vulnerable to military conquest. Operation Barbarossa and the perceived imminent collapse of the Soviet Union, coupled with American economic sanctions, led the Japanese government to determine that the moment to strike had arrived. The Japanese felt that they had to act now or forever forfeit their dream to become a world power. Although US cryptanalysts were reading many of the Japanese diplomatic and low level military codes, they were still caught off guard on December 7, 1941, when the Imperial Japanese Navy attacked the US Pacific fleet in its Pearl Harbor anchorage. The impact of this attack would see the United States wreck terrible vengeance upon the Japanese Empire for their 'day of infamy' and their moment in the sun.

1.2 Components

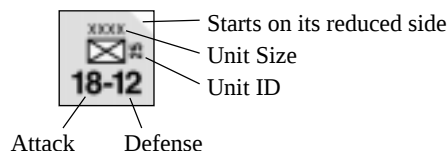
1.21 Die

Empire of the Sun uses a single ten sided die for all random number functions. The number 0 represents results equal to zero and less than one. A zero die roll does not represent 10, as in some games.

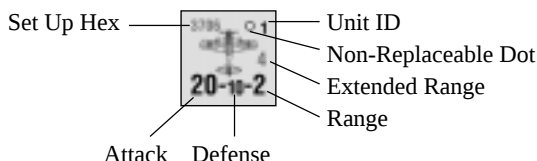
1.22 Map

The single map sheet is an equal area projection of the Pacific Ocean and portions of Asia that were involved in the war. Each hex is about 150 miles across. The terrain varies from the Owen Stanley Mountains in New Guinea to the atolls of the Central Pacific. Also included on the map are the all important airfields and ports that

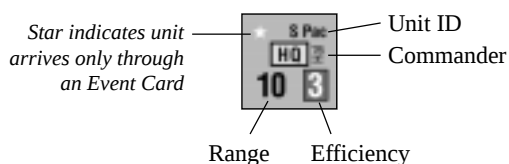
Sample Ground Unit



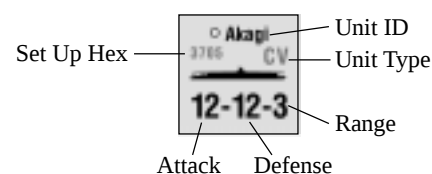
Sample Air Unit



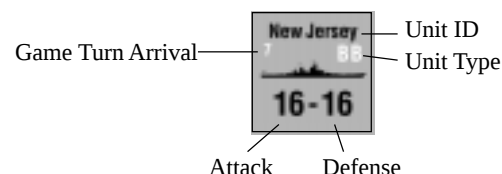
Sample HQ Unit



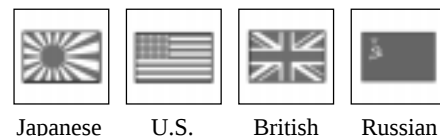
Sample Carrier Unit



Sample Naval Unit



Control Markers



represent the logistical infrastructure required by combat units for offensives. For consistency all map spellings have been taken from a single period source, the September 1943, National Geographic Society map (see Bibliography).

1.23 Counters

The counters represent the units that the players maneuver and with which they conduct combat to gain their victory conditions. The Ground units represent a variety of different sized units from regiments up to armies. Air Units represent large regional air forces. Naval units represent a large mix of Capital ships, some of whose names are used for the unit designation, and varying numbers of Cruisers, Light Cruisers, and Destroyers. Counters in play on the map are always viewable by both players.

Example Counters: All non aircraft carrier naval and land units have two values, attack (left value) and defense (right value). Air units and aircraft carriers have three values, attack (left), defense (center), and range in hexes (right); this last often split into two ranges, a normal followed by an extended (sometimes in parenthesis). All HQs have two values, range in hexes (left value), efficiency rating (right value). The only other values are either hex set up (a four digit number) or a game turn number for the entry of the unit (one or two digits). Units that have a white triangle on their front side begin the game at reduced strength, with their back side up, where their hex set up or game turn of entry is found. All other numbers are historical designations and have no effect on play.

1.24 Strategy Cards

There are two decks of Strategy cards, one Allied and one Japanese. A card has five pieces of information: Card number, Card Type (Military, Political, Resource, Reaction), Operations Value, Intelligence Values, and Event. The card number is for reference and does not have play considerations. When a card is played for its Operations Value it is called an Operations card, hereafter called an OC in the rules. If it is used as an event, it is called an Event card, hereafter called an EC in the rules. It should be noted that many events allow the player to conduct an offensive, but playing an event to conduct an offensive does not make that card an OC play, it remains an EC play. A number of cards are phrased to have effects that last more than one turn after they are played and have corresponding counters as a mnemonic device.

1.3 Glossary

Aircraft Carrier: All CV, CVL, and CVE type naval units are collectively known as aircraft carriers or carriers. When the rules reference aircraft carriers, they are referring to all three types. When distinctions are required in the rules, they are cited by their particular naval unit type letter designator.

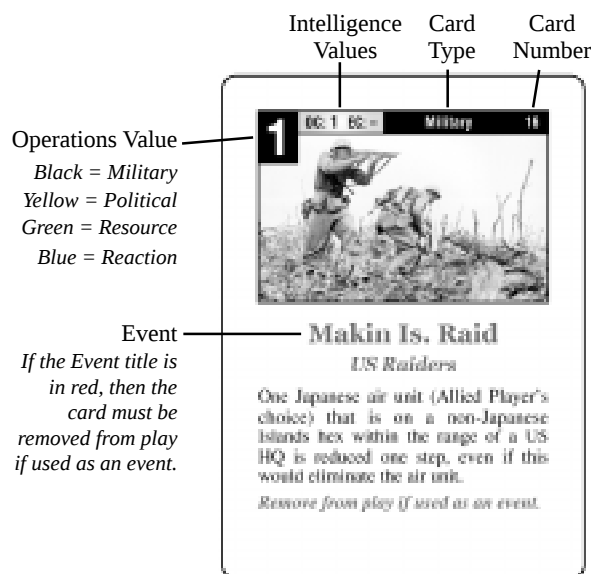
Aircraft Range: Air units (land based aircraft units) have two range values (normal and extended) on their counter. If an air unit's extended range is in parenthesis, it cannot participate in a battle if it uses this range to move during an Offensive. Consequently, an aircraft unit cannot react using its parenthetical value, since all reaction units have to participate in a battle in order to reaction move. An aircraft unit's range is the distance in hexes that it can move from airfield to airfield, and the distance in hexes it can be from a battle that it participates in. When an aircraft uses its extended range, its attack strength is halved for combat purposes.

DESIGN NOTE: The normal range is the operational range of the fighters in the air unit, whereas the extended range represents solely the two engine bombers traveling alone. Only the Allies had four engine bombers, which are in separate Long Range Bomber air units that have one range value.

Aircraft Carrier air range: Aircraft carrier naval units also possess an aircraft range. It acts in a manner analogous to the normal range of air units. In order to participate in a battle, this is the maximum distance in hexes that an aircraft carrier may be from a battle hex.

DESIGN NOTE: The Japanese have a small advantage when apportioning hits in air naval combat due to their superior aircraft carrier range.

Aircraft Zone Of Influence (ZOI): (see 7.35) All in supply air and carrier units project a 2 hex zone of influence, which can only be neutralized by the presence of an opposing in supply non-LRB air unit or carrier projecting its Zone of Influence into the same hex. A Zone of Influence that is not neutralized impacts several game functions, such as blocking HQ ranges for unit activation and lines of communication for supply determination. An aircraft zone of influence cannot be neutralized for Special Reaction purposes (6.27).



Card Symbols

These symbols are provided to help players notice these important cards even when the card is partially covered up.

- Surprise Attack
- Ambush
- Intercept
- Attack Response
- Interservice Rivalry
- Interservice Rivalry
- China
- US Political Will
- War in Europe
- Weather
- Ghandi
- Tojo

Certain event cards temporarily cancel Aircraft Zones of Influence.

PLAY NOTE: This is an important concept in the game as you will regularly find yourself thinking about your position in terms of aircraft ZOI.

Allied: This term refers to any unit controlled by the Allied player, and includes British, Australian, New Zealand, Indian, Dutch, Chinese, and US units.

Allied Control: All hexes that are outside the Japanese Empire Boundary, outside Korea, and outside the coastal hexes of China (except Hong Kong, which is Allied controlled), begin the 1941 campaign scenario under Allied control. Each other scenario will specify initial control locations individually in relation to the scenario starting situation.

Amphibious Assault Capable Units: Only certain ground units are amphibious assault capable. All Japanese, US Army, US Marine, and Commonwealth British (except the 7th Armor Brigade), Australian, and New Zealand ground units are amphibious assault capable. All Dutch, Commonwealth Indian, and Chinese ground units are not amphibious assault capable.

Chinese Units: This refers to the three Chinese ground units.

Commonwealth: This term refers to the subset of Allied units that are neither the US, Dutch, or Chinese. Commonwealth units share the same Tan background color, but are differentiated by a secondary color on the counter. That is, they are British (red unit symbol or stripe for air/naval units), Australian (yellow unit symbol or stripe for air/naval units), New Zealanders (purple unit symbol), or Indian (brown unit symbol). Whenever the rules refer to Commonwealth units, they refer to all Commonwealth units. If the rules specify a specific nationality, such as Indian, this refers to only units with the Commonwealth background color and the brown unit symbol indicating an India unit.

Control: All hexes begin the game either under Allied or Japanese control. All hexes within the Japanese Empire Boundary, all hexes of Korea, and all coastal hexes of China (except Hong Kong) begin the campaign game scenario under Japanese control. All other hexes on the map begin under Allied control. Control of a hex can only change due to the actions of ground units. Air and/or naval units alone can never change who controls a hex. The last sides ground units to either pass through or occupy a hex control that hex. As hexes change from their original ownership, denote this by placing either a Japanese flag to indicate Japanese control or a US OR British flag to indicate Allied control (there are also two Soviet flags for use with the Manchurian Invasion special event card). The use of flags to denote control is for mnemonic purposes and the players may place and remove flags in any manner that they require so that they can remember who controls particular hexes. There is no difference between the US and British flag for denoting control purposes, the distinction is for aesthetic purposes only.

Discard Pile: These are cards that have been played but will be available to play again after a shuffling event

Empire of Japan Boundary: There is a boundary on the map. All hexes within the boundary are Japanese controlled (except Hong Kong) unless the scenario defines a particular location as starting under Allied control. For more details, see Control just above.

Island: Any hex containing land on the map that is not part of the Asian mainland (containing India, China, etc.) or part of Australia

is considered to be an island, including hexes classed as an atoll. If the land mass of an island crosses no hex sides, that is, it has six water hex sides, that island is considered a special class of island called a one hex island.

Japanese Held China: All coastal hexes in China are Japanese controlled except for Hong Kong, which starts the 1941 campaign scenario as Allied controlled and should be so indicated by an Allied flag.

Japanese Army: The Japanese Army consists of all Japanese ground units of army (XXXX) size and all Japanese Air Divisions (ID numbered less than 20 and with a single engine aircraft symbol on their unit counter, including the Tainan [T] air unit). SN and SS brigades (X size indicated units) are not Japanese Army units, but Navy ground units.

Japanese Navy: The Japanese Navy consists of all Japanese naval units, all Flotilla air units (numbered 21 or greater and with a two-engine plane symbol), and SN & SS ground units. These 5 Japanese Brigade sized (X indicated) land units are considered Japanese Navy units (including the SS Brigade) for purposes of the rules.

Long Range Bomber (LRB): Only the Allied player has LRB units. LRB units are all air units with ranges of 6 or greater. LRB units have distinct uses in the game and are so cited where appropriate. Note that though LRB units have the same historical unit ID number as their parent normal air unit, they are considered separate units for all game purposes unless specifically noted otherwise.

Pre-War Units: All of the units that start the game on the map (those with set up hexes on the counter) and certain others are denoted by a dot on their counter, are defined as pre-war units. Pre-war units cannot receive replacements.

DESIGN NOTE: Pre-war units were in two categories: professional soldiers, not conscripts, and consequently had on average more training than would be the case for new units raised during the war, and colonial constabulary troops who were trained for internal security and not well suited to modern combat. The Japanese air force is a good example of a highly professional pre-war unit class. For the most part, once these pre-war veteran units are eliminated, they cannot be reconstituted.

Range: Range is the distance between two hexes. When counting range do not include the starting hex the HQ or combat unit occupies, but include the destination hex in the calculation.

Removed From Play Pile: These are cards that once played will not return to play during the current game.

Rounding: Any time the players have to round a number or value that is fractional, round it up, never down.

Strategy Cards: The engine of the game is the play of the strategy cards. A strategy card can be played as an Operations card (OC), which uses the large numerical value at the top of the card (1, 2, or 3) or as an Event card (EC), which uses the written event. **If the text of a card contradicts the rules, the event text supercedes the rules.** Players in the game receive their own set of Strategy cards (one Japanese and one Allied). The Japanese player is the only player that may use the Japanese Strategy cards and the Allied player is the only player that may use the Allied player cards.

US: This term refers to the subset of Allied units that are American.

US Army: The US Army consists of all Corps (XXX unit size designated) American ground units, the P Brigade, and the 11th Airborne Division, plus all American Air Force units. These units are blue background.

US Navy: The US Navy consists of all American naval units, Marine Air units (VMF211 is Marine), the SF Brigade, Marine Divisions and Brigades. US Navy units are also blue, but of a larger size than Army units and have a naval ship silhouette. All Marine units are Olive Green.

2.0 Setting Up The Game

Empire of the Sun has a wide variety of scenarios to play based on the duration of the gaming experience you are seeking. Consequently set up varies upon where you would like to begin to reflect the historical situation for that starting point. The counters are configured around the full campaign scenario. All other scenarios are a sub-set of the full campaign scenario. For any given scenario, once the initial set up is accomplished, the units enter play according to the portion of the full campaign game that you are playing.

PLAY NOTE: It is suggested that you segregate counters according to their game turn of entry. Play testing has shown that this is the most efficient way to organize the playing pieces.

2.1 Scenarios

The full campaign scenario is 12 turns long; with turn 1 (December '41) as a special short turn (see rule 17.11 for details). The game can also be started on game turn 2, using an alternative set up which starts with the Japanese January 1942 position. In addition, there are 3 yearly scenarios (1942, 1943, 1944) with alternate set ups, and multi-year scenarios that use one of the yearly starts with the victory conditions of one of the later yearly scenarios. The yearly scenarios are recommended for tournament and single sitting play situations.

2.2 Full Campaign Set Up

All units in the game that set up at the beginning of game turn 1 (December 1941) of the full Campaign Scenario have their hex location written on the counter. If the front of the counter has a white triangle in the upper right corner, that unit begins play on its reduced side, where the set up information is located. A unit that has a turn number instead a hex set up location, is a reinforcement unit. A reinforcement unit is slated to enter on the designated game turn, although game play may delay or remove the reinforcement from play. If a unit has a star instead of a number, this means the unit may only come into use through the play of the appropriate linked strategy card event. Both sides have a number of markers, some of which are on the map tracks at the beginning of play, and others that are not, but are used to denote changes of control or the initiation of particular events during play. Other scenarios list the specific starting locations for markers, units, and their strengths as needed to set up the scenario (see 17.1 for full details).

2.3 Playing A Scenario Other Than The Full Campaign

Each scenario, other than the full campaign scenario, has an initial set up for all units listed. If a unit is to be set up at reduced strength it is so indicated, otherwise the unit begins at full strength. The game turn of entry for units that would have entered the game beyond the start of a particular scenario is common for all scenarios.

For example, the 1943 scenario begins on game turn 5. The reinforcements for both sides for game turns 6 and 7 are those indicated on the counters and are the same for the 1943 scenario and the full campaign game.

PLAY NOTE: The counter information is configured around the full campaign game. When you play the other scenarios you are essentially entering the war at a particular point in time and continuing along the historical path for as long as the scenario indicates.

3.0 General Course Of Play

Each turn begins with each player bringing in reinforcement units and repairing units with replacements. The Allied player then conducts Strategic Warfare, which includes resolving submarine warfare and strategic bombing. Successful Strategic Warfare reduces the number of cards the Japanese player will receive. The surrender of critical US Allies during a previous turn will reduce the number of cards that the Allied player receives. Based on this, the players are dealt a variable number of cards.

The heart of the game is the Offensives Phase, where the two opponents alternate playing a strategy card, thus conducting an offensive or implementing an event. When the players have exhausted all of the cards in their hand, the game turn enters the Political Phase. During the Political Phase players determine the status of each nation represented in the game to see if they surrender. The game turn ends with a determination of the supply status of units on the board and whether they will or will not feel the effects of attrition. At this time, if this was not the last turn of a scenario, another game turn is begun, or if it is the last turn of a scenario, victory is determined.

PLAY NOTE: If this is the first time that you are reading these rules, then it is recommended that the player segregate the counters into a set that have hex set up locations and those that have a game turn of entry. Take the units with hex set ups and place them on the map where indicated. After completing this go to the comprehensive example of play and move the counters according to the narrative. It is our belief that this 'best practice' will facilitate your introduction into the game system.

4.0 Sequence of Play

The following sequence represents all of the portions of a single game turn. It is repeated in the indicated order for each game turn until the game ends.

4.1 The Strategic Phase

4.11 Reinforcement Segment

Each player receives the scheduled reinforcements for the current turn. The Allied player first receives delayed reinforcements from the previous game turn due to War In Europe effects (WIE, see 9.21), and then either receives the current turn's reinforcements (no delay) and places them on the map or places them in the delay box due to the WIE or the effect of an event. If the WIE is at level 1 or greater, the Allied player rolls the die for certain classes of units that may be permanently lost by being diverted to Europe. Japanese reinforcements are never delayed or diverted. See Reinforcements (9.0) for where new units can be placed on the map.

4.12 Replacement Segment

Both players may receive replacements. Replacements are used to flip reduced units that are in supply to their full strength side, or resurrect units from those eliminated in combat. See Replacements (rule 10.0) for the conditions of replacement use.

4.13 Strategic Warfare Segment

The Allied player conducts Submarine warfare and Strategic Bombing. See Strategic Warfare (11.0). The effect of strategic warfare will be to reduce the number of cards that will be dealt to the Japanese player for the current turn.

4.14 Deal Strategy Cards Segment

The Japanese player receives from 4 to 7 cards, depending on the outcome of Strategic warfare, from the top of the Japanese Card deck. The Allied player receives from 4 to 7 cards, depending on the game turn and whether certain Allied nations have surrendered, from the top of the Allied Card deck. The sole exception to this is during turn one of the full Campaign Scenario. In this instance, the Allied player receives no cards and the Japanese player receives only Japanese cards #1 and #2 (see 17.11). At no time during the game are the number of cards in a player's hand (but not the specific cards) or which cards are in the discard pile (cards that have been played but will be available to play again after a shuffling event) and the removed from play pile (cards that will not return to play during the game) to remain a secret. Rather these are to be disclosed information throughout the game.

4.2 The Offensives Phase

4.21 Initiative Segment

The player with the most Strategy cards in their hand goes first, unless the player with fewer cards uses a Future Offensives card as an EC for their first played card. In all other cases, the player with the most cards must go first. In case of ties, the Japanese player must go first for all game turns in 1941 and 1942, whereas the Allied player must go first for all 1943 through 1945 game turns.

4.22 Offensives Segment

Players alternate being the Offensives player, playing Strategy cards, either as OCs or ECs to conduct offensives (the moving of units on the map and the resolution of resulting combats) or implement other game functions through events. The Offensives player activates units as per the OC or EC played, moves units if desired, and then declares battles. The opposing player is considered the Reaction player and acts in reaction to the play of cards and the activation of forces by the Offensives player

After battles are declared for the offensive, the intelligence condition under which they will be resolved is determined. All Offensives are Surprise Attack unless the Reaction player plays a Reaction card or makes a successful intelligence die roll against the cards OC or EC intelligence value. If the Reaction player plays a Reaction card that specifies an intelligence condition, this condition (Intercept or Ambush) is the one used for the Offensive. If the Reaction player makes a successful intelligence die roll, the intelligence condition always becomes Intercept.

Once the intelligence condition for the offensive has been determined, the Reaction player may move units (if the condition is intercept or ambush, never during surprise attack) to participate in declared battles only. In addition the Reaction player may play one or more additional reaction cards, if desired. Finally, all battles for the offensive are resolved battle hex by battle hex in any order desired by the Offensives player. After all battles and post battle move-

ment for the offensive have been completed, the players reverse roles and the new Offensives player starts again with the play of a Strategy card as an OC or an EC, or passes. This segment ends when both players have played all strategy cards in their hands for the turn.

4.3 The Political Phase

4.31 National Status Segment

The players whose units (in or out of supply) occupy, or were the last to occupy, a particular hex controls the hex. If the Japanese player has gained control of the hex, place a Japanese flag on the hex. If the Allied player has gained control of the hex, place an Allied flag (it doesn't matter whether a US or British flag is used, the difference is for aesthetic reasons only). Alternatively, a convention may be adopted that any hex without a Japanese flag is considered to be controlled by the Allied player, which should cut down on map clutter and facilitate a quicker set up. If, due to hex control, the conditions for one or more nations to surrender exist, these surrenders occur at this time.

4.32 US Political Will Segment

Adjust the US Political Will track for any conditions that alter its setting due to changes in hex control and other factors noted in rule 16.4.

4.4 The Attrition Phase

All ground and air units determine their supply state (13.0). If they are out of supply, they are flipped from their full strength to their reduced strength side. Air and Ground units already on their reduced side may be eliminated. Naval units are unaffected by attrition.

4.5 The End of Turn Phase

If the US Political Will marker is in the Zero (Negotiations) box, the Japanese player wins the game. If the conditions for automatic Allied victory have occurred, the Allied player wins the game. If it is the last turn of the game, determine the winner as per the campaign or scenario victory conditions for the game that was played. If none of these conditions are true, advance the game turn marker and conduct a new game turn. Flip or remove various game markers as indicated by the rules (e.g., China Offensive conducted to its other side or remove Tokyo Express marker respectively).

5.0 Strategy Cards

Each player has a deck of unique Strategy cards. A player can only draw and play Strategy cards from their own deck, although some cards allow you to force the other player to discard from their hand. Each turn a player draws a hand of 4 to 7 Strategy cards. Players alternate playing strategy cards during the Offensives segment of the Offensives Phase. They must play a Strategy card, play one of a limited number of passes, or discard a Strategy card. When both players have played all of the Strategy cards in their hand, the Offensives Phase of the game turn is concluded.

DESIGN NOTE: Strategy cards are the heart of my card driven game system as used in my earlier We The People and For The People designs. The cards are the mechanism through which all movement, battle, and events are initiated during the game.

A Strategy card may be played as either an Operations Card (OC), as an Event Card (EC) or discarded. When played as an OC card, the player may perform one of the following actions:

- A. Conduct an OC Offensive (6.0).
- B. Conduct a China OC Offensive (12.72).
- C. Withdraw an air unit (7.33).
- D. Withdraw an HQ (7.54).
- E. Bring a HQ into play from the game turn record track (7.56).

It should be noted that many Events enable Offensives and Offensives can also be conducted by an OC play. These Offensives have differences that are covered later in the rules.

Played and discarded strategy cards are, unless the card text specifies otherwise, placed in a separate Discard pile for later reuse. This Discard pile is disclosed information and can be examined by either player. Some cards indicate that if played as an event (EC) they are completely removed from play. *Note that a card that is discarded, rather than played, is placed in the Discard pile for possible reuse, even if it indicates it is a card that would normally be removed from use after being played, since an un-played discard is not considered to be a played card for this purpose.*

5.1 Operations Value

Each card has an Operations value of 1, 2, or 3. The Operations value of the card is used for a number of game functions, most notably as a movement multiplier and an activation value. In this game, unlike many other card driven games using similar systems, the Operations value is used for various game functions, even if the card is played as an event.

5.1.1 Operations Value And Movement

The movement allowance of a unit for the current Offensive is the unit's base movement value (naval = 5, ground = 1, air = range/extended range) times the Operations value of the Card. For example with a 2 OC value, ground units have 2 movement points, aircraft may move twice their range, and naval units may move 10 hexes.

Movement Allowance Chart

OC Value	Land*** MA	Air MA (R=2)	Air MA (ER=4**) (ER=5)	Air MA (ER=5)	LRB MA (R=6)	LRB MA (R=8)	Naval MA
1 OC	1	2*	4*	5*	6*	8*	5
2 OC	2	4*	8*	10*	12*	16*	10
3 OC	3	6*	12*	15*	18*	24*	15

Key: MA= Movement Allowance measured in Movement Points, ER=Extended Range, R= Long Range Bomber Range

*= The printed movement allowance of an Air unit represents the maximum distance that unit may move during a 'leg' of movement. Each OC multiple is an additional leg that the unit may move. However, the start and end points of a single leg (for a 1 OC situation) or a series of legs (for 2 & 3 OC situations) must be in either a friendly airfield location or a battle hex location. Additionally, for 2 & 3 OC situations, the ends and starts of the inner leg segments, that is the end of the first leg that is also the start of the second, and the end of the second that is also the start of the third, must be friendly airfields. *For example, an LRB with a range of 6 would be able to use only one leg with a 1 OC, that is, its range would be 6 hexes to another friendly airfield having left from a friendly airfield or a battle hex. However, with a 2 OC, it could move 2 legs of up to 6 hexes each, starting in a friendly airfield or a battle hex, but the second leg would have to start at a friendly airfield and must end at a friendly airfield.*

**=Air units with parenthetical extended range cannot participate in battle if they use their extended range.

***= All Japanese, US, Commonwealth British (except Armor Brigade), Australian, and New Zealand ground units may use Amphibious Assault. Dutch, Indian, and Chinese units may not use Amphibious Assault.

5.1.2 Operations Value And Offensives Player Unit Activation

When a Strategy card is played as an Operations Card, the Operations value is added to the Efficiency rating of the HQ initiating the Operation to determine the number of units that may be activated. When played as an Event Card, the number of offensives units that may be activated is indicated by the event Logistics value plus the Efficiency rating of the HQ being used, or specified by the text of the card. Units must be in supply to be activated by an EC or OC play.

5.1.3 Operations Value And Reaction Player Unit Activation

Unless the Reaction player plays a reaction event that specifies a logistic value, the Reaction player activates a number of units equal to the Operations Card value of the Strategy card played by the Offensives player (whether played as an OC or an EC) plus the efficiency rating of the HQ that is being used to initiate the reaction.

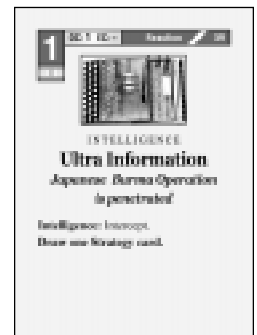
Note that this means that the Offensives player OC value figures into the Reaction player activation. If the Reaction event specifies a logistic value, then the Reaction player does not use the Offensives player's OC value, and instead uses the Reaction event Logistics value plus the reacting HQ's efficiency rating to determine the number of units that can be activated.

5.2 Intelligence Values

All Strategy cards have an OC, and usually an EC, intelligence value on the card. All Offensives are by default a surprise attack unless the Reaction player alters this condition to an intercept or ambush intelligence condition. The Reaction always has the option to alter the intelligence condition for the Offensive by playing an Intelligence Reaction card whose text indicates an intercept or ambush intelligence condition. In all other situations, except when the Offensive event (EC) specifically indicates a surprise attack, the Reaction player may, as an alternative to playing a Reaction card to change the intelligence condition, attempt to change the condition by making an intelligence die roll. A successful intelligence die roll changes the intelligence condition to intercept. If an EC Offensive text indicates that the intelligence condition is a surprise attack, this can only be altered by the play of an Intelligence Reaction card, never by an intelligence die roll.

5.2.1 Changing Intelligence Condition With a Reaction Card

If the Reaction player has in hand a Reaction card that alters the intelligence condition (intelligence or counteroffensive Reaction cards) to intercept or ambush, it may be played. The Reaction player is not obligated to play a held Reaction card, this is strictly an option. The Reaction card text will alter the intelligence condition to intercept or ambush, which becomes the intelligence condition for the entire Offensive and how ALL battles are resolved. If a Reaction card is played, its intelligence condition always dominates and becomes the condition for the offensive.



EXAMPLE: The Japanese play card 3, Malaya: Colonel Tsugi-Unit 82, which specifies an intelligence condition of surprise attack. The Allies cannot make an intelligence die roll due to the specified surprise attack, so must play a reaction card if wishing to alter the intelligence condition. The Allied player plays card 26, US Army Breaks Japanese Army Codes, which changes the intelligence condition to ambush.

5.22 Changing Intelligence Condition With an Intelligence Die Roll

If the Reaction player does not play a card and the Offensive event (EC) did not specify surprise attack, the Reaction player may opt to make an intelligence die roll. The card used to initiate the Offensive has an OC and an EC value. If the Offense was initiated by the OC value of the card, then use the OC value. If the Offensive was initiated by an event (EC), then use the EC value. If the die roll is equal to or less than the appropriate Offensive card intelligence value, then the roll is successful and the intelligence condition for the Offensive is intercept. If the die roll is greater than the specified value, then the roll is not successful, and the intelligence condition for the Offensive is surprise attack. Note again that if the intelligence die roll is successful, the intelligence condition is intercept for the entire Offensive and for the resolution of ALL battles.

EXAMPLE: The Japanese play card 10, 2nd Operational Phase as an EC. The EC value on the card is 7. If the Allies make an intelligence die roll of 7 or less the intelligence condition is intercept, otherwise it defaults to surprise attack.

Air Reconnaissance: There is one way in which the intelligence die roll may be modified. If at any time during the movement of any of the Offensives forces unit(s), those forces move into or through an opposing air ZOI, the Reaction player subtracts 2 from their intercept die roll. However, an unmodified die roll of 9 is always considered a failed die roll and a surprise attack result, regardless of any die roll modifier.

5.3 Events

Each Strategy card has an event. When a player uses a Strategy card as an Event Card, the player follows the text of the event. If the text of an event contradicts the rules, the card text supercedes the rules of the game and is used instead. There are four classes of events: Military events, Reaction events, Resource events, and Political events.

5.31 Military Events

Military Events allow the player to conduct larger Offensives than the value of the OC value of the card would allow. All military events have a Logistic value. **The number of units that may be activated by a military event is the Logistic (not the Operations value) value of the event plus the efficiency rating of the HQ the player is using for the offensive.** Military event cards often have a variety of activation, intelligence, and condition text. If a player cannot comply with all of an event's clauses, the card may be played only as an OC or discarded, but it may not be used as an Event Card.

A. Activation Instructions

Many military events have restrictions on which named HQs can or cannot be used if the Military event is to occur.

B. Intelligence Conditions

Military events often have intelligence and other conditions listed on the card, which must be followed if the event is to be played. If the Intelligence states 'Surprise Attack' the Reaction player cannot

make an intelligence die roll to alter the intelligence condition, but may still play a Reaction card in order to alter the intelligence condition from Surprise Attack.

C. Reinforcement Units

Certain Military events come with a special unit (e.g., Slim's Burma Offensive brings the British 7th Armor Brigade into play). Place the new unit according to the card text.

D. Special Conditions

Many military events have special conditions that pertain to the entire offensive, but do not extend beyond the offensive unless specifically stated as such. If a portion of an event is mandatory for the event, the card will state it as such, using words such as "only", (example, "SW Pac HQ only"). Otherwise follow the card text as closely as possible to derive all of the event benefits. Note that a particular situation coupled with a card indication of "no additional effect" still allows the card to be played if either situation can be met.

EXAMPLE: On Allied card 33, the text states, "...this event ends a US inter-service rivalry. Flip the US Inter-service rivalry marker to its Strategic Agreement side. If the US Inter-Service Rivalry marker is already on Strategic Agreement side there is no additional effect.". In this example, the event text has been followed since the inter-service rivalry component can be met in either status (Inter-service rivalry or Strategic Agreement). In addition, as for example in Japanese Reaction card 34, which states, "...no additional impact if Inter-Service rivalry is already in effect, Draw one Strategy card.", effectively, this card can be played to draw a card regardless of the US inter-service rivalry status.

5.32 Reaction Events

When a player is in the role of a Reaction player, the only strategy cards that may be played are those that state in their title they are a reaction event. Only the player currently cast in the role of Reaction player may play Reaction cards. A reaction event may be played in response to an Offensive after the Offensives player has completed moving all offensive units, provided there are one or more declared battle hexes or the text of the card indicates the card may be played otherwise. A Reaction player is limited to playing a maximum of three Reaction events in response to a specific offensive, not per battle within that offensive. There are five general categories of Reaction events: intelligence, attack (submarine, kamikaze, and skip bombing), counteroffensive, weather, and personage.

A. Intelligence

A player may choose to make an intelligence die roll to determine if a reaction to the Offensive will occur. Once the Reaction player has failed an intelligence die roll, Reaction cards may no longer be played to alter the intelligence condition for that offensive unless the event text specifically indicates otherwise. Regardless of the intelligence condition or whether an intelligence die roll was made, the Reaction player may always play non-intelligence Reaction cards. A player may play more than one Reaction event during an offensive and, if both intercept and ambush intelligence conditions are possible, the intelligence condition is ambush.

B. Attack

Attack Reaction cards indicate the potential for some amount of additional damage the Offensives player may take due to a submarine, kamikaze, or skip bombing attack. Follow the text instructions

on the individual card. Attack Reaction events usually engage units activated for the Offensive unless specifically exempted by the text of the card. Attack events may be played in addition to other Reaction cards, or as stand-alone events in reaction to an Offensive.

C. Counteroffensive

There are several general types of Reaction events that enable the Reaction player to activate military units in a manner identical to a normal Offensive and alter the intelligence condition to intercept for the remainder of the Offensive. Counteroffensive cards have a logistic value, which the Reaction player uses for the number of units that can be activated, although the Reaction player still uses the Offensive cards OC value for determining unit movement points.

D. Weather

There are several weather Reaction events that cancel certain Offensives, and which may be played after Offensives player movement. Canceling an Offensive due to weather causes the Offensives player to place the moved units back at their starting locations, ending the Offensive. The reaction player may not play any other events in conjunction with a Weather card. Any Amphibious Shipping Points that the Offensives player intended to use for the cancelled Offensive are not considered used and are still available for use during the current game turn.

PLAY NOTE: For the sake of efficiency, a player may want to play this type of reaction event prior to the Offensives player moving to speed play, but this is not required.

E. Personage

There are a few events that focus on the impact of a famous personage (e.g., Ghandi, Wingate). Follow the text instructions to resolve these Reaction cards.

5.33 Resource Events

Only the Offensives player may play Resource events. Resource events give the player new units or replacements. If a Resource event gives the player a reinforcement unit, it is placed on the map using the same restrictions as if it arrived during the Reinforcement phase. If the event states that the replacements must be used immediately, then the player places the replacements as if it were currently the reinforcement phase, with all the same restrictions. Sometimes the card text specifies a choice to either use the replacements immediately or save them for future use. If the player chooses to save them, record the amount on the strategic resource track with the appropriate marker. If for any reason, the Offensives player cannot fulfill the conditions under which the reinforcement unit is supplied, the unit is lost. Similarly, if for any reason the Offensives player cannot use or save all or some of the available replacements, unused replacements are permanently lost.

5.34 Political Events

Political events are those that move a marker on one of the game tracks. There are five kinds of political events: Chinese offensives, India Stability, War In Europe, US Political Will changes, and Inter-Service Rivalry. Each of these types of events specifies which game track is affected and the direction and distances the marker for that track is moved.

5.35 Drawing a Card

Many events state that a player draws a strategy card if the event is played. A player never draws a card if the Strategy card played is played as an OC. A draw may only occur if a Strategy card is played as an Event. A player may not use a card just drawn during the

current offensive. A player may never draw more than three cards in this manner during any Offensive phase. Once a player has drawn three cards, all additional events played for the remainder of the current Offensive phase ignore further card draws.

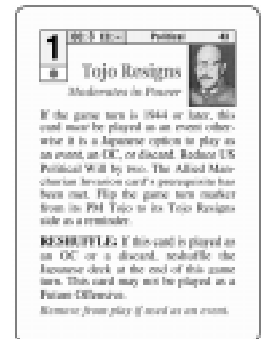
PLAY NOTE: It is suggested that the players use the Japanese flag and British Roundel counters on the Strategic Record Track as a reminder on how many cards have been drawn during the turn, should they require such a reminder.

5.36 Removing a Card

A large number of the events in the game specify that they are removed from the game. A card that is used as an Event and that has this provision is removed from the game after its initial use and cannot be used again during the remainder of the game for any purpose. If the card is played as an OC, it is not removed from the game.

5.37 Special Events Cards

Two cards, Tojo Resigns and Soviets Invade Manchuria, are Special Event cards and *must* be played during the Offensive phase of the turn in which they are drawn, if the event conditions are met. Additionally, they may not be played as a Future Offensive. The only choice the player retains is when to play them during the Offensives phase in which they are drawn. If a Special Event card occurs on a game turn prior to when it can be played (e.g., Tojo Resigns), the card may be played as an OC and causes a reshuffling of the deck at the end of the current game turn to re-include the card and all of the other cards in the discard pile (not those removed from play). If a Special Event is discarded due to the play of another event or player action, the Special Event occurs the instant the card is discarded.



6.0 Offensives

Offensives are the core of the game. A player plays one Strategy card as either an Operations Card or an Event Card whose text specifies an offensive. A Strategy card may be played as either an OC or an EC, but not both. The player initiating an offensive is known as the Offensives player and the other player is known as the Reaction player until the conclusion of the offensive. Offensives allow a player to move a variable number of units that begin within range of one HQ and to declare battle for particular hexes at the conclusion of movement. More than one HQ may be used if so specified by an event.

DESIGN NOTE: There are differences between conducting an Offensive using an OC versus an EC. These distinctions will be noted in the rules, but it may be useful to understand what is being simulated. When using an OC, the offensive is considered to be a smaller localized action conducted with on hand forces. Consequently, an OC offensive can only be used to declare one battle hex. The upside is that since this is a local action, with less high-level command resources, the security is better and there is less chance of an opposing interception. When

initiating an offensive with an EC, the offensive is larger in scope with superior logistic preparation. An EC offensive can declare any number of battle hexes as opposed to a one battle hex limit for an OC offensive. However, the increased coordination makes security more challenging and is more likely to tip the opposition off. Except for these distinctions, the offensive procedures are the same for OC and EC offensives.

6.1 Overview of an Offensive

The Offensives player activates and moves units as per the card being played. Unit movement allowances are based on the Operations value of the card played, regardless of whether it was played as an OC or an EC. Each type of unit has a base movement allowance that is multiplied by the Operations value of the card played (see 5.11). At the conclusion of all unit movement, the Offensives player declares which hexes are battle hexes (see 6.24). **An EC offensive can declare any number of battle hexes as opposed to a one battle hex limit for an OC offensive.**

If no battles are declared then there is no Reaction movement possible, although Reaction cards can sometimes still be played. If any of the battles are within range of a Reaction player's HQ unit, the Reaction player may now try to alter the intelligence condition from its default surprise attack to either intercept or ambush, which permit Reaction movement. The Reaction player alters the intelligence condition by either playing a Reaction card (intelligence or counteroffensive) or making a successful Intelligence die roll. If the intelligence condition is altered to intercept or ambush the Reaction player may activate and move units. Units may only be moved into, out of, or within range (air/carrier units) of battle hexes. Reaction units may participate in battles that are outside of the range of the HQ that was used to activate them, but a minimum of one battle hex must have been in range of the HQ in order for any reaction to have occurred.

At the conclusion of the Reaction player's movement, combat is conducted for all battle hexes. At the conclusion of all combat, all units conduct post battle movement, which concludes the offensive.

The alternate player then becomes the Offensives player and plays a card, which starts another offensive, and play continues in this manner until both players have played out all of their cards. **If one player runs out of cards before the other player, the player with cards remaining plays them out one at a time, remaining as the Offensives player, until all cards have been played.**

6.2 Offensives Procedure

When an Offensive is initiated, the following sequence is followed:

- A. The Offensives player activates units within range of an HQ that meet the criteria in 6.21.
- B. Activated units move (6.22) and declare battles (6.24). If no battles are declared, the Offensive is concluded. Exception: see 6.27 Special Reaction Move.
- C. If battles are declared, the Intelligence condition for the Offensive is set by the Strategy card or defaults to Surprise Attack
- D. The Reaction player can attempt to change the intelligence condition by playing a Reaction card OR by making a successful intelligence die roll (as specified on Offensives Strategy card) (6.25).

E. If the intelligence condition remains Surprise attack, all battles are resolved without Reaction player activity. If the intelligence condition is Intercept or Ambush, the Reaction player activates units and moves them into declared battles (6.26).

F. Battles are resolved (8.0).

G. Post battle movement is conducted and the Offensive is concluded (8.6)

6.21 Offensives Player Unit Activation

A player may activate a number of units equal to the efficiency rating of the HQ being used to conduct the offensive PLUS either the OC value or the Event logistic value. The units to be activated must be in hexes within the HQ range (7.52) of the HQ used for the offensive. In order to be activated, a path of hexes is traced from the HQ to the unit being activated. Opposing Aircraft Zones of Influence (7.35) can affect the path traced for activation. The activation path can be traced into a battle hex occupied by opposing land units if the hex is a declared battle hex. HQs have specific nationalities they can activate, unless excepted by an events card text. Specifically, Allied HQs are one of three nationalities: US (e.g., Central, South (Ghormley or Halsey), and Southwest), Commonwealth (e.g., Malaya, SEAC), or Joint (e.g. ANZAC, ABDA). The Japanese have only one type of HQ.

A. US HQs can activate US units (Blue or Green units) and Chinese units.

B. Commonwealth HQs can activate Commonwealth, Chinese, and US Army Air units (Blue US air units).

C. Joint HQs can activate any Allied unit. Note: Only Joint HQs can activate Dutch units.

D. Japanese HQs can activate any Japanese unit.

6.22 Unit Movement Allowances

The distance active or reactive units may move is equal to the OC value of the Offensive card being played times the unit type's base movement allowance (naval = 5, ground = 1, air = normal/extended range). (See 5.11 for a table with specifics and restrictions). **Exception:** if the card is played as an EC, the event may allow movement greater than the OC value of the card and takes precedence.

6.23 Sequencing of Moves During an Offensive

When moving units during an Offensive, each stack of units should be moved to completion before another unit or stack is moved. The major impediment to movement during an Offensive is the location of un-neutralized opposing air Zones Of Influence (ZOI). All air and aircraft carrier naval units project a two hex zone around them that restricts the movement of all unit types conducting strategic movement and ground units moving via amphibious assault. Air ZOI are in effect at all times. The moving player (Offensive or Reactive) can neutralize opposing ZOI by the judicious movement of non-LRB air and aircraft carrier units during the Offensive. Consequently the sequence of moves during an Offensive can have different outcomes.

PLAY NOTE: Basically, moving air and aircraft carrier units first to locations where they neutralize opposing air ZOI enables ground units to move with less restriction afterwards. Alternatively, moving in conjunction with an aircraft carrier in effect neutralizes opposing ZOI as the carrier is moved, thus allowing accompanying units to move where desired. Following the opposite sequence could prevent the movement of amphibious assaults or strategic move-

ment from occurring because they could not move into un-neutralized opposing air ZOI.

DESIGN NOTE: There is a bit of Offensive orchestration required when conducting an Offensive. Conducting unescorted amphibious assaults rarely works unless you are attacking an area without the presence of opposing air units and you are betting that the opponent is not going to react.

6.24 Declaring Battle Hexes

After all Offensive unit movement, the Offensives player declares which hex(s) are battle hexes. Any hex that contains Offensive and Reaction units must be declared a battle hex. Hexes that contain Reaction units only, but are in range of Offensives player air and carrier units may be declared battle hexes. On the play of an OC a player can declare one battle hex. Although an OC Offensive can only declare one battle hex, units may move through and may end their movement in unoccupied opposing controlled hexes. Note that more than one battle may occur on the play of an OC, if Reaction movement causes additional battle hexes. On the play of an EC a player can declare as many battle hexes as desired within the limitations of the other rules of battle. For each declared battle hex, the Offensives player must state which units will participate in the battle for that hex. No unit may participate in more than one battle per Offensive, however, a unit may participate in one battle per each Offensive conducted during the game turn. After Offensive unit movement, if no battles were declared, the Offensive is concluded and it is now the other player's turn to play a Strategy card. Exception: 6.27, Special Reaction Move.

6.25 Offensive Intelligence Condition Determination

The intelligence condition for an Offensive is the same for all battle hexes during that offensive. This procedure is not conducted individually for each battle hex. Consequently, if the reaction player is successful in changing the intelligence condition, this effects all declared battle hexes for the offensive.

A. The intelligence condition of the Offensive is initially determined by the Strategy card played to initiate it. If the card is being played as an OC or if the Event does not specify the intelligence condition, the default intelligence condition for the Offensive is Surprise Attack.

B. The Reaction player may attempt to change the intelligence condition by doing one of two things. First, the Reaction player could choose to play a Reaction card that specifies the intelligence condition as Intercept or Ambush. The play of a Reaction card supercedes the intelligence condition specified by a Strategy card. If more than one Reaction card is played and both intercept and ambush intelligence conditions are specified, the intelligence condition becomes ambush.

C. Second, if the Reaction player did not play a card and the Offensive card did not specifically call for surprise attack, the Reaction player can opt to make an intelligence die roll. An intelligence die roll can change the intelligence condition from Surprise Attack to Intercept (never to Ambush, which can only be done through the play of a Reaction card). Once the Reaction player makes an intelligence die roll, it precludes the ability to play a Reaction card to change the intelligence condition unless the Reaction card text specifically allows it. The Reaction player may only make one intelligence die roll per Offensive.

D. The Intelligence Die Roll Procedure is as follows. The card used to initiate the Offensive has an OC and an EC value. If the Offense was initiated by the OC value of the card, then use the OC value. If the Offensive was initiated by an event (EC), then use the EC value. If the die roll is equal to or less than the appropriate Offensive card intelligence value, then the die roll is successful and the intelligence condition for the Offensive is intercept. If the die roll is greater than the specified value, then the roll is not successful, and the intelligence condition for the Offensive is surprise attack.

E. There is one way in which the intelligence die roll may be modified. If at any time during the movement of any of the Offensives forces unit(s), those forces move through an un-neutralized opposing air ZOI, the reaction player subtracts 2 from their intercept die roll. However, an unmodified die roll of 9 is always considered a failed die roll and a surprise attack result, regardless of any die roll modifier.

6.26 Reaction Move

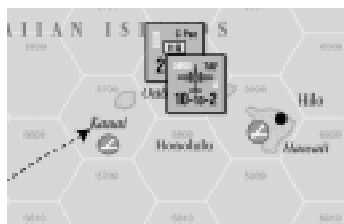
If the intelligence condition is Surprise Attack there is no Reaction move and the Offensives player immediately resolves all battles initiated by the Offensive. If the intelligence condition is Intercept or Ambush, the reaction player may designate one (and only one) in supply HQ as the reacting HQ, if at least one declared battle hex is within range of this HQ. Although every battle hex may not be within range of the designated reacting HQ, any units it activates may react into any declared battle hex that their movement allowance allows them to reach. The Reaction HQ may only activate units that are in supply and within range of the HQ. **The reaction player may activate a number of units equal to the HQ's efficiency rating plus the OC value of the Offensives player's Strategy card (regardless of whether it was played as an OC or an EC) or the logistic value of a counteroffensive Reaction card if one was played.**

The Reaction player may only activate units that will participate in a declared battle. Any that cannot be moved to such a declared battle hex may not be activated. All restrictions that govern Offensive activation apply to Reaction activation. Reaction units may only participate in a declared battle hex or in those created by a Special Reaction Move (6.27). Reaction units that are in a battle hex may be activated and leave the battle hex, but must participate in the battle, in the battle hex that they departed from or they cannot be activated (exception: 7.43 Ground Disengagement). A Reaction player is not obligated to move any units just because the intelligence condition is Intercept or Ambush, but any units activated and moved must participate in a battle.

6.27 Special Reaction Move

If an opposing ground unit ends its Offensive move in an unoccupied Reaction player controlled city, port, or airfield hex that is within range of a Reaction HQ and in a Reaction aircraft Zone Of Influence (which cannot be neutralized by the presence of Offensive non-LRB air units), the Reaction player may attempt a Special Reaction. To make this Special Reaction the Reaction player must make a successful intelligence die roll (it may not be activated through the play of a reaction card). If the roll is successful, the hex is declared a battle hex and the Reaction player conducts a normal reaction move. This can occur whether the Offensives player declared a battle hex (or hexes) or not. If the Reaction player was already reacting to a declared battle hex (or hexes), this additional battle hex (or hexes) is included within the normal reaction move, but it is not automatic, it must be rolled for on a hex by hex basis.

EXAMPLE: The Japanese move a land unit into unoccupied Kauai, which is within range of the Central Pacific HQ and within the ZOI of the US 7th AF air unit on Oahu.

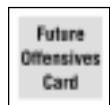


Ordinarily, since the Japanese did not declare any battle hexes, the Allied player would be unable to react. However, due to the 7th AF air unit ZOI, the Allied player can roll for a reaction and if successful, Kauai would be declared a battle hex and the Allied player could conduct a normal reaction move. It should be noted in this example, if the Japanese had declared one or more battle hexes and the Reaction player had made a successful Special Reaction die roll, the Reaction player could still declare Kauai a battle hex and include it within its Reaction move. In effect, this rule allows a Reaction player with air superiority to respond to an occupation of a city, port, or airfield location that did not involve a normally declared battle.

6.28 Battle and Concluding the Offensive

Each battle is resolved as per the requirements of rule 8.0, and then all units, Offensives player first, conduct post battle movement (see 8.6). At this time the offensive is concluded and the other player plays a Strategy card to start a new offensive, or the Offensives phase is concluded if both players are out of cards.

6.29 Future Offensives



Once per game turn each player may play one Strategy card to be held over for a future offensive or a future reaction. A player may never have more than one card designated as a Future Offensives card at any given time. A player cannot play a card as a future offensive card if one is currently designated. To designate a future offensives card, the player, as the play of a strategy card, takes the card and places it face down next to the map and places the Future Offensives marker on top of the card to indicate its status. This is that player's action and play alternates to the other player.

A. Future Offensive Card Play to Win Initiative

If a player has fewer cards than the opposing player, the player with the fewer cards can automatically win the initiative and go first if the first card played is a Future Offensive card. The Future Offensive card can be played only as an EC to win the initiative in this manner.

B. Future Offensive Card During the Offensives Phase

A Strategy card cannot be played as a future offensive in the same game turn in which it was designated as a future offensive, nor as the last card played by the owning player during an Offensives Phase, either as an Offensive or a Reaction. Other than this restriction, a Future Offensive card may be played any time a player could normally play a strategy card during the Offensives Phase. A player may discard a future offensive card instead of playing a Strategy card from their hand or play the card as a Offensive (as an OC or an EC) or Reaction card. A player may keep the same future offensive card for multiple turns. The only drawback of doing this is that another card cannot be designated as a future offensive card as long as the current future offensive designated card has not been used.

Note that the Special Event cards Tojo Resigns and Manchurian Offensive may not be played as Future Offensives.

7.0 Movement and Stacking

7.1 Base Movement Allowance

The distance a unit may move during an offensive or reaction is based on the unit type's base movement allowance times the OC value of the Offensive card or an EC text that supercedes the OC value. See 5.11 for the Operations Value and Movement Table.

All units have a base movement allowance. This Base Movement Allowance is:

GROUND: 1 movement point.

NAVAL: 5 movement points.

AIR: Equal to the unit's range in movement points. If two ranges are on the counter, use either value.

PLAY NOTE: Some units have a parenthetical extended range. If a player uses the parenthetical extended range, the air unit cannot participate in a battle. If the player wanted to use an air unit with a parenthetical extended range in a battle, the unit would have to be moved using the normal range.

7.2 Naval Unit Movement and Stacking

7.21 Naval Movement

A naval unit expends one movement point for each hex entered. The player moves one unit or one stack of units at a time, and must complete the movement of a stack or single unit before beginning the movement of another. Naval units may enter any hex via a water hex side so long as it is not via an unplayable ocean hex side. Naval units may never cross an all land hex side. Certain land hexes in the game have two hex sides of coastline separated by an uncrossable land mass. In these cases one of these coastlines has graphically been shown to be unplayable ocean. Naval units may not enter a hex through an unplayable ocean hex side.

EXAMPLE: Hex 2220 Soerabaja cannot be entered by a naval unit from hexes 2119, 2120, or 2221, but could be entered from hexes 2219, 2319, and 2320.

Naval units can normally enter and move through un-neutralized opposing air ZOI, but may not do so if they are moving with a ground unit conducting amphibious assault or are conducting strategic naval movement.

Naval units must end their movement either in a battle hex, or in a hex from which friendly air capable naval units with which they are stacked (CV, CVL, or CVE) may participate in a battle, or in a hex containing a friendly port, or in an unoccupied enemy controlled hex that contains a friendly ground unit. If a naval unit, after post combat movement (see rule 8.6) cannot end an Offensive in a friendly controlled port hex for any reason, it is eliminated.

7.22 Emergency Naval Move

If, at the conclusion of an offensive or during the Political phase (through National Surrender), a player gains control of a hex which contains opposing naval units that were not active, the naval units may make an emergency naval move. If there is a friendly port within 10 hexes, then the Naval units are placed (not moved) to that location. If more than one friendly port is within range, the owning player chooses the port to which the units are moved. Opposing air Zones Of Influence have no effect on an emergency naval move. If no friendly port is within ten hexes, then the naval units are eliminated.

EXAMPLE: When the Philippines surrenders, the US Asiatic CA naval unit is in the Leyte hex. The CA is placed in any friendly port within 10 hexes, such as hex 2220 Soerabaja.

7.23 Strategic Naval Movement

A naval unit may move twice the movement point value allowed by an offensive if it moves from a friendly port to another friendly port. A naval unit that uses strategic naval movement cannot enter a battle or enter an un-neutralized opposing air Zone Of Influence.

7.24 Naval Unit Stacking

During an offensive or battle, any number of naval units may be stacked in a hex. When not conducting an offensive or battle, no more than 6 naval units of one player of any type (CV, BB, CA, etc.) may be in the same hex. If there are over stacked units, the owning player removes the excess naval units from play until the hex is within the stacking limits. If the naval units were in supply when so removed, they are placed on the game turn record track to be returned to play during the next turn as reinforcements (which cannot be delayed). If the over stacked naval units were out of supply, they are eliminated.

7.3 Air Movement and Stacking

7.31 Air Movement

An air unit moves in increments, or “legs” equal to or less than its extended range (the larger range value) or normal range for units that do not have an extended range. An air unit must land in a friendly controlled hex that has an airfield at the end of each leg of move-

ment (see the * indication more detailed explanation in 5.11). The player moves one unit or one stack of units at a time, and must complete the movement of a stack or single unit before beginning the movement of another. Air units never enter the battle hex, unless they started the offensive in the battle hex. **In order to participate in a battle, an air unit must occupy a friendly hex with an airfield within range of the battle or be in the battle hex itself.** An air unit with an extended range in parenthesis that uses its extended range at any point in its movement cannot participate in a battle. Consequently, Reaction air units with a parenthetical extended range can only react with their normal range. Air units that move out of a battle hex in a Reaction move must participate in combat resolution in that battle hex, even though they have left it.

7.32 Emergency Air Move

If, at the conclusion of an offensive, the Offensives player gains control of a hex (even through national surrender), which contains opposing air units (that were or were not activated), the opposing air units may make an emergency air move. If there is a friendly airfield within normal or extended range, the air unit is placed, not moved, to that location. If more than one airfield meets this condition, the owning player chooses the airfield to which the units are moved. If no friendly airfield is within range then the air units are eliminated.



Comprehensive Offensive Example:

At the beginning of the 1942 scenario the Malaya Peninsula has the Japanese 15th Army in Kuala Lumpur (1913) and the 25th Army (reduced) in Kota Bharu (2112). In support are air and naval forces in French Indo-China (22nd Air Flotilla in Saigon hex 2112 and the BB Kongo 2 and CA Mogami naval units in Cam Ranh hex 2311). The Allied player has the 3rd Indian Corps in Kuantan (2014) and the 8th Australian Division, Malaya Air unit and Malaya HQ in Singapore (2015).

The Japanese player opens the 1942 game turn with Japanese card 3: Malaya-Colonel Tsugi-Unit 82 Jungle Warfare, which is played as an EC. The Japanese player can use any HQ to activate units with a logistics value of 3. The Japanese player designates the South HQ in Saigon (2112) as the HQ for the Offensive, so 4 units may be activated (log value of 3 + South efficiency rating of 1). The Japanese player activates the 15th and the 25th armies plus the 22nd air flotilla and the BB Kongo 2 naval unit. The Japanese move the 15th and 25th armies into Kuantan and declare a battle hex. The 22nd air moves from Saigon to Kota Bharu to be within

3 hexes of Singapore and the BB Kongo 2 naval unit moves into the Singapore hex and declares another battle hex. The Japanese can declare two battle hexes because card 3 was played as an EC, whereas if it was played as an OC only one battle hex could have been declared.

The Allied player now determines what, if any, reaction will be made. The Japanese Military strategy card specified the Intelligence condition as surprise attack, so the Allied player cannot make an intelligence die roll to alter the intelligence condition. Luckily the Allied player is holding Allied card 5: Operation Matarador, which is a Reaction counteroffensive card. The Allies play this card and alter the Intelligence condition to intercept. Since this is a counteroffensive card, the Allies can use its logistic value of 3 instead of the Japanese OC value of 2. This allows the Allies to use the Malaya HQ to activate land and air units, plus the Force Z naval unit.

The Allies activate the 3rd Indian Corps, the 8th Australian Division and the Malaya air unit. Since Force Z is already eliminated, the Allies cannot activate it. The Allies are entitled to activate 4 units, but there are no other Commonwealth air or land units within range of the Malaya HQ and so this last activation is lost. The British move the 8th Australian into the Kuantan hex. The British Malaya air unit can react out of the Singapore hex, but must participate in the Singapore hex air-naval battle, the presence of the Japanese air unit neutralizes any advantage this would convey, so it stays put. Due to the text condition on Japanese card 3, the Japanese will get a +4 die roll modifier during ground combat. This example will be repeated and continued in the Comprehensive Example Of Play, but for the moment it is enough to say that the British lose the battle for Kuantan and the surviving forces will retreat into Singapore, while the Malaya air unit is eliminated. With the fall of Kuantan, the Japanese will gain control of the hex and since it is a resource hex, they will increase their resource total by one.

EXAMPLE: The Japanese attack, capture, and gain control over Wake Island, but the Marine air unit has not been eliminated. Since there is no friendly airfield within 4 hexes of Wake Island, the air unit is eliminated. If the air unit had been a US long range air unit with a range of 6 hexes, then the air unit could have been placed on Midway (assuming it was Allied controlled), which is within 6 hexes of Wake.

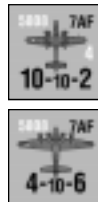
7.33 Strategic Air Transport

An air unit may conduct strategic transport during an offensive by moving up to twice its Offensive movement allowance from an airfield to another friendly airfield. Despite this the air unit must move through intermediary airfields within each range increment (leg). *As an example, a US air unit with an extended range of four is activated on an Offensive with a 2 OC value. If the air unit were to use Air Strategic Transport it could move up to 16 hexes, but must land at an airfield every four hexes in order to move this far.* At no time during its movement can the air unit enter an un-neutralized opposing aircraft Zone Of Influence (7.35). It cannot be used in a battle during the offensive that it uses strategic transport. A second form of strategic transport is available for air units. In this form, an air unit may be voluntarily withdrawn from the map as the complete play for any OC, and returns to play (it cannot be delayed) during the next game turn as a reinforcement, under the normal rules for the placement of reinforcements.

7.34 Air Unit Stacking

At the conclusion of a battle, no more than three friendly air and/or ground units (of any size) may be stacked in a hex. If there are over stacked units, the owning player removes the excess units, air units first, from play until the hex is within the stacking limits. If the units were in supply when so removed, they are placed on the game turn record track to be returned to play the turn after the next turn as reinforcements (which cannot be delayed). If the over stacked units were out of supply, they are eliminated.

Note that Several pairs of US air units have the same unit designation, but one of these air units will always be a Long Range Bomber air unit while the other is not. Two US air units with the same designation count as one unit for stacking purposes, but not activation purposes (e.g., there are two US 7th Air Force air units).



7.35 Aircraft Zone Of Influence

All in supply air and carrier units project a 2 hex Zone Of Influence (ZOI), which can only be neutralized by the presence of an opposing, in supply, non-LRB air unit or aircraft carrier unit projecting its Zone Of Influence into the same hex. The corollary of this is an out of supply air or aircraft carrier unit does not have an Air ZOI.

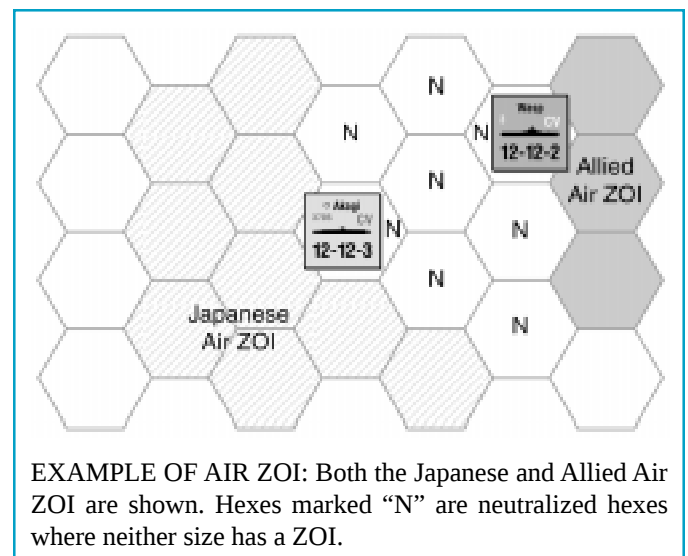
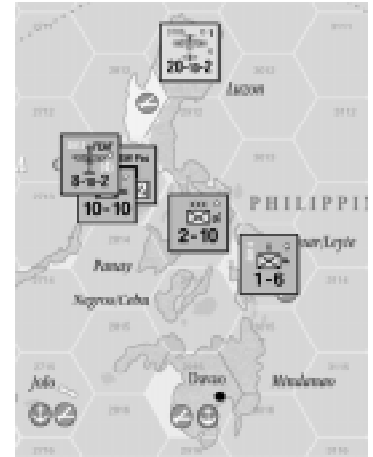
An air ZOI is in effect at all times. A Zone Of Influence that is un-neutralized impacts several game functions:

- A. No unit may enter or exit an air ZOI when conducting strategic movement.
- B. Ground units conducting amphibious assault may not enter or exit an air ZOI.
- C. An air ZOI blocks an HQ activation range path that enters or exits the air ZOI across an all water hex side.
- D. An air ZOI blocks a supply path that enters or exits the air ZOI across an all water hex side.

An Air ZOI Does Not Effect:

- A. Ground movement from a contiguous land hex to another contiguous land hex across a land hex side.
- B. Naval or air unit movement.
- C. An HQ activation range path that enters or exits a hex across a land hex side.
- D. A supply path that enters or exits a hex across a land hex side.
- E. An HQ range when used to maintain reduced units during the Attrition phase.

EXAMPLE: In the Philippines the SW HQ is in Manila (2813) with the FEAF AF air unit and the Reserve Corps. In an adjacent hex (2913) is the reduced SL Corps and on Samar/Leyte is the P Brigade. If the Japanese have an air unit located on 2911 its ZOI covers all of Luzon. The SW HQ is in supply because the FEAF air unit neutralizes the Japanese air units ZOI far enough to allow access into the South China Sea, where we will assume a path can be traced to the South map edge. The SW Pac HQ can trace a path to the all the ground units in this example. If you remove the FEAF air unit from this example, the SW Pac HQ is out of supply because it cannot trace out of an un-neutralized opposing air ZOI. If you take the same example, but move the Japanese air unit from 2911 to Davao (2915) and remove the FEAF air unit, the SW Pac HQ is in supply because Manila is not in the Japanese air unit's ZOI. The SW Pac HQ can trace an activation path to the SL Corps because even though it is in the Japanese air ZOI the SW Pac can trace to it through land hexsides, but the P Brigade cannot be activated because it sits in the Japanese air ZOI and



the path must cross a water hex side, which is blocked by the air ZOI.

7.36 Air Ferry in Hex 5408

The airfield in this hex represents the ability of Allied air units only, to use this location as an airfield for “landing leg” increment purposes when moving on to another location. At no time may an air or ground unit end its move in this hex. The only thing that temporarily neutralizes this Allied ability to use this hex in this manner is the presence of a Japanese naval unit in this hex during an Offensive.

7.4 Ground Unit Movement and Stacking

Ground units have three ways of moving, generally described as one if by land and two if by sea. Ground units may move from a land hex to another land hex across a land hex side expending a variable number of movement points for each hex entered. A ground unit may not enter a hex if it has insufficient movement points to do so. This means that during certain low value OC Offensives, ground units may be unable to conduct ground movement due to insufficient movement points. The player moves one unit or one stack of units at a time, and must complete the movement of a stack or single unit before beginning the movement of another. A ground unit must cease movement whenever it enters an opposing occupied hex containing land or air units, but is not inhibited by the presence of opposing naval units.

Additionally, ground units have two ways to move across all ocean hex sides. The first is strategic transport, which allows amphibious assault capable ground units to move from a friendly coastal hex (with or without a port) to a friendly, in supply port along a path that never moves through an un-neutralized opposing aircraft Zone Of Influence (7.35). The second is actual amphibious assault, and allows amphibious capable ground units to move from a friendly coastal hex (with or without a port) to any other coastal hex which can contain enemy ground units. A ground unit using amphibious assault moves like a naval unit and uses the movement allowance determined for the Offensive. If the destination hex of the amphibious assault contains an enemy ground unit the hex must be declared a battle hex (6.24).

7.41 Ground Movement

A ground unit spends a variable amount of movement points to enter a land hex. All open terrain hexes cost one movement point to enter. All other terrain types except mountains cost two movement points to enter. A unit expends all of its movement points to enter a mountain hex. A unit that enters a hex via a strategic transport route expends one half a movement point to enter a hex that contains no opposing units. A ground unit may not enter a hex unless it has sufficient movement points to do so, nor may, a ground unit cross an all ocean hex side by normal ground movement (exception, see Japanese Barge movement). A ground unit must cease movement whenever it enters an opposing occupied hex containing opposing land or air units, but is not inhibited by the presence of naval units.

7.42 Movement Restrictions

A. Japanese ground units may not enter non-coastal Chinese hexes (by example, ., Japanese land units in hex 2508 [Yungning] cannot move directly to hexes 2408 or 2507 by normal ground movement). Japanese air units may not attack Chinese units in China.

DESIGN NOTE: China has been abstracted, so forces that are on a fixed front line are not shown. Basically, the only aspect of

Chinese forces that are used in the game are those that were focused on the China-Burma-India Theater.

B. Japanese ground units may enter Northern India, but may move no further into India. See the National boundary definitions. Japanese air and naval units may attack Allied units in any portion of India that is in play.

C. No ground or air units may enter Soviet territory for any reason. If there is no other choice the unit is permanently removed from play.

D. No Allied ground units, except Chinese ground units, may enter non-coastal China hexes.

E. Chinese ground units can only operate in Burma, Northern India, Kumming, and all hexes adjacent to Kumming. Chinese units that are forced to move into any other land hex are eliminated.

7.43 Ground Disengagement

A ground unit may move from a hex containing an opposing Offensives unit that just entered the hex if it has a land hex it can move to that is not the one from which the opposing unit(s) entered the hex AND if its attack strength is greater than (not equal) that of the opposing unit(s). Otherwise a ground unit cannot leave the hex. If a successful ground disengagement occurs, the moving unit may continue to move if it has remaining movement.

DESIGN NOTE: This is a quasi-retreat before battle rule and does not require the retreating unit to be activated.

7.44 Strategic Ground Transport

A Ground unit may move from a coastal hex (with or without a port) to a friendly port at a distance of up to the distance a friendly naval unit in the current offensive may move. Since a naval unit can move twice its movement allowance if it moves from a friendly port to a friendly port, a ground unit conducting Strategic Transport that starts its move in a friendly port may also double its movement allowance. The path of the move may never enter an un-neutralized opposing aircraft Zone Of Influence (7.35). The ground unit must finish its movement in a friendly port or it cannot attempt the move. Ground Strategic Transport cannot be mixed with other forms of ground movement in the same offensive. Note that strategic ground transport does not require the use of amphibious assault points (ASPs).

DESIGN NOTE: This is an administrative naval movement using slow troop transports, which is why the ground unit is moving like a naval unit and does not require more specialized amphibious assault shipping.

7.45 Amphibious Assault

All Japanese, US, Commonwealth British (except Armor Brigade), Australian, and New Zealand ground units are Amphibious Assault capable. Dutch, Indian, and Chinese units are not and may not use Amphibious Assault. A ground unit that moves in this manner may move from any coastal hex (with or without a port) to any coastal hex (with or without a port) a distance equal to the distance a naval unit in the current offensive may move. An Amphibious Assault never doubles the distance it may move, even if it enters a friendly port at the conclusion of its move. An amphibious assault may enter any coastal hex, which does or does not contain enemy ground units. Note that Event cards that restrict the activation of naval units do not prevent amphibious units from using amphibious assault, and

that Inter-service rivalry being in effect does not prevent Army units (Japanese or US) from using amphibious assault movement.

A. Amphibious Assault ASP Requirements

One Amphibious Shipping Point (ASP) must be available for each ground unit of division size (XX) or smaller that conducts an Amphibious Assault. Each Corps or Army sized unit (XXX or XXXX) requires one ASP for each step (e.g., a reduced Corps or Army sized unit requires one ASP and a full strength Corps or Army unit requires two ASP). An amphibious shipping point can be used only once per game turn. Note its use by moving the Amphibious Shipping Used marker on the Strategic Record. If insufficient amphibious shipping points are available, the units for which there are insufficient ASPs cannot conduct Amphibious Assault.

B. Amphibious Assault Restrictions

The path taken by the Amphibious Assault ground unit(s) may enter an opposing controlled hex, but may not enter or exit an opposing controlled hex that currently contains an opposing naval unit (active or inactive), unless the assaulting unit moves with a friendly naval unit for the entire length of its movement. An Amphibious Assault unit may never enter or exit a hex within an un-neutralized opposing aircraft Zone Of Influence, even if moving with a non-aircraft carrier naval unit. If for any reason the amphibious assault ground unit finds itself in an un-neutralized opposing air ZOI, it must cease its movement and is placed back in its hex of origin.

Important: If Amphibious Assault ground unit(s) are without an accompanying friendly naval unit and opposing naval forces of any type end their movement in the battle hex as part of reaction movement, the assault is cancelled and the battle is considered lost. Each ground unit takes a one step loss and, if not eliminated, each unit then conducts post battle movement from the hex.

PLAY NOTE: Moving an amphibious force with an aircraft carrier unit always neutralizes opposing Aircraft Zones of Influence throughout the move. Additionally, positioning a CV in a position that neutralizes an opposing air Zone Of influence prior to moving the amphibious assault unit allows the Amphibious Assault unit to move through the area.

DESIGN NOTE: Amphibious Assault is the use of specialized naval units to conduct the amphibious invasions that were the hallmark of the Pacific War. The movement through opposing units is very restrictive on purpose. Invasions cannot bypass opposing locations that contain active naval and air forces. These forces would first have to be neutralized before the precious combat troops would be put in harm's way. Although the Amphibious Assault forces enter the battle hex, this is a mechanical convenience to speed play. In actuality, if the air naval struggle for a hex were not successful, the troop transports would be turned around at sea beyond the range of the battle as the Japanese did at the Battle of the Coral Sea. Lightly escorted offensives did occur, though very rarely, during the war (such as the capture of the Admiralty Islands) when the defenses were primarily garrison troops with no air or naval support and total surprise was achievable. Proper positioning of air units is essential for preventing this type of sneak offensive.

C. Concluding Amphibious Assault

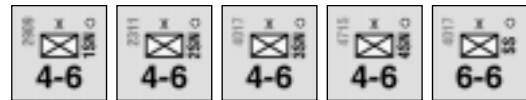
If at the conclusion of battle resolution containing an amphibious assault, the Amphibious Assaulting ground unit(s) are not in a friendly controlled hex (e.g., the assaulting forces lost the air-naval

or ground battle), the amphibious assaulting unit(s) may conduct post battle movement like a naval unit, but must end their movement in a friendly port or coastal hex. If this is not possible, the Amphibious Assaulting unit(s) are eliminated.

D. US Army Amphibious Assault Special Restrictions

There is a special restriction for US Army ground units (Blue US ground units). They may only conduct amphibious assault movement into an opposing occupied single hex island if they end their movement in a hex containing a US Marine unit that also just completed amphibious assault movement into that hex. In all other circumstances, the presence of a US Marine unit is not required for a US Army unit to conduct Amphibious Assault. Nor are there any restrictions on US Army ground units for amphibious assaults on multi-hex islands.

DESIGN NOTE: Besides Marine units whose raison d'être is amphibious assault, many Allied army units were trained in this operational art during the war. The US Army restriction maintains the role the US Marines had in late war amphibious invasions, although there were some solely Army invasions during the New Guinea and Philippines campaigns.



7.46 Japanese (only) Organic Naval Unit Transport Capability

The Japanese have five brigade sized land units (1st, 2nd, 3rd, and 4th SN and the SS). These units can conduct amphibious assault by either using one amphibious shipping point per unit or they can conduct amphibious assault by moving their entire move with a CA, CL, or APD type naval unit at no cost in amphibious shipping points. Each naval unit of these types, at either reduced or full strength, can move one of these five brigade sized units. If the naval unit is eliminated during an offensive, the ground unit it was transporting is also eliminated. If the naval unit loses a step there is no effect on the transported unit.

EXAMPLE: On the December '41 game turn, the Japanese CA Aoba can enable the South Seas (SS Brigade) detachment to conduct Amphibious Assault by moving as a stack from Truk to Rabaul, New Britain. Units transporting and units to be transported must start the move in the same location.

PLAY NOTE: There are only a handful of naval and ground unit combinations that can conduct this type of move, but it is a useful way to cheaply capture unoccupied opposing bases, especially early in the war.

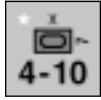
7.47 Japanese Barges

When the Japanese play the Japanese Barge event, the Japanese flip their ASP marker onto its Barges side and the Barges marker should be placed near the Japanese player. During any Offensive (only, not for a Reaction) that has a 3 OC value card (even if played as an Event), the Japanese can move 1 ground unit of any size as an amphibious assault at the cost of zero ASP, across one all sea hex side as its entire move. This move can cause a battle if done into an opposing occupied hex and is like any other amphibious assault move. It is subject to all the rules and restrictions that this implies. The Japanese lose this capability or have it superseded for the remainder of the game by the play of the Allied PT Boat event card.

7.48 Ground Unit Stacking

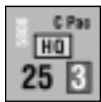
At the conclusion of any battle, no more than three friendly air and/or ground units (of any size) may be stacked in a hex. If there are over stacked units, the owning player removes the excess units from play, air units first, until the hex is within the stacking limits. If the units were in supply when so removed, they are placed on the game turn record track to be returned to play the turn after the next turn as reinforcements (which cannot be delayed). If the over stacked units were out of supply, they are eliminated.

7.49 British Armor Brigade



The Allied player can receive the 7th Armor Brigade through the play of an event card. When 7th Armor Brigade enters open terrain hexes or moves along Transportation Routes into non-Open hexes, it moves normally like all other ground units. If the 7th Armor Brigade enters a non-Open hex without the benefit of a Transportation Route, the unit must immediately cease movement, even if it has movement points remaining. Effectively the 7th Armor Brigade, assuming it has sufficient movement points to enter a non-open hex without the benefit of a transportation route, can move one non-open hex per Offensive. The 7th Armor Brigade may not use Amphibious Assault, but may use Strategic Ground transport.

7.5 Headquarter Units



Headquarters (HQs) represent command infrastructure. Each side begins the game with a number of HQs in play and can receive new HQs as reinforcements or through card events. HQs cannot be eliminated per se, as they represent a ubiquitous command infrastructure. HQs do not move per se, but can be repositioned voluntarily (by the play of an OC) or involuntarily due to opposing actions. However a few of the Allied HQs cannot be returned to play if voluntarily or involuntarily removed and are indicated by a dot (Allied ABDA and Malaya HQs).

7.51 HQ Capabilities

HQs have two values: Command Range and Efficiency Rating. An HQ's command range is used to determine the range at which a HQ can trace an activation for Offensives and Reaction moves. The HQ range is used to determine where reinforcements and replacements can be placed. It is also used for determining whether units are in supply and if they can sustain themselves on the map if they are out of supply. An HQ's efficiency rating is used in conjunction with an OC value or a Logistics value to determine the number of units the HQ can activate during an Offensive. HQs do not count toward stacking limits, but there may never be more than one HQ (of either side) in a hex at a time. If for any reason this condition cannot be met, then all HQs except the first one to have entered the hex are involuntarily repositioned.

7.52 Tracing HQ Range

In order for a unit to move it must be within activation range of an HQ which is in supply. This activation range is traced from the HQ (do not count its hex) to the unit (count the hex the unit is in) that is trying to be activated. The path of hexes cannot be traced through a hex that is opposing occupied. The path *can* be traced into or out of hexes across land hex sides, even if they reside within an un-neutralized opposing air ZOI. The path *cannot* be traced into or out of hexes across a water hex side if they reside within an un-neutralized opposing air ZOI.

7.53 HQ Nationality Restrictions

All HQs are limited to which unit nationalities they can activate during an Offensive. Japanese HQs can activate any Japanese unit. Allied HQs come in one of three types: US, Commonwealth, and Joint. The Allied HQ National Command Chart denotes which units can be activated and supplied by a particular Allied National HQ.

Allied HQ National Command Chart

HQ Nationality	US Units	Commonwealth Units	Chinese Units	Dutch Units
US	Yes	No	Yes	No
Commonwealth	Air Units Only	Yes	Yes	No
Joint	Yes	Yes	Yes	Yes

7.54 Voluntary HQ Withdrawal Repositioning

HQs cannot move per se and do not count toward stacking limits, but they can be voluntarily withdrawn from the map as the complete play for any OC. Nothing can stop the voluntary withdrawal of an HQ. The withdrawn HQ is placed on the game turn record track for re-entry on the next game turn. An HQ on the game turn record track returns to play during the reinforcement phase of the next game turn as a normal reinforcement and thus cannot be delayed.

7.55 Involuntary HQ Repositioning

If an HQ finds itself alone in a hex that is entered by an opposing ground unit, or if an HQ finds itself at the conclusion of a battle or national surrender in an opposing controlled hex, the HQ is involuntarily removed from play. An HQ that does not have a dot on it is placed on the game turn record track and returns to play during the reinforcement phase of the next game turn as a normal reinforcement. If the HQ has a dot it is permanently removed from play (the Allied Malaya and ABDA HQs are those that would be permanently removed).

7.56 HQ Return

An HQ that is repositioned (voluntary or involuntary) is placed on the game turn record track. An HQ on the game turn record track returns during the reinforcement phase of the next game turn and cannot be delayed. A player can bring HQs on the game turn track into play earlier by playing an OC of any value and placing the HQ in any friendly controlled port in Japan for the Japanese, or in Australia, Oahu, or India for the Allies, with the return to play being the sole action for the play of that card.

8.0 Battle Resolution

Each battle is conducted in two steps, first Air & Naval combat is resolved, and then Ground combat is resolved. There are two separate combat results tables, air/naval and ground. Although both types of combat use similar procedures, they use different die roll modifiers. In general, activated forces of the Offensives player are moved and battle hexes are declared. Then the Reactive player activates forces, which are in or moved to one or more declared battle hex. Finally battles between the activated forces of each player (plus any inactive forces of the Reactive player that began the Offensive in what became a declared battle hex) are resolved.

8.1 Who Participates in Battle

All units in the same hex must participate in the same battle. No unit of either player can participate in more than one battle per offensive.

8.11 Air and Aircraft Carrier Units in Battle

Activated air and aircraft carrier units can participate in a battle if they are within their air range of the battle hex. An air unit that is in a battle hex must participate in that battle and cannot participate in another battle that is within its range. If a Reaction player air unit starts its Reaction in a battle hex and reacts out of the hex, it must still participate in that battle even though it is now not in the battle hex.

8.12 Naval Units in Battle

Activated non-aircraft carrier naval units that enter the battle hex add their naval strengths into the total air-naval combat value. Non-aircraft carrier naval units that are not in a battle hex, but in a hex with an aircraft carrier naval unit, do not use their combat value in battle resolution, but their presence with the aircraft carriers makes them part of the losses procedure. Aircraft carrier units that are within their air range of the battle hex, including actually residing in the battle hex, always add their combat value to the air-naval combat.

8.13 Ground Units in Battle

All ground units in a declared battle hex must participate in the ground combat portion of the battle. Ground units that enter a battle hex through amphibious assault only participate in the ground portion of the battle if their side wins the air-naval battle. If the Offensives player loses the air-naval battle and there is a mix of units that entered the hex through ground movement and amphibious assault, only the ground units that entered by ground movement participate in the battle.

8.14 Supply in Battle

Supply has no effect on battle resolution. Its effects are accounted for in the Attrition Phase of the turn.

DESIGN NOTE: Combat in Empire of the Sun is not intended to be an operational or tactical analysis of air, naval, and ground interactions in the Pacific. The goal is to reward the player for bringing a balanced mix of forces, which, in combination with good intelligence, bring superior firepower to bear, while achieving an historical loss rate. Surface naval units that are stacked with aircraft carriers, but not physically located in the battle hex, reflect escorts, whose defense values protect the carriers, but do not contribute to surface combat, which is why their combat values are not applied offensively. Also, the fact that surface ships in the battle hex can apply their hits to units that are within range of, but not in the battle hex, is an abstraction that reflects a surface action that occurs in the vicinity of the battle hex between those forces. However, as long as carriers are not in the battle hex, it requires the presence of opposing air or carrier units (on a one for one basis) in order for them to take battle damage.

The system will recreate the outcomes from the campaigns fought during the war, but due to the strategic level of play, will give little insight, except at that macro level, into why the outcomes were achieved. Combat tends to be bloody, given the time scale and the attritional nature of much of the conflict that is below the scale of the game, but must be accounted for through this

mechanism. It should also be noted that some battles actually represent a series of battles. For example a large naval battle in the Guadalcanal hex could represent all of the losses taken in the Battles of Eastern Solomon, Santa Cruz, and Guadalcanal. A game with more granularity and detail than Empire of the Sun is required for a more cause and effect view of Pacific War combat resolution.

8.2 The Air Naval Combat Procedure

A. Both sides add up their activated air and naval attack strength in the battle hex and add any activated air, CV, CVL, CVE units that are in range of the battle hex. The Reactive player also adds in the strengths of any inactive naval and air units that began the offensive in the battle hex, even if they remained inactive after reaction activation. In air naval combat, air units that are using their extended range half their attack strength (round up) in combat. This general procedure is modified by the cases that follow.

DESIGN NOTE: Land based air units that are operating at extended range are using their two engine aircraft only. This reduces their combat potential due to the lack of their shorter ranged fighters and the fact that bomb loads are reduced at longer ranges. LRB units have factored into their combat ratings their basic ineffectiveness against naval units and the fact that the Pacific theater for the most part had sparse infrastructure targets that were not easy to damage with high altitude bombing. The Strategic bombing campaign against Japan is handled as a separate procedure.

Player Note on calculating combat strength: In order to avoid players counting factors, the game system gives equal weight to all factors brought into a battle. The flip side of this is that there are times that you must sum a string of small numbers that add up to a large value, occasionally in excess of one hundred. To avoid the need for having a calculator handy we have created a graphical abacus. There are two US Stars (dark blue and a lighter blue) that can be used in conjunction with the Strategic record track. To use this, designate one counter as a 1s (lighter blue) and another as a 10s (darker blue). Physically move the ones counter one box for each available combat factor, moving the 10 counter one space forward each time ten combat factors have been counted. When you are finished you will have a direct read out of the total number of combat factors. We have also supplied a number matrix to handle the CRT combat multiplier calculation. Between these two techniques a player can make the occasional larger calculation without a calculator. Also feel free to do these mathematical operations in your head, or, should you desire, use a calculator.



B. Roll a die (modifying as appropriate) for each player to determine the combat effectiveness rating. Each player's total attack strength times effectiveness rating results in the total hits made by the player. The player causing the hits to the opposing player's units applies these hits, that is, picks the units subject to taking the results. Hits can only be applied once, and then are used up for that battle resolution. Excess hits cannot be accumulated, and are lost. Non-activated units in the battle hex can be hit.

Die Roll Modifiers

1. Ambush: US +4
2. Surprise Attack: +3
3. 1943 game turn: +1 for the Allied player if any US air or aircraft carrier units are present.
4. 1944 or 1945 game turn: +3 for the Allied player if any US air or aircraft carrier units are present.
5. Event Modifier: + any battle modifiers specified by an EC. Note: Some event cards have special battle modifiers.

DESIGN NOTE: Modifiers 3 and 4 reflect the growing technological superiority of US aircraft and improved combat doctrine.

Air Naval Combat Results Table

Modified

1D10 Die Roll = Combat Effectiveness Rating

0,1,2 = One Quarter (.25) (round up if required)

3,4,5 = One Half (.5) (round up if required)

6,7,8 = One (1)

9 = One* (1*)

More than 9 = One (1)

*=If the die roll was a 9 before any required modification, then that side has achieved a critical hit in addition to receiving a one result. See applying air naval hits.

C. If the intelligence condition was Intercept, both players simultaneously apply a number of hits equal to their combat effectiveness rating times their total air-naval strength.

EXAMPLE: The Allied player has a 12 attack strength CV unit, a 4 attack strength LRB unit, a 10 attack strength air unit at normal range, a 10 attack strength air unit at extended range, and a 16 attack strength BB unit in the battle hex. The Allied strength total would be 47 (12+4+10+5+16). The intelligence condition is intercept, so there is no die roll modifier. On a roll of 2 or less, 12 hits would be assessed against Japanese units, on a die roll of 3-5, 24 hits would be assessed, and on a roll of 6 or greater, 47 hits would be assessed.

D. If the intelligence condition was surprise attack, the Offensives player applies all hits first. Surviving inactive Reaction player units in the battle hex then calculate their combat strength, make a die roll on the CRT, and apply any hits to the Offensives player's units.

E. If the intelligence condition was ambush (only possible on the play of a reaction card), the Reaction player applies all hits first. Only surviving Offensives player units then calculate a result and apply hits to the Reaction player's units.

F. How to Apply Hits. The player who rolled the die applies all hits against opposing units. They may be applied in any manner within the restrictions on how hits scored can be applied. All restrictions on how to apply hits are in effect at all times. If any situation arises which seems to create a contradiction amongst the restrictions, the player who rolls the die is to determine the outcome.

DESIGN NOTE: No matter how well a set of conditions is written, unusual combinations can occur and players in the heat of competition can often create interesting interpretations of the rules. To handle this, the person shooting is advantaged when no other resolution can be worked out.

PLAY NOTE: Combat only gives limited possible results and the trick is to understand how applying hits, which can create a wide range of battle outcomes, can be best apportioned, and how to guard against as much damage as possible by forces composition. It is important to remember to bring screening forces to prevent having precious aircraft carriers eliminated.

HISTORICAL NOTE: The common perception is that the Pacific War was dominated by carrier warfare. At the macro level this is a true statement, but in fact by late 1942 the pre-war carrier forces had hunted each other into virtual extinction. This is why the signature surface battles of the Solomons campaign became the dominant form of naval combat until US shipyards began to turn out an unending stream of Essex class carriers. Players will often see a similar ebb and flow pattern develop regarding their available carrier forces.

1. If a number of hits equal to an opposing unit's defense strength are applied, the unit is flipped to its reduced side or eliminated if already on its reduced side.

2. Full strength units must be reduced before reduced units can be eliminated. Non-aircraft carrier naval units that are not in a battle hex, but stacked with an aircraft carrier naval unit that participates in the battle, can and must take losses before any reduced strength unit can be eliminated, with the exception of a critical hit.

3. No unit can take a second consecutive hit (full strength to eliminated), until all units that can be reduced are first reduced in strength. Excess hits are lost if this condition cannot be fulfilled. *Continuing the example from case C above, the 47 attack strength Allied force gets a 6 or greater die roll and applies 47 hits to the Japanese air and naval units. Using the hits available, the Allied player reduces all of the Japanese units except for one full strength unit, which remains with a defense of 18, and the Allied player only has 10 unapplied hits. The Allied player could not eliminate one of the reduced Japanese units because there remains a full strength unit, so the remaining 10 hits are lost.*

4. Air, CV, CVL, and CVE units that are not in a hex containing opposing naval units (they are within range of the battle, but not actually in the battle hex), cannot receive hits unless the opposing force also possesses at least one Air, CV, CVL, and CVE units. For each unit that is so matched, a unit can take hits. For example, if one side had one air and one CV unit and the opposition had three CV, CVL, or CVE units, hits could be applied to only two of the three units. In all cases the side applying the hits chooses which aircraft carrier or air units take the hits.

EXAMPLE: If the Japanese side had one carrier and achieved 45 hits versus an Allied force with two full strength carriers, it is possible that a large number of hits could go unapplied because the inability to reduce one of the two Allied carriers would prevent any reduced strength unit from being eliminated, since there would still be a full strength Allied naval unit present.

The corollary of this condition is if one side has no air or carrier units present and the other does have one or more present, none of the air or carrier units can be damaged if they are not actually in the battle hex with opposing naval units.

5. If a player was the only side with air and/or naval units in the air naval battle, then hits may be applied to any opposing ground units in the hex. If opposing air or naval units were present in the battle, hits can only be applied to air and/or naval units. A ground unit

cannot be eliminated due to air & naval hits, a hit can only move it to its reduced strength side. Additional hits that cannot be so used are lost.

6. Critical Hit. If a critical hit is achieved (by an unmodified nine die roll or due to an event), the player may circumvent the restriction of case number 3 above, and apply hits in any manner desired, even eliminating units while other full strength units remain. *Continuing the example above, the Allied player has played the Rochefort card making the intelligence condition an Ambush with a special condition that allows any modified die roll that is nine or greater to be considered a critical hit. The Allied player could apply the 10 unapplied hits to eliminate one of the reduced Japanese units, even though a full strength naval unit remained.*

Additionally, any time a player achieves a critical hit, and is mathematically unable to achieve at least a one step loss, then one step loss is assessed to the opposing unit with the lowest defense strength (in case of ties, Reactive players choice).

DESIGN NOTE: This simulates the ability of the Ambushing force, or a fortuitous opportunity during a battle, to pick off a portion of the opposing force. This is how a Midway like outcome would occur in the game. There are only two Allied cards that enable the Ambush condition, so it is not the normal state of affairs unless you can roll a lot of 9s.

7. Japanese Naval Aircraft Range Advantage. In a air naval battle where the Allied player has not achieved a critical hit and the Japanese player has more than one aircraft carrier unit present, then this case applies. After all hits have been applied the Japanese player can reduce one Japanese aircraft carrier or eliminate a Japanese aircraft carrier and recover one step lost by another aircraft carrier (either from reduced to full strength or from eliminated to reduced strength). The number of hits represented by this is not calculated, this is a one step for one step transfer.

EXAMPLE: Assuming the Allied player had not achieved a critical hit, and the Japanese player had a CV and a CVL naval unit amongst the units that the Allied player had reduced from full to reduced strength, the Japanese player could shift one step lost by the CV onto the CVL, eliminating it and bringing the CV back to full strength.

DESIGN NOTE: This rule is intended to capture two effects. First the Japanese naval aircraft for much of the war out ranged the better armed US naval aircraft. Second Japanese doctrine often had any light carriers in their formation forward of the larger fleet carriers. What is being simulated here are the US pilots hitting the isolated CVL and expending their ordnance without finding the larger fleet carriers. This occurred several times during the height of the Guadalcanal campaign.

8.3 Determining The Winner Of The Air Naval Combat

Both sides add up the attack strengths of the surviving air & naval units which contributed attack strength in the battle, active or inactive. Air units that had their attack strengths halved for the battle due to range, continue to do so for this calculation. Only non-CV naval units in the battle hex are considered for this calculation (for example, a BB naval unit in the battle hex counts, but a BB naval unit that is escorting the distant carriers which also participated in the battle does not, since it did not contribute its attack values for the battle). The side with the higher total is the winner of the air-

naval combat. In case of ties the Reaction player wins. **Special exception:** If the Reaction player has one or more air or carrier units present, and the Offensives player has no surviving air or carrier units present, the Reaction player automatically wins the battle, regardless of the attack strengths involved.

DESIGN NOTE: Air power was the critical variable in World War II naval combat. The special exception covers the potential situations, such as Guadalcanal, where even small numbers of air units could prevent powerful surface units from sustained operations in the area.

8.31 No Surviving Air or Naval Units

If no air or naval units survive the battle, then the result is considered an offensives player victory.

8.32 Reaction Player Victory

If the Reaction player is the winner, the battle is concluded. Move on to conduct any remaining battles. If this was the last battle, go to post battle movement.

8.33 Offensives Player Victory

If the Offensives player wins and any ground units, through amphibious assault or land movement, remain in the battle hex with Reaction ground units (active or inactive), a ground combat procedure is conducted. If the Offensives player loses the ground battle, then the battle is concluded and any ground units in the battle hex must retreat or withdraw. If the Offensives player wins the ground combat, the battle is won and the Offensives player gains control of the hex.

DESIGN NOTE: If a side gains air naval supremacy over the battle hex, the ground forces can engage. If not, it is assumed that amphibious assault forces are turned back as at Coral Sea, or due to opposing air superiority, the ground offensive grinds to a halt.

8.34 No Air-Naval Combat Was Conducted

If for whatever reason, neither player had any air or naval units present, then the Ground combat occurs, just as if it had been an offensives player air-naval victory.

8.4 Ground Combat Procedure

A. Ground combat is always simultaneous, regardless of the intelligence condition. Both sides add up their activated ground unit attack values plus the attack strengths of any inactive ground units that began the offensive in the battle hex, even if they remained inactive after reactive activation, and then conduct a combat effectiveness die roll. The basic procedure is similar to Air-Naval combat, but Ground combat uses a different Combat Results Table and has different die roll modifiers. This general procedure is modified by the cases that follow. The player who rolled the die applies all hits against opposing units in any manner within the restrictions on how hits may be applied. All restrictions on how to apply hits apply at all times. If any situation arises which seems to create a contradiction amongst the restrictions, the player who rolls the die determines the outcome.

Ground Combat Die Roll Modifiers

Offensives Player Modifiers

1. If only the Offensives player has naval units in the battle hex, then the Offensives player adds +2 to the die roll for shore bombardment.

2. If the Offensives player is the only player with active air, CV, CVL, and/or CVE units participating in the battle and there are no inactive Reactive player air units in the battle hex, then the Offensives player adds +2 to the die roll for air superiority.

3. Certain terrain types modify the die roll:

JUNGLE: subtract one from the die roll (–1).

MIXED: subtract two from the die roll (–2).

MOUNTAINS: subtract three from the die roll (–3).

Note: There is no modifier for City type terrain.

Reactive Player Modifiers

If the Reactive player had any land units in a hex prior to the Offensives player conducting an Amphibious assault into that hex, the Reaction player adds +3 to the die roll.

Both Players

Event Modifiers, that is any battle modifier specified by an EC played as the current Event for the Offensive or in Reaction to the Offensive, or any such condition created by the previous play of an EC (for example, Japanese Defense doctrine) are added to any other battle modifiers that are in effect as indicated from above. Note that some event cards have special battle modifiers.

Armor Modifier

If the British 7th Armor Brigade is in the battle the Allies add +1 to their combat die roll for armor superiority.

DESIGN NOTE: The modifiers handle the effects of shore bombardment, beach defenses and the like. Amphibious attacks are by their nature very bloody affairs.

Ground Combat Results Table

Modified Die Roll = Combat Effectiveness Rating

Less than Zero, 0, 1, or 2 = One Half (.5) (round up if required)

3, 4, 5, or 6 = One (1)

7 or 8 = One and One Half (1.5) (round up if required)

9 & More = Two (2)

B. How to Apply Hits. Each player applies to the opposing units a number of hits equal to their combat effectiveness rating times their ground strength.

1. Only ground units can be hit. Non-activated units in the battle hex can be hit.

2. If a number of hits equal to an opposing unit's defense strength are applied, the unit is flipped to its reduced side or eliminated if already on its reduced side.

3. Full strength units must be reduced before reduced units can be eliminated.

4. No unit may take a second hit (full strength to eliminated), until all units are first reduced in strength. Excess hits are lost if this condition cannot be fulfilled.

5. Ground units that conducted amphibious assault to enter the battle hex have their defense strength halved (rounding up if required) for calculating hits.

C. Concluding Ground Combat.

1. If, after all hits are applied, only one side has ground units in the hex, that side is the winner. If not, the side that took the most step losses retreats. Flipping a ground unit from its full strength to its reduced strength side or the elimination of a reduced unit counts as one step lost. If it is a tie, the Reaction player wins and the Offensives player retreats.

2. It is possible for both sides to be eliminated in a ground combat. If this happens, the reaction player maintains control of the hex, but all forces are still eliminated.

DESIGN NOTE: What is being simulated here is that both sides units are no longer combat effective, and a remnant force remains in the defenders hex.

3. If the Offensives player is the only one with surviving ground units in the battle hex, the hex is now controlled by that player and air & naval units may conduct post battle movement to that hex. If the Reaction player is the only one with surviving ground units in the battle hex, the Reaction player maintains control of the hex.

DESIGN NOTE: Ground combat is quite bloody given the time scale of the game. If both sides are eliminated, it is not the case that everyone was dead, but that the forces of both sides are no longer combat effective. For the Allies, this means the unit needs to be rebuilt. For the Japanese, this means the unit is usually lost, because the unit in fact fought to the last man, as was often the case, such as at Iwo Jima. In addition, there were times, especially during the Solomons campaigns, that both sides occupied the same island. For the sake of simplicity, this situation is treated a bit abstractly, given the length of the game turns.

8.5 Retreat

A ground unit that moves into a hex by ground movement must retreat into the hex from which it entered the battle. A ground unit that entered a hex via amphibious assault movement conducts post battle movement like a naval unit. A Reaction ground unit that has to retreat is retreated by the Offensives player into any hex that is not the one from which an Offensives ground unit entered the battle. If no such hex exists, or if the hex was a single hex island, the Reaction player ground unit is eliminated.

8.6 Post Battle Movement

After all battles have been concluded Post Battle Movement is conducted. Only units that participate in a battle can conduct post battle movement. The movement allowances for units in Post Battle Movement are equal to that used for the Offensive. The Reaction player conducts post battle movement first, followed by the Offensives player.

PLAY NOTE: Since Reaction units move after Offensive units move but before battles are resolved and conduct post battle movement before Offensive units do so, it should be a rare situation where a reaction unit can get in, but cannot get out again.

8.61 Reaction Post Battle Movement

If a battle hex is captured by the Offensive, any Reaction player ground units retreat if they can. If they cannot they are eliminated. This is often the case with a one hex island. Any Reaction player air or naval units conduct emergency movement (See 7.22, 7.32). All Reaction player units must end their movement in a Reaction player controlled hex (e.g., air units on airfields, naval units in port, land units on land). The hex must be in supply and within range of a friendly HQ if possible, but if this is not possible, then any controlled hex is allowed. If no such locations are available the unit(s) are eliminated.

8.62 Offensives Post Battle Movement

After all battle is concluded, all surviving Offensives units may either end their move in the battle hex (if allowed) or move a distance

to a friendly airfield or port (if naval). Land units that were not forced to retreat remain in the battle hex. Naval units may remain in the battle hex if it is a friendly controlled port hex. Air units may conduct post battle movement into a friendly controlled battle hex if it has an airfield in the hex. Offensive ground units that were using amphibious assault conduct post battle movement like a naval unit. Such Post Battle Movement may not be into or through opposing occupied hexes or opposing non-neutralized air zones of influence. Any unit that must move to a friendly location but is unable to do so is eliminated.

9.0 Reinforcements & Amphibious Shipping Points

9.1 Receiving Reinforcements:

9.11 Placement

All reinforcements arrive on a schedule or due to an event card. Ground and naval reinforcements are placed in friendly, in supply, port hexes within range of a HQ that can activate the arriving ground or naval reinforcement unit. Air units are placed in friendly, in supply airfield hexes, within range of a HQ that can activate the arriving reinforcement air unit. The placement hex may not be within an un-neutralized opposing aircraft Zone Of Influence. HQs that use their range for placing reinforcements on the map must have begun the game turn on the map (not arriving as a reinforcement). HQs that are arriving as a reinforcement may only place reinforcement units in the hex they occupy. The Allied player places all reinforcements first, and then the Japanese player does so. When placing reinforcements, stacking restrictions may not be violated. Reinforcement HQ units must be placed in a friendly, in supply port.

9.12 Special Allied Reinforcement Restrictions

Allied HQs are one of three nationalities: US (e.g., Central, South [Ghormley or Halsey], Southwest), Commonwealth (e.g., Malaya, SEAC), or Joint (e.g. ANZAC, ABDA). US HQs do not have an Army or Navy distinction during US Inter-Service rivalry. Allied reinforcements have restrictions on which nationality HQ they can use for placement purposes.

A. US ground and naval units may only be placed in range of US, and Joint HQs, whereas US air units may be placed in range of any friendly HQ.

B. Commonwealth units may only be placed in range of Commonwealth or Joint HQs.

C. There are no reinforcements that are not US or Commonwealth in the game, but whenever a Chinese unit needs to be placed as if it were a reinforcement, it can only be placed in Kunming (2407).

9.13 Japanese Reinforcements

All Japanese HQs may be used to place any Japanese reinforcement unit. Unlike combat units that have Army or Navy distinctions during Inter-service rivalry. Japanese HQs are effectively Joint HQs.

9.14 Entry Problem Reinforcements

If for any reason a reinforcement unit does not have a usable point of entry (because an appropriate HQ is not available or any other reason), the owning player may voluntarily delay the entry of that reinforcement. The unit remains in the Delayed Reinforcement box until it can correctly enter play during a subsequent reinforcement phase. An Allied delayed reinforcement is eligible, each turn it re-

mains in the delay box, to be sent to Europe, and must make the appropriate die roll to determine this.

9.2 Delayed Reinforcements

9.21 The War in Europe

Allied reinforcements can be delayed due to the War in Europe (WIE) level or an event. At the beginning of the reinforcement phase, the Allied player brings into play all units in the Delayed Reinforcement box. After doing this, if the WIE level is No Effect, the Allied player receives all new reinforcements for this turn. If the WIE level is 1 or greater, or if required by an Event Card play, all Allied reinforcements for this turn are placed in the delay box. Certain units when being placed in the delay box may be Sent To Europe (See 9.22).

9.22 Sent to Europe Eligible Units

US Army (blue) ground and air units (but not Marines) plus US CVE (not CV or CVL) naval units are eligible to be sent to Europe. All other units are exempt from being Sent to Europe.

9.23 Unit Types that Cannot be Delayed

HQ units and US B29 Air units can never be delayed.

9.24 Sent to Europe Die Roll

A die roll is made individually for each eligible unit when it is placed in the Delayed Reinforcement box, even if this occurred due to an event. If the Sent to Europe die roll for a unit falls in the indicated range (determined by the current War In Europe level), the reinforcement is permanently removed from the game (it was diverted to Europe for the duration of the war).

WIE Level:	Die Roll Result Range
None:	No die roll
Level 1:	0-1
Level 2:	0-3
Level 3:	0-5
Level 4:	0-7

9.3 Amphibious Shipping Points (ASPs)

At the start of each scenario both sides begin with a number of Amphibious Shipping Points (ASPs) as indicated by the scenario. Each ASP can only be used once per turn. Each time an ASP is used, move the ASP Used marker on the Strategic Record track as a way of recording how many of the available ASPs were used during the current turn. At the start of a new turn, reset the markers to indicate the full level.

9.31 Allied ASPs

The Allied player receives 1 ASP reinforcement per game turn beginning with game turn 2. These reinforcement ASPs permanently increase the level available for subsequent turns. There is no way to reduce the Allied ASP level, including its reinforcement additions, once they are received. The Allies can gain further permanent or temporary ASP additions due to certain event cards (e.g., Edwin Booz: Defense Consultant and Olympic & Coronet respectively).

9.32 Japanese ASPs

The Japanese begin each scenario with a pre-determined number of ASPs. They begin the full Campaign scenario with 7 ASPs. The Japanese do not receive any reinforcement ASPs during the game as happens for the Allies. The Japanese can gain additional temporary ASPs through certain card events. The Japanese permanently lose one ASP each time the Allies make a successful submarine warfare attack in addition to other effects that may occur

due to the attack. The Japanese can never lose their last ASP for any reason, so once reduced to 1 ASP, they can be reduced no further by any action.

9.33 Japanese Barges and Allied PT Boats

One Japanese card is a Barge Event card. If played during the game, this gives the Japanese a limited ability to allow ground units to cross one sea hex side into an adjacent island. The Allied play of the PT Boat card cancels the Japanese Barge capability, or, if played before the Japanese play the Barge card, supercedes the ability for the Japanese to play this event later in the game. See rule 7.47.

10.0 Replacements

Each side receives replacements in one of several ways. Replacements are used to bring reduced strength units up to full strength and to bring units that have been eliminated back into the game. Units being brought back from reduced to full strength and eliminated units (at reduced or full strength) that come back into the game due to replacements use the same rules and restrictions for placement as for reinforcements, but are never delayed due to War In Europe effects. As such, replacements may only be placed into units that are in supply and whose location is within range of a friendly HQ of the nationality that can activate that unit (see 9.12). The Allied player places all replacements first, and then the Japanese player does so. Unless specifically indicated in the following rule cases or by the text of an Event card, replacements may not be accumulated, and if not used in the turn of their arrival they are lost.

10.1 Pre-War Unit Restrictions

Some Pre-War units from the Allied and Japanese sides cannot accept replacements and consequently when eliminated are permanently removed from play. These units that cannot accept replacements are marked with a single dot on the front of their unit counters.

10.2 Japanese Replacements

10.21 Japanese Naval Unit Scheduled Replacements

The Japanese player receives a limited number of naval replacements during the course of the game as indicated on the Replacements Chart. These may be used to either bring reduced naval units to full strength or bring eligible naval units from the eliminated unit pile back into play as a reinforcement at reduced or full strength. Japanese naval unit replacement steps are not lost if not used and may be carried over from game turn to game turn. Keep track of them with the naval replacement marker on Strategic track.

10.22 Japanese Air Unit Replacements

There are no scheduled replacements for Japanese air units. The Japanese player may receive a small number of air replacements through the play of certain events.

10.23 Japanese Ground Unit Replacements

There are no scheduled replacements for Japanese ground units. During the replacement segment, the Japanese player may bring up to two replacement steps from China. This is done by reducing the available number of Japanese divisions in China by one or two and bringing one reduced strength ground unit at that is in supply back to full strength for each China division taken, or one eliminated unit back at reduced strength for each division taken, or one eliminated unit back at full strength for two divisions taken. If no Japanese divisions in China are available, the Japanese player may not receive ground unit replacements. The available Japanese divisions

in China are recorded by moving the marker on the China Divisions track. Additionally, the play of some Event cards may yield Japanese ground replacements, which the Japanese player must use as required by the card text.

10.3 Allied Replacements

10.31 Ground Replacements

The Allied player receives a specific number of ground replacements as per the Replacement chart. If these replacements cannot be used, they are lost (they go to Europe). The Allied player receives two ground replacements per game turn, starting with game turn 2. These replacements must be used or they are also lost. US Marine Division and any US or Commonwealth Corp sized units can be brought back from the eliminated unit pile as a reduced strength unit through the use of 1 replacement, or a reduced unit can be brought back to full strength by the use of one replacement. A unit in the eliminated pile can be brought back to full strength in a single turn by using two replacements.

10.32 Air Replacements

The Allied player receives 5 air replacements per game turn. Each of these may be used to bring an eligible air unit back from the eliminated unit pile at reduced strength or bring a reduced strength unit back to full strength. Additionally, two replacements may be used to bring an eliminated unit back into play at full strength. If these replacements are not used during the turn, they are lost (they go to Europe).

10.33 Naval Replacements

The Allied player receives a number of specific naval replacements as per the Replacement chart. If they cannot be used, they are lost. The Allied player gains one or two US naval replacements per turn (except on turn 1) if they control Oahu (5808). Each of these may be used to bring an eligible naval unit back from the eliminated unit pile at reduced strength or bring a reduced strength unit back to full strength. Additionally, two replacements may be used to bring an eliminated unit back into play at full strength. The Allied player gains one Commonwealth naval replacement on turns evenly divisible by 3 (turns 3, 6, 9, 12) if they control any one of hexes Columbo (1307), Trincomalee (1308), Singapore (2114), Hong Kong (2709), or Townsville (3727).

10.34 Chinese Replacements

If China has not surrendered, the Allied player receives one Chinese replacement per odd numbered game turn. This Chinese replacement may be used to either bring an eliminated Chinese army back from the eliminated pile at reduced strength into hex 2407 Kunming, or to bring a reduced strength Chinese army back to full strength. Note that since the Japanese cannot enter non-coastal Chinese hexes, Kunming cannot be attacked and will always be available as a location for returning Chinese army units. Chinese replacements that cannot be used in the turn they are received are lost. Other replacements may not be used for Chinese units.

10.33 Dutch

There are no replacements for Dutch units. Once a Dutch unit is eliminated they are permanently removed from the game.

11.0 Strategic Warfare

Strategic Warfare is all about determining Japanese and Allied Strategy Card hand size. The number of Strategy cards, which represent resources in the game, drawn for each side is determined by conditions on the map and the outcome of Allied Strategic Warfare.

11.1 Japanese Strategy Cards

11.11 Resource Hexes

The Japanese player is entitled to draw one Strategy card for each 2 resource hexes under Japanese control, rounding up, at the start of the Strategic Warfare Segment as the base Japanese draw. The 14 resource hexes are:



1813 Sumatra
1916 Sumatra
2016 Sumatra
2008 Burma
2014 Malaya
2119 Java
2415 Borneo
2517 Borneo
2616 Borneo
2813 Philippines
3219 New Guinea
3302 Manchuria
3303 Manchuria
3305 Korea

The Japanese player controls a resource hex if it has a Japanese control marker on it as per the hex control rules. See 12.1 Hex Control.

11.12 Japanese Strategic Reserves

For game turns 1 through 4 the Japanese player draws 7 cards per turn to represent pre-existing strategic reserves, regardless of the number of resource hexes controlled. This draw of cards can be reduced due to Submarine warfare, however the minimum number of cards that the Japanese player can draw for any turn is 4 cards.

11.2 Submarine Warfare

11.21 Submarine Warfare Procedure

Before the Japanese card draw is made, the Allied player conducts submarine warfare. The Allied player rolls the die and subtracts the game turn number from the die roll. The result is then modified by the factors in 11.22 below. If the modified result is zero or less, the Japanese draw is reduced by one card. In addition the Japanese player permanently loses one Amphibious Shipping point and has any existing Escort modifier reduced from +4 to +2 or from +2 to zero. However, the Japanese cannot lose their last ASP in this manner and cannot have their Escort modifier reduced below zero.

11.22 Submarine Warfare Modifiers

There are two potential modifiers to the Allied submarine warfare die roll.

Submarine Warfare Modifiers

A. Japanese escort events, each of which add 2 to the Submarine warfare die roll.

B. The Allied player adds 1 to the die roll for all 1942 game turns due to defective torpedoes.

11.3 Strategic Bombing

11.31 B29 Availability

Only US B29 LRB units may conduct Strategic Bombing (the 20th BC arrives on turn 9 and the 21st BC arrives on turn 10). A B29 must be on an in supply airfield within its 8 hex range of Tokyo or be in the Air units in China box in order to conduct Strategic Bombing. B29 reinforcements cannot be delayed and they may conduct

strategic bombing on their turn of entry if they meet all of the appropriate conditions. A B29 returned to play through replacements may not conduct strategic bombing during the turn it was returned from elimination. B29s that conduct Strategic Bombing cannot participate in Battles during Offensives, but may attempt to activate in reaction if opposing units enter their hex.

PLAY NOTE: If, through a combination of event cards or military successes, the Japanese player manages to eliminate a B29 unit, it will not be available for strategic bombing the next game turn even if the Allies use air replacements to bring it back into play.

11.32 Strategic Bombing Procedure

The Allied player rolls a die for each B29 unit that is participating in Strategic Bombing. A full strength B29 successfully strategically bombs Japan on a die roll of 0-8 and fails on a die roll of 9. A reduced strength B29 successfully strategically bombs Japan on a die roll of 0-4 and fails on a die roll of 5-9. Each successful strategic bombing reduces the Japanese Strategy card draw for that game turn by one. An unsuccessful strategic bombing has no effect. When conducting strategic bombing any time a full or reduced strength B29 rolls a 9, the B29 loses one step unless the Allies control an airfield that is within 3 hexes of Tokyo. This hex can be the same hex the B29 is located in (for instance, Iwo Jima, hex 3709).

11.33 B29 Event Cards

There are Allied event cards that reference B29 unit locations that may reduce the Japanese hand during the Offensives phase. These effects are in addition to any Strategic bombing effects.

PLAY NOTE: The Japanese can lose at most two cards during Strategic Bombing, but may lose additional cards due to B29 events during the game turn.

11.4 Japanese Passing

If the Japanese receive 6 cards they receive one pass, if they receive 5 or less cards they receive 2 passes. The Japanese cannot receive less than 4 cards during the Strategy draw phase. A pass may be used instead of the play of a card during the Offensives phase. Unused passes are lost at the end of the Offensives phase.

11.5 Allied Strategy Cards

11.51 Allied Draw

The Allied player receives a Strategy card draw of 7 cards per turn, except during the first three game turns. On game turn one the Allied player receives no cards. On game turn 2 the Allied player draws 5 cards and 2 passes. On game turn 3 the Allied player draws 6 cards and 1 pass. Thereafter the Allied player draws 7 cards per game turn. The Allied player's minimum Strategy card draw is 4 cards per turn, even if the conditions would dictate a smaller hand. Allied passes are used in the same way as passes for the Japanese player, and, as with the Japanese player, cannot be accumulated.

11.52 Allied Draw Limitations

The Allied player loses one card draw per turn for each of the following conditions:

- A. If China surrenders or has previously surrendered.
- B. If India surrenders or has previously surrendered.
- C. If Australia surrenders or has previously surrendered.
- D. If the War In Europe is at level 4 at the beginning of the game turn.

12.0 National Status

A nation surrenders if the opposing player controls certain hexes of that nation during the National Status Segment. If Japan surrenders the game is over and the Allied player wins the game. If an Allied nation surrenders, the Japanese player automatically gains control of all of its on map airfields and ports that are not occupied by Allied units. An Allied nation can only surrender once per game. However, should the Allies recapture the locations that the Japanese player had to capture to make the nation surrender, they regain control of all of that nation's airfields and ports except for those that have a Japanese unit (of any type) in the hex. In this case those occupied hexes remain Japanese until they are evacuated or abandoned. Additionally, as noted in rule 11.52, the Allied card draw does not recover along with the recapture of a nation that has previously surrendered.

PLAY NOTE: Surrender markers have been supplied to keep track of which nations have surrendered over the course of the game.

DESIGN NOTE: We have chosen not to burden the map with extensive map boundaries and other means of denoting to which nation each and every island belongs. From a game point of view it is only important to know which ports, airfields, and resource hexes belong to a given nation. Consequently, we have defined many of these boundaries in terms of their distance from some key hex. Most are obvious, but this section of the rules defines them specifically for all game purposes.

12.1 Hex Control

The last player to have a ground unit using normal movement to enter or pass through a hex controls the hex. Ground units that enter a hex via amphibious assault (using an ASP, organic naval, or barge transport) and remain in the hex at the conclusion of Post Battle movement gain control of the hex. Control markers are placed at the instant control is established.

For example, during an Allied Offensive, Japanese controlled Guadalcanal (4423) is declared a battle hex and the Allies win, eliminating all Japanese ground units on Guadalcanal. The Allies have in the Guadalcanal hex, US CA Northampton, 1st Marine Division and on Espiritu Santo (4825), the 13th AF non-LRB air unit that participated in the battle. During post battle movement, the 1st Marine Division and the CA Northampton remain in the Guadalcanal hex, while the 13th AF non-LRB air unit moves to the Guadalcanal hex. At the conclusion of post battle movement, Guadalcanal becomes Allied controlled allowing all Allied units to be legally located there at the conclusion of the Offensive.

12.2 Philippines

12.21 Philippines Definition

The Philippines are defined as all hexes that are contiguous land hexes with Manila (2813) or Davao (2915) or an island hex within 2 hexes of Manila/Corregidor, plus Jolo Island (2715). The key Philippines bases are hexes: 2715, 2812, 2813, 2911, 2915, 3014.



12.22 Philippine Surrender

The Philippines surrender when the Japanese player controls Manila (2813) and Davao (2915). Remove all allied ground units in Philippine hexes from play during the National Status Segment. If the unit is eligible for return to the game, such as a US HQ, it can do so through the appropriate reinforcement and HQ rules. Any US air or naval units in Philippine hexes when it surrenders use an Emergency Air or Naval move.

12.3 Malaya and Siam

12.31 Malaya Definition

Malaya is defined as all contiguous land hexes within 3 hexes of Singapore (2015). The key bases are: 1912, 1913, 2012, 2014, 2015, 2112.

12.32 Malaya Surrenders

Malaya surrenders when the Japanese player controls Singapore (2015) and Kuantan (2014). No Allied units are removed from play due to the surrender of Malaya.

12.33 Siam Definition and Surrender

Siam has no forces and does not surrender per se, but is treated as individual hexes. The last side to have ground units pass through a Siam hex controls it.

12.4 Dutch East Indies

12.41 Dutch East Indies Definition

The Dutch East Indies comprises the Islands of Sumatra (1813, 1914, 1916, 1917, 2017), Java (2018, 2019, 2220), Borneo (2216, 2318, 2415, 2517, 2616), Celebes (2620, 2719, 2917), Bali (2320), Amboina (2919), Timor (2721), and Morotai (3017).

DESIGN NOTE: The Dutch East Indies comprises most of the islands surrounding those that are defined above. Since they have no bases it is unimportant who controls them and they rarely come into play. Consequently we have simplified the definition to what has impact vice geographical correctness.

12.42 Dutch East Indies Surrender

The Dutch East Indies surrender when the Japanese player controls the seven resource spaces on Sumatra, Borneo, & Java, AND controls Tjilatjap (2019). When the Dutch East Indies surrender, all Dutch units are removed from play during the National Status Segment and the Japanese now control all Dutch airfields and ports that do not contain US or Commonwealth ground units.

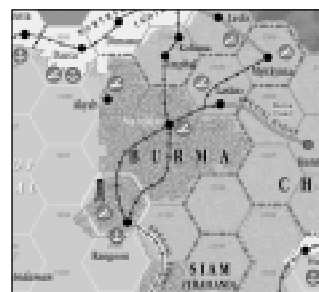
12.5 Burma

12.51 Burma Definition

Burma has a border on the map, but for completeness is defined as comprising the bases in hexes: 2006, 2008, 2106, 2206, 2305 and the adjacent jungle hexes without bases.

12.52 Burma Surrender

Burma surrenders when the Japanese control Rangoon (2008), Mandalay (2106), Lashio (2206), AND Mytkiyina (2305). Remove all Commonwealth units that have Burma (B) in their unit designation from play during the National Status Segment.



12.6 India

DESIGN NOTE: India was too large for the Japanese to conquer, but it could be made unstable and taken out of the war due to the Gandhi peace movement and the requirements of garrisoning a very unstable native population, which could defect from Allied offensive operations.

12.61 Movement in India

India is defined as having three parts. Northern India consists of Jorhat (2104), Dimapur (2005), Ledo (2205), Dacca (1905), and Imphal-Kohima (2105). Mainland India is composed of all Indian coastal hexes that are not in Northern India and Ceylon. Ceylon consists of all hexes on that island. Japanese units may never enter Mainland India, although Japanese air and naval units may attack Mainland India hexes that are within range. Allied units may enter any hex in India.

12.62 India Surrender

If the Japanese player controls all hexes of Northern India, move the India marker to its Unrest box during the National Status Segment. Other events may also move the India marker into the Unrest box. If India is in unrest for two consecutive game turns, move the marker into the India Unstable box. If India is unstable for two consecutive game turns, India surrenders. The India marker has two sides. Flip the marker over to denote the second turn in a box. If at any time the Allied player controls any portion of Northern India, by attacking out of Calcutta, or via Amphibious invasion, or by card play, during the next National Status Segment move the marker to the India Stable position to begin the cycle again. Once India surrenders, it cannot come back into the war.

12.63 Implications of India Surrendering

All Indian Commonwealth units are removed from the game. All other Commonwealth units in India are either placed on Ceylon or the Maldive Islands (1005), or are permanently removed from the game if all of Ceylon and the Maldive Islands are Japanese controlled. Hexes units are moved to must be in supply and not within an un-neutralized Japanese aircraft Zone Of Influence. Units that would over stack are permanently removed from play (by the Allied player's choice).

12.7 China

12.71 Moving in China

Non-Chinese Allied or Japanese units may enter only Chinese coastal hexes. Chinese units may only enter Northern India, Burma, Kunming (hex 2407), and all hexes adjacent to Kunming. The one notable exception to this is Allied air units. Up to three may fly from any Northern India airfield to the Air Units In China Box on the Burma Road Status track and vice versa. The range between all Northern Indian airfields and the Air Units in China box is considered to be 4 hexes and vice versa. If there are no Allied controlled Northern India airbases, air units in China may not leave China until the situation is rectified. If China surrenders, these air units are removed from play and return as reinforcements, unless there are no Allied controlled Northern India airbases, in which case they are removed from play. Hong Kong, hex 2509, and the island of Formosa (Taiwan) are not considered to be parts of China.

12.72 China Offensives

The Japanese player may launch OC and EC Chinese offensives. EC Chinese offensives are based on the play of a particular event card. OC Chinese offensives are due to the Japanese player playing any 3OC and successfully conducting a China OC Card Offensive.

An OC Chinese offensive can occur no more than once per turn, but there is no limit to the number of Chinese Offensive Event cards that can be played per turn. Additionally, the Japanese player is restricted to conducting an OC China Offensive only during an even numbered game turn (thus up to a maximum of 6 per game). A successful Japanese conducted Chinese Offensive moves the China marker one or more (for some events) boxes toward Government Collapse. Unsuccessful Japanese conducted Chinese Offensives or the Allied play of a China Offensive event moves the China marker one or more (for some events) boxes on the China track toward Stable Front. A China OC Card Offensive is resolved by the following procedure:

A. The Japanese player first determines an Offensive Baseline value. To do this, take the number of Japanese Divisions in China (see the specific scenario set up for the starting level of this track) and subtract from this value any Allied Burma Road support as indicated by the marker position on the Burma Road Status track. In addition, add one to the China Offense die roll for each Allied air support unit (one per air unit, see C). The Japanese player then rolls the die. If this die roll is equal to or less than the Offensive Baseline value, move the marker on the Chinese Government Front Status track one box toward or into the Government Collapsed box. On all other results, the marker does not move unless the China Offensive failed *and* the Allies had at least one Air unit in China, in which case it moves one box to the right. The marker can never move beyond the China Stable or China Collapses boxes.

B. The Japanese player may also play any number of Chinese Offensive Event Cards in addition to their periodic Chinese Offensive OC offensives.

C. The Allied player increases the China Offensive die roll by one for each non-LRB air unit in China. This is done during any Reinforcement Segment by placing the air unit in the Air units in China Box, or the air unit can fly to China from a Northern Indian airbase. **Special Exception:** If the 14th Air Force LRB air unit is in China it increases the China Offensive die roll by one.

D. The only other ways the Allied player can move the China marker to the right is by playing a China Offensive Event Card, or through the play of the first option on the Soviet Invasion of Manchuria event.

12.73 China Surrenders

The instant (does not wait for the National Status Segment) the Chinese marker is in the China Collapses box during the National Status Segment, China surrenders. If China surrenders, all Allied air units in China are placed on the game turn track to return as reinforcements in the next game turn. These reinforcements may be delayed. In addition, permanently remove all Chinese units from the game. Please note that China cannot collapse based on an Event card play, but only due to a Chinese offensive initiated by an OC. If an Event card play would move the China marker into the Government Collapsed box, it is instead simply not moved.

DESIGN NOTE: China was always too much for the Japanese to swallow. Surrender in this context means that the Central government has collapsed and the portions not under Japanese control have fallen into the hands of local warlords. The Japanese might have been able to make separate deals with these warlords, while continuing the conflict against the Communists allowing Japan to annex the occupied portions of China. In either case, the country would have ceased to be a base for Allied operations.

12.74 B29s in China

If China has not surrendered and the Burma Road is open, the Allied player may place up to one B29 unit in China during a Reinforcement Segment or fly it into China from Northern India. A B29 unit in China is considered to be in range of Tokyo for Strategic Bombing purposes.

12.75 Chinese Army Units

The Chinese Army units can be activated by any Allied HQ in range. Kunming is a supply source if The Hump is active and there is an in supply Allied airfield in Northern India, or the Burma Road is open (12.76) whether the Hump is or is not active. Chinese units cannot be activated if these conditions are not met and suffer attrition normally. Chinese Army units may only enter Northern India, Burma, Kunming (hex 2407), and all hexes adjacent to Kunming. If forced to enter any other nation's hex, they are eliminated instead.

12.76 Burma Road

The Burma Road is the strategic transport route in hexes 2206, 2306, and 2407. If a contiguous strategic transport route can be traced from Kunming to Madras, through Allied controlled hexes, the Burma Road is open; if not the Burma Road is closed. Each scenario will specify in its set up the starting status of the Burma Road. Place the Burma Road marker in the appropriate box. Whenever the Japanese control one or more hexes that interrupt the route, the Burma Road marker is placed in the Burma Road closed/ NO HUMP box.

Regardless of the Burma Road status, if the Allies play card 17: Chinese Airlift, HUMP Operations into China event, the HUMP is active and the Burma Road marker is flipped to its HUMP side for the remainder of the game. If the Burma Road is closed and the marker is on its HUMP side, the Burma Road marker is placed in the Burma Road closed/ HUMP box as long as the Allies control a Northern India airbase. If the Allies do not control an in supply Northern India airbase, the Burma Road marker is placed in the Burma Road/ NO HUMP box, but returns to the Burma Road Closed/ HUMP box as soon as this condition can be met. During a Japanese player Chinese OC Offensive, the Allied player subtracts the Burma Road support modifier from the Chinese Offensive baseline value.

12.77 Japanese Intrinsic Strength in China.

Each hex of China is considered to contain one intrinsic, 9-18, one step, Japanese ground unit, for each 4 boxes still remaining on the Japanese Divisions In China track. This count is rounded up, so, for example, if there are 5 remaining boxes on the track, there would be two intrinsic units per hex of China. This information is incorporated into the track. These steps are always the last ones eliminated in the hex, if there are other non-intrinsic units present. These units are considered no longer present in a hex controlled by the Allies, but are not permanently eliminated from the hex, and return to consideration if the hex returns to Japanese control.

12.8 Australia

DESIGN NOTE: Australia was too large for the Japanese to conquer, but it could be neutralized, which is defined as surrenders for the purposes of the game.

12.81 Australian Territory

Australia has two parts, mainland Australia and the mandates. Mainland Australia consists of all hexes in Australia. The Mandates consist of the following locations and all one hex islands or contiguous land hexes adjacent to them: Admiralty Is. (3820), Kavieng (4020),

Rabaul (4021), Bougainville (4222), Guadalcanal (4423).

12.82 Australian Surrender

If all Australian coastal airfields and ports on mainland Australia (not the Mandates) are Japanese controlled during a National Status Segment, then Australia surrenders. Australian units already in play are unaffected by Australia surrendering, and continue to be available for normal use by the Allied player.

12.83 Terms of Australian Surrender

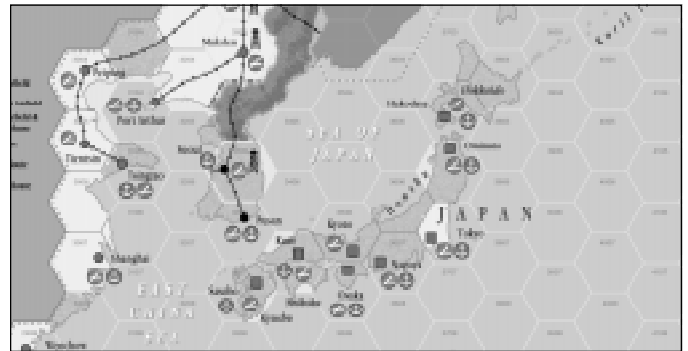
Australia can only surrender once per game. Allied units can regain control of Australian mainland hexes later in the game and use them, but it doesn't undo the earlier surrender. Any Australian reinforcements that would arrive after Australia surrenders are permanently lost. Reduced Australian units that remain in play may receive replacements, but if eliminated, they are removed from the game.

12.84 Mandate Control

Whoever controls Rabaul (4021) and Guadalcanal (4423) during a National Status Segment controls all Mandate hexes that are not occupied by opposing units.

12.85 New Guinea

Whoever controls all the ports plus the resource hex on New Guinea automatically gains control of all named locations on New Guinea that are not occupied by opposing units.



12.9 Japan

Japan consists of six parts: Honshu, Hokkaido, Kyushu, Shikoku, Manchuko (hexes 3302 and 3303 plus all adjacent hexes except 3304), Korea (3305 and adjacent hexes), and the Mandates (Formosa, Sakhalin Is, the Kuriles, Okinawa, Iwo Jima, Marcus, the Marianas minus Guam, the Carolines, and the Marshall Islands); see the map boundary. The Japanese Home Islands consist of only Honshu, Hokkaido, Kyushu, and Shikoku.

12.91 Manchuko

Japanese and Allied units may enter all hexes of Japan except for Manchuko. Manchuko may be conquered by the play of the Soviet Manchurian Offensive card at the appropriate time, but may otherwise not be entered.

12.92 Marshall Islands

The Marshall Islands are defined as all islands that are within 2 hexes of 4415 Eniwetok and 4715 Kwajalein. If the Allies control these two hexes during the National Surrender phase, then all islands in the Marshall Islands that do not contain land units become Allied controlled. Any Japanese air or naval units in these hexes can immediately use emergency air-naval movement.

12.93 Japanese Surrender

Japan surrenders when all hexes on Honshu are Allied controlled. If the Allies control all Chinese coastal port hexes and Korea, the Japanese can no longer remove Japanese China divisions from China and cannot conduct any further China Offensives (OC or EC).

12.94 Invading Japan

Each hex of the Japanese Home Islands, that is Honshu, Hokkaido, Kyushu, and Shikoku, are considered to contain an intrinsic, always activated 12-12, one step ground unit. This step is always the last one eliminated in the hex. Once an Allied control marker is placed in a Japanese hex, this intrinsic ground step is permanently eliminated, even if the Japanese later regain control of the hex.

DESIGN NOTE: This intrinsic defense accounts for the Japanese populace launching suicide assaults on Allied forces.

13.0 Supply and Attrition

13.1 Supply Lines

An HQ is in supply if it can draw a path of hexes from itself to an appropriate ultimate supply source. A unit is in supply if an HQ unit that can activate it can trace a path of hexes to the unit equal to or less than the HQ's range. A supply path is blocked if it enters an opposing occupied or controlled hex. A supply path is blocked if it enters or exits a hex in an opposing un-neutralized air ZOI across a sea hex side. A supply path cannot be blocked if it enters or exits a hex in an opposing un-neutralized air ZOI across a land hex side. A supply path that has crossed one or more sea hex sides and re-enters a land hex is blocked beyond the first non-port coastal hex, but can continue via all land hexsides from a port.



EXAMPLE: If an in supply SW Pac HQ were in Townsville (3727), it can place units in Port Moresby (3623) in supply if Port Moresby is not in an un-neutralized enemy air ZOI, from where the supply line can continue to other New Guinea hexes. If Port Moresby were in an un-neutralized enemy air ZOI, the SW Pac HQ could not trace a supply path to Port Moresby via a New Guinea non-port coastal hex. Additionally, the path cannot be traced into non-playable hexes or through non-playable hex sides.

13.2 Ultimate Supply Sources

Any hexes along the East, South or West map edges are ultimate supply sources for Allied units. Any hex in the Japanese Home Islands containing a Japanese controlled city is a Japanese ultimate supply source.

13.3 Emergency Supply Routes

13.31 The Hump

The play of the Hump card establishes a supply line between any Allied controlled in supply Northern Indian airfield and Kunming.

13.32 Tokyo Express

The play of Japanese cards 28 and 44 (Tokyo Express in titles) allows the Japanese player to place the Tokyo Express marker into play. The Tokyo Express marker creates a temporary supply line between any one Japanese HQ and any one hex within range of that HQ, for the entire Offensive. Units in the hex with the Tokyo Express marker are automatically in supply. Nothing can sever a Tokyo express marker supply. Place the Tokyo Express marker in the hex as a mnemonic. After the Offensive the Tokyo Express marker remains in the hex where it was placed until one of three events occur: the hex becomes Allied controlled, the Japanese play another card that moves the Tokyo Express marker to another location, or the game turn ends. There can never be more than one Tokyo Express marker in play at any time.

13.4 Attrition

During the Attrition Segment, any full strength air and/or ground unit in an unsupplied hex is flipped over to reduced strength. Naval units are not effected by attrition. An emergency supply route, such as the Tokyo Express prevents attrition in the affected hex. Reduced strength air or ground units that are in an unsupplied hex are eliminated if they are not within range of a friendly HQ. If a reduced out of supply air or ground unit is within range of a HQ (it doesn't matter if the HQ is in or out of supply or whether the HQ can activate the unit), the air or ground unit remains on its reduced side and can do so indefinitely. The HQ range path for tracing to out of supply units cannot be blocked, even by opposing occupied hexes or opposing air ZOI. Attrition is considered to occur simultaneously, so under some situations, it is possible for opposing units to attrite each other if they put each other out of supply. Dutch regiments are considered on their reduced side for purposes of this rule.

DESIGN NOTE: Reduced strength units that are within range of an HQ can remain in play indefinitely. This rule accounts for the movement of limited amounts of supply via submarine or small naval vessels that are below the granularity of the game.

14.0 Inter-Service Rivalry

Inter-Service rivalry can only be triggered by the play of the appropriate Event card. Inter-Service rivalry can only end due to the play of an Event card (Exception: One year scenario special rules 17.26, 17.37, and 17.47). Both sides experienced inter-service rivalry during the war. When these conditions were present, the coordination of military units and logistics was less effective. To simulate this, certain events create inter-service rivalry, which is denoted by flipping the appropriate Inter-Service rivalry marker to its Inter-Service rivalry side on the map. When an Event card ends Inter-Service Rivalry, flip the appropriate markers to its Strategic Agreement side to designate this condition.

14.1 US Inter-Service Rivalry

If US Inter-Service rivalry is in effect the following conditions prevail:

- A. All US Army/Air Corp (not Allied or US Marine/Navy) reinforcements are automatically delayed.
- B. All WIE diverted to Europe die rolls have 1 subtracted from them.
- C. A US HQ cannot activate both US Army units and US Naval units during the same offensive (see glossary) or in reaction to the same offensive. Only one of these can be activated for that offensive or reaction to that offensive, either US Army units OR US Naval units, though other Allied units are not so restricted. US Army ground units may use Amphibious Assault during inter-service rivalry.

DESIGN NOTE: An example of this is MacArthur's New Guinea campaign that utilized local amphibious assets under Army control.

14.2 Japanese Inter-Service Rivalry

If Japanese Inter-Service rivalry is in effect the following conditions prevail:

- A. An HQ cannot activate both army and naval units (see glossary) in the same offensive or in reaction to the same offensive.
- B. The Japanese can only use one half (round up) of their amphibious shipping points while this condition persists.

15.0 War In Europe

The War In Europe (WIE) level is denoted by the WIE track. The current WIE status is either No Effect or a level from 1 to 4, based on the location of the WIE marker on the track. War In Europe Event cards increase (Allied) or decrease (Japanese) the WIE level. Different levels of WIE have varying game effects as follows.

15.1 No Effect

No Effect: Level of +1 to +3
No impact on play.

15.2 Level 1

Level 1: WIE Level of 0 to -2
A. US reinforcements delayed.
B. US divert to Europe range is 0-1.

15.3 Level 2

Level 2: WIE Level of -3 to -4
A. US reinforcements delayed.
B. US divert to Europe range is 0-3.

15.4 Level 3

Level 3: WIE Level of -5 to -6
A. US reinforcements delayed.
B. US divert to Europe range is 0-5.
C. US loses its Amphibious Shipping point reinforcement.

15.5 Level 4

Level 4: WIE Level of -7
A. US reinforcements delayed.
B. US divert to Europe range is 0-7.
C. US loses its Amphibious Shipping point reinforcement.

- D. Move the US Political Will marker one box to the left during the National Status Segment.

15.6 Modified Die Rolls

Die rolls that are less than zero are treated as zero. Die rolls that are greater than nine are treated as a modified nine.

15.7 Maximum Levels

The WIE level may never increase beyond +3 or decrease beyond -7. Actions that would exceed these limits are ignored and do not accumulate.

16.0 Winning The Campaign Scenarios

These victory conditions apply to the Full Campaign Scenario (17.1), the Shortened Campaign Scenario (17.8) and the Even Shorter Campaign Scenario (17.9). The other six scenarios covering shorter periods during the war (17.2 - 17.7) have their own victory conditions detailed individually.

16.1 Automatic Victory

If Japan surrenders the game immediately ends and the Allied player wins. If during any End Of Turn Phase, the US Political Will marker is in the Negotiations Box (Zero), the game ends and the Japanese player wins. If none of these conditions occur, then there is no automatic victory, and the winner is determined at the conclusion of game turn 12 by the following conditions.

16.2 Allied Victory

The Allied player wins if, during the game turn 12 End Of Turn Phase, Japan has been successfully strategically bombed on four consecutive turns, has 1 or zero resource hexes, and a B29 is in range of Tokyo, or Japan has surrendered due to invasion.

DESIGN NOTE: The most difficult part of this design was how to determine Allied victory, while still making the game interesting for the Japanese player. There was never a chance that Japan could "win" the war. Their strategy, and the best they could have hoped for, was that the US would negotiate a settlement of less than unconditional surrender. In addition, I needed to force the historical mindset on the Allied player that an invasion of Japan had to be contemplated and planned for, especially since most wartime personages were unaware of the Manhattan project until the A-bomb was ready for operational use. Consequently, to make a contest of it, the Allied player must perform a bit better than was achieved historically by the conclusion of the war or the Allies must carry out the invasion of the home islands. The notion here is that, if a variety of factors associated with the Japanese decision to surrender were delayed, other paths may have been chosen. So, if the Allies have to invade Japan to win the game, it is because the Manhattan project was delayed, the Soviets failed to invade Manchuria, or the Allies were unable to destroy Japanese industry due to a later starting B29 campaign. If the Allies do not complete the surrender of Japan through invasion by the game deadline, it is assumed that the high casualty cost causes a move to negotiate an end to hostilities, resulting in a pyrrhic Japanese victory.

16.3 Japanese Victory

If the Allied player does not win by the conclusion of game turn 12, the Japanese player wins.

16.4 US Political Will

The US Political Will marker moves due to the play of an event or during the National Status Segment when the following conditions occur.

16.41 Allied Surrenders

Australia: Reduce US Political Will by 2.

Burma: Reduce US Political Will by 1.

China: Reduce US Political Will by 2.

Dutch East Indies: Reduce US Political Will by 1

India: Reduce US Political Will by 2.

Malaya: Reduce US Political Will by 1.

Philippines: Reduce US Political Will by 1.

All Allied nations on this list have surrendered: Reduce US Political Will by 2.

Any other locations that are not mentioned above have no impact on US Political Will when they surrender or change control.

16.42 Occupation of Alaska or Hawaii

Alaska is considered occupied if a Japanese unit occupies any hex in Aleutian Islands (Hexes 4600–5100) at the end of any two consecutive turns: Reduce US Political Will by 1. This result can be earned only one time per game. Hawaii is considered occupied if a Japanese unit occupies any hex in the major Hawaiian Islands (Hexes 5708, 5808, 5908) plus Midway (5108) at the end of any game turn: Reduce US Political Will by 1. This result also can be earned only one time per game.

16.43 Strategic Warfare

A. If the Japanese control 3 or less Resource hexes during any game turn between turn 5 and 12, increase US Political Will by 1. This can occur only once per game.

B. If US Strategic Bombing reduces the Japanese card draw by one or more cards shift the US Political Will marker 1 to the Right, even if the Japanese card draw cannot be reduced further due to already being at minimum. This can occur no more than once per game turn.

16.44 Events

A. Operation Z: Pearl Harbor Attack Event: The play of this card increases US Political Will by 8.

B. Other Event cards increase or decrease US Political Will as per the event text.

DESIGN NOTE: Using hindsight, the Japanese player might not attack Pearl Harbor to gain a better chance of forcing a negotiated settlement to the war winning the game. Whether the Japanese player attacks Pearl Harbor or not, the US Political Will starts the game in the +8 space. Players are welcome and encouraged to play with ‘what ifs’ of their own, but for the game as designed, like the movie “Groundhog Day,” each game starts the same way.

16.45 US Casualties

If, as a result of a combat when the Allies are the Offensives player, a US land unit of division or corp size (XX or XXX) that can receive replacements is eliminated, the Allied player automatically losses 1 Political Will point, moving the marker one box to the left.

No losses are made for Allied units other than US units. The Allies cannot lose more than one Political Will point per game turn due to this condition. Note: US ground units that cannot receive replacements do not count for purposes of this rule.

16.46 Strategic Naval Situation

If at the end of any game turn there are no US carrier units on the map, the Allied player loses one US political will point, moving the marker one box to the left. The Allied player loses an additional US political will point if there are no US naval units of any type on the map.

16.47 Progress of the War

From game turn 4 until the end of the game, if by the end of the turn the Allies fail to conquer 5 Japanese controlled hexes (that contain a named location, port, or airfield) greater than the amount captured by the Japanese during that turn, the US Political Will is reduced by one.

EXAMPLE: On game turn 6 the Allies manage to conquer 5 Japanese controlled hexes and the Japanese capture 1 Allied controlled hex, the net difference is 4 hexes, which is less than the required 5. In this case the Allies have failed to meet their Progress of the War goal and the US Political Will is reduced by one. Changes in national status that alter the control of a group of hexes count for the Allies toward achieving their goal. For example, if the Australian Mandates change from Japanese to Allied control, the Allies get credit for all hexes in the Australian Mandates that change status. Hexes conquered during a game turn in excess of that turn’s goal cannot be carried over to the next game turn.

16.48 War in Europe Level 4

See 15.5, D.

16.49 Tournament Play

Although the full campaign scenario is designed for the ultimate EOTS playing experience, it will often be a bit lengthy for the time constraints of a tournament situation. The yearly scenarios (1942, 1943, and 1944) were designed with tournament play in mind. It should take two players well versed in the rules approximately 2 hours to play a year scenario, although it will take longer when you are learning the system.

The year scenarios were designed to be as balanced as possible, but play style is a hard thing to define and it is often the case that a player favors one side or another in a tournament situation. It is suggested that players use the bidding system to determine sides in a tournament situation.

Tournament Bidding

A. Non-Campaign Scenario Bidding

Players bid victory points to determine which side they will play. After the pieces are set up, both players write down on a piece of paper a number of victory points that they are bidding to play a particular side. A player can choose either side and can bid any number of victory points they desire. A player must pick a side, but is allowed to bid zero victory points. There are two possible outcomes: both players pick the same side or each player picks a different side.

1. If both players pick the same side, the player who bid more points gets to play that side. If the winning player is playing the Japanese side, the bid number of victory points is subtracted from the Japa-

nese total at the end of the scenario. If the winning player is playing the Allied side, the bid amount is added to the total of Japanese victory points at the end of the scenario.

EXAMPLE: If Mark bids 1 VP to play the Japanese and Grant bids 0 VPs to play the Japanese, Mark gets the Japanese and subtracts 1VP from his VP total at the end of the scenario. If, on the other hand, both Mark and Grant bid for the Allied side, and the winning bid was 2 VPs, then the player with the Japanese would have 2 VPs added to his total at the end of the scenario.

2. If both players pick different sides, the net difference is added or subtracted from the Japanese total.

EXAMPLE: If Mark bids 2 VPs to play the Japanese and Grant bids 3 VPs to play the Allies, each player gets the side they bid, but Mark (the Japanese player) adds 1VP to his total at the end of the scenario, however, if Mark had bid 3 VPs to play the Japanese and Grant bid 2 VPs to play the Allies, then Mark (still as the Japanese player) would subtract 1VP from his total at the end of the scenario.

3. In cases of ties, a high die roll determines the winning bid. In case of tie die rolls, re-roll until someone wins.

PLAYER NOTE: Playtesting results indicate that a bid of higher than 3 victory points for any side is probably excessive.

B. Campaign Game Bidding

Bidding for a campaign game is conducted differently. Each player bids to play the Allies. The players each bid the number of strategy cards that they would give up on the last game turn to play the Allies. A bid may not exceed 7, as this is the most cards the Allied player could have on the last game turn. The player that bids the most cards plays the Allies and the other player plays the Japanese. In case of tie bids, roll the die until someone rolls a higher die roll and that player becomes the Allies. To implement the results of the bid, on the last game turn the Allied player calculates the number of cards that they would ordinarily be entitled to and then reduces this hand by the size of their bid. It is possible for the Allies to get no strategy cards on the last game turn in which case if they had not won the game already, they would lose. Otherwise play out the last turn according to the rules and determine victory normally.

DESIGN NOTE: The competitive balance of EOTS is built into the yearly scenarios. Japan's defeat in the war was inevitable. The full campaign game was balanced through the US Political Will mechanic. However, EOTS is an historical simulation and there is only so much one can do for balance before history becomes too distorted. The reality is the Allies have enormous resources at the end of the war and the Japanese will be hanging on by their fingertips. If the combined sequence of cards drawn by the two sides over the course of the game is off of a normal distribution, which can happen in a card driven game, it can be very difficult on the Japanese.

PLAYER NOTE: Play testing has indicated that the Allies very rarely win the game prior to the last game turn and often win the campaign game with only a couple of cards left in their hand. The bidding mechanic forces the Allied player to have less of the last game turn in which to accomplish game victory. Bidding away the entire last turn is very bold and bids of 2 or less cards would be considered conservative.

17.0 Scenarios

The counters are geared for the start of the full campaign scenario. In order to set up the campaign game, set up all of the counters with hex set up locations in those hexes. All other units enter the game on their indicated game turn of entry.

17.1 The Full Campaign, Dec '41-Aug '45

17.11 December 1941 Special Turn

This is a mini-turn consisting of the Japanese player only playing two specific Strategy cards as Event cards in the following order:

Card 1: Operation Z- Attack on Pearl Harbor.

All Japanese naval units must remain together. At sea Allied units (e.g., US CVs) may not be attacked.

Card 2: IAI-Operation No. 1- Conquest of SE Asia

The Allied player may not react to any Japanese moves that are not specified in the event descriptions. All Allied air units do not project Zones Of Influence during the entire December '41 game turn. After the play of the 2 card limited Offensives Phase, finish out the remaining phases of the turn, except the Attrition Phase, and then start normal play.

17.12 Game Turn 2 to 12 follow the rules normally.

17.13 Winning the Game, see 16.0

17.14 Track Marker Starting Locations

There are a number of markers used in the game. Here are there starting locations:

- US Political Will Marker: begins in the Zero box on the US Political Will track.
- China Marker: begins in the Stable Front Box on the China track.
- Japanese Division in China marker: begins on the 12 box of the Japanese Divisions In China track.
- Burma Road marker: begins on its NO HUMP side in the Burma Road Open box on the Burma Road track.
- India Marker: begins on its Normal side on the India track in the India Stable box.
- War In Europe Marker: begins on the WIE track in the Zero Level box.
- Japanese Amphibious Shipping Marker: begins on its No Barge side on the Strategic Record track in the 7 box.
- US Amphibious Shipping Marker: begins on the Strategic Record Track in the Zero box.
- Japanese Resource Marker: begins on the Strategic Record Track in the 3 box.
- Game Turn Marker: begins on its PM Tojo side on the Game Turn track, in the 1: December '41 box.
- US Inter-Service Rivalry Marker: begins on its Strategic Agreement side in the Inter-Service Rivalry box.
- Japanese Inter-Service Rivalry Marker: begins on its Strategic Agreement side in the Inter-Service Rivalry box.
- There are no units in the Delayed Reinforcement box on the map.
- Allied & Japanese Pass markers are in the zero box on the Strategic Record track.

CONTROL MARKERS: There is an Allied control marker on Guam (3814) and Hong Kong (2709).

17.2 1942

This scenario is three game turns long and begins on game turn 2 at the beginning of the Offensives Phase. There is no Reinforcement, Replacement, or Strategic Warfare Segments conducted for game turn 2, as it has already been incorporated into the starting locations. Similarly, Japanese cards #1 & #2 are not in play and should be put aside. Set up the units and markers for both sides as described and then play out the game normally. The game is concluded at the end of game turn 4.

17.21 Allied Set Up:

Set up all game turn 1 Allied units in their starting locations with the exceptions of the following units that are permanently removed from play (these are the units that were destroyed during game turn 1) and the other listed units that have alternate set up locations and are reduced or improved in strength. If a unit is not listed here, it begins on its counter indicated starting location at its original strength. Note: the US 7th air units were both eliminated during game turn 1, but have been brought back into play with replacements.

Eliminated at start Allied units:

BB MD/CA
Mindanao (M) Corps
HK Division
Force Z
NL Corp

Repositioned, Altered, or Replaced Allied Units:

1805: SEAC HQ
2813: US FEAF Air unit (reduced strength)
2912: SL Corps (reduced strength)
2917: 19th LRB air unit (reduced strength)
3014: CA US Asia Naval (reduced strength)
5808: 7AF Air Force
5808: 7AF LRB Air unit
5808: CV *Lexington* (full strength)
5808: CV *Enterprise* (full strength)
5808 CA N Orlns (reduced strength)

17.22 Japanese Set Up:

Place all Japanese units in the hexes indicated. All units are at full strength unless otherwise indicated. No Japanese units start this scenario having been eliminated.

1912: Japanese Control marker
1913: 15th Army
2012: Japanese Control marker
2109: 38th Army
2110: 28th Army (reduced)
2112: 25th Army (reduced)
2212: HQ (South), 22nd Air Flotilla
2311: BB Kongo 2, CA *Mogami*
2415: 2nd SN
2709: 17th Army (reduced)
2812: 5th Air Division, 14th Army
2909: 21st Air Flotilla, CA *Takao*
2911: 1 SN
2913: 19th Army (reduced)
2915: 16th Army (reduced), CVL *Ryuho*, CVL *Zuiho*, CA *Nachi*

3004: 2nd Air Division
3007: 35th Army (reduced)
3009: 23rd Air Flotilla
3305: Korean Army
3407: HQ (Combined Fleet), BB *Nagato*, *Yamato* (reduced), 25th Air Flotilla
3607: 3rd Air Division, 4th Air Division
3704: 27th Army (reduced)
3706: 1st Air Division, Eastern District Army, 18th Army (reduced), CV *Akagi*, CV *Soryu*, CV *Shokaku*, BB *Kongo 1*
3814: 3rd SN
4017: HQ (South Seas), APD *Kamikaze*
4021: SS Brigade, CA Aoba
4715: 4th SN (reduced), 24th Air Flotilla, CL *Tenyru*

17.23 Markers

All markers are in their Campaign Game (17.14) starting positions with the following exceptions:

The Japanese have 4 Resource hexes under control, instead of 3.
The Allies have 1 Amphibious Shipping Points.
US Political Will is at +8 instead of Zero.

17.24 Delay Box

The following Allied units are in the Delay Box: All game turn 2 reinforcements except the British HQ (SEAC), which is in Calcutta hex 1805.

17.25 Special Rules

Japanese cards 1 and 2 have been played and are removed from play. All other cards are eligible for use in this scenario. For game turn 2, the Japanese player receives 7 cards and the Allied player receives 5 cards and 2 passes. No Nations have surrendered. The Japanese control all hexes originally part of the Japanese Empire. There are no other special rules or conditions.

17.26 Short Game Inter-Service Rivalry

For the 3 turn scenarios, Inter-Service Rivalry can be crippling and unbalance play. To correct for this, any time Inter-Service Rivalry comes into effect for either player, that player can remove Inter-Service Rivalry at any Offensives card play by playing a 3OC value card as a Remove Inter-Service Rivalry play (flip the marker to its Strategic Agreement side). This is then the entire effect for that card play, and counts for that player as a complete card play action.

17.27 Victory Conditions

Automatic Victory: If the Japanese do not control at least 11 of the 14 Resource hexes by the conclusion of game turn 4, they lose the game and the Allies win an automatic victory. If an automatic victory has not occurred then the Japanese player gains victory points for the following conditions at the conclusion of game turn 4. Victory points are assessed at the end of game turn 4 unless otherwise indicated.

- For each level of WIE, for example level 2 equals 2 victory points.
- For each box China is below Stable Front, 1 victory point per box, (e.g., Major Breakthrough equals 2 victory points).
- If China surrenders receive a bonus 5 victory points.
- For closing the Burma Road, 1 victory point.
- For isolating Townsville from Oahu, e.g., no supply line can be drawn between the two locations, 5 victory points.

- F. For controlling each hex of Northern India, 1 victory point per hex. The Japanese receive a 2-victory point bonus for controlling all Northern India hexes.
- G. For India Unrest, 1 victory point (only awarded on the last game turn).
- H. For India Unstable, 2 victory points (not cumulative with India Unrest; only awarded on the last game turn).
- I. For Control of Australian Mandates, 1 victory point.
- J. For each box US Political Will is 6 or below, 1 victory point per box.
- K. For the capture of one or more Alaskan hexes (4600-5500), 1 victory point if controlled at the end of any game turn, but only once per hex per game.
- L. For the capture Midway, Kauai, or Hawaii, 1 victory point, for each hex, if controlled at the end of any game turn, but only once per hex per game.
- M. For the capture Oahu, 3 victory points if controlled at the end of any game turn, but only once per game.

Victory Point Levels:

- Allied Decisive Victory: Japanese have 2 or less victory points.
- Allied Tactical Victory: Japanese have 3 to 5 victory points.
- Japanese Tactical Victory: Japanese have 6-9 victory points.
- Japanese Decisive Victory: Japanese have 10 or more victory points.

17.3 1943

This scenario is three game turns long and begins on game turn 5 at the beginning of the Offensives Phase. There is no Reinforcement, Replacement, or Strategic Warfare Segments conducted for game turn 5, as it has already been incorporated into the starting locations. Set up the units and markers for both sides as described and then play out the game normally. The game is concluded at the end of game turn 7.

17.31 Allied Set Up:

Place all Allied units in the hexes indicated. All units are at full strength unless otherwise indicated.

Eliminated at start Allied units:

US Units

AVG Air unit
 CV Wasp
 BB MD/CA
 CA N Orleans
 CA Northampton
 CA US Asia
 DD US Asia
 Marines-Wake
 Marine-211
 NL Corps
 SL Corps
 R Corps
 M Corps
 P Brigade
 FEAF Air unit
 19th LRB Air unit
 ABDA HQ
 South Pacific HQ (Ghormley)
 Force Z
 HK Division

Commonwealth Units

All at start units (units with hex set up) except those in Australia and New Guinea

CVL Hermes

Dutch Units

All Dutch units

Allied Set Up

1005 Maldive Islands: CV Indomitable, BB Warspite, CA London
 1805 Calcutta: CW SEAC HQ, CW SEAC Air unit, US 10AF LRB Air unit
 Air Units in China: US 14AF LRB Air unit
 2006 Akyab: CW 4th Indian Corps
 2104 Jarhat: US 14AF Air unit
 2105 Imphal/Kohima: CW 33rd Corps
 2205 Ledo: CW 15th Corps, Chinese 5th Army
 2407 Kunming: Chinese 6th, 66th Armies (all reduced)
 3023 Darwin: Aus 1st Corps
 3626 Cairns: US 5AF Air unit, US 5AF LRB Air unit, US 1st Marine Division
 3727 Townsville: US SW HQ, Aus 2nd Corps, Aus CA Kent
 3823 Port Moresby: .. ANZAC HQ, Aus Port Moresby Brigade, Aus 3rd Corps, Aus Air unit
 3922 Buna: US XIth Corps
 4024 Gili-Gili: US 1st Corps
 4423 Guadalcanal: US XIV Corps, US 2nd Marine Division, US 1MAW Marine Air unit
 4825 Espiritu Santo: . US 2MAW Marine Air unit, US 13AF Air unit, US 13AF LRB Air unit, US Marine SF Brigade
 4828 Noumea: US Halsey HQ, NZ 3rd Division, US CV Lexington (reduced), US CV Enterprise (reduced), BB Washington, BB North Carolina
 5100 Dutch Harbor: . US 11AF Air unit, US 11AF LRB Air unit,
 5108 Midway: US 7AF LRB Air unit
 5808 Oahu: US Central Pacific HQ, US 7AF Air unit, US Xth Corps, US Marine Brigade, US BB Miss

17.32 Japanese Set Up:

Place all Japanese units in the hexes indicated. The Japanese control all of their original hexes within the Japanese Empire boundary. All 14 resource hexes are controlled by the Japanese, if no Japanese unit is present, a control marker should be placed to indicate this resource hex control. Malaya, Philippines, Dutch East Indies, and Burma have surrendered. In addition, the Japanese control the Australian Mandates, so all hexes in these countries and locations are Japanese controlled unless occupied by an Allied unit. Key bases are indicated with a control maker, but this list is not exhaustive and does not supplant full Japanese player control of those surrendered nations.

Eliminated at start Japanese units:

BB Kongo2
 CV Akagi
 CV Soryu
 CVL Ryujo
 CL Tenryu
 Tainan Air unit

Japanese 1943 Set up

All units are at full strength unless otherwise indicated.
 1813: Medan Control Marker

1916	Palembang:	25th Army (reduced), 3rd Air Division (reduced)
2008	Rangoon:	28th Army, 5th Air Division
2014	Kuantan:	Control Marker
2015	Singapore:	Control Marker
2017	Banka:	Control Marker
2018	Batavia:	Control Marker
2106	Mandalay:	33rd Army
2019	Tjilatjap:	Control Marker
2110	Bangkok:	Control Marker
2206	Lashio:	15th Army
2212	Saigon:	South HQ, 38th Army, 27 Air Flotilla
2220	Soerabaja:	16th Army (reduced), 23rd Air Flotilla
2305	Myitkyina:	Control Marker
2415	Miri:	Control Marker
2517	Balikpapan:	Control Marker
2616	Tarakan:	37th Army (reduced)
2709	Hong Kong:	Control Marker
2813	Manila:	14th Army, 8th Air Division
2909	Tainan:	22nd Air Flotilla (reduced)
2915	Davao:	35th Army, 28th Air Flotilla
3004	Peking:	2nd Air Division, 4th Air Division
3219:		Control Marker
3305	Seoul:	Korean Army
3319	Biak:	Control Marker
3407	Kure:	Yamamoto Combined Fleet HQ, CVL <i>Junyo</i> , BB <i>Nagato</i> , CA <i>Mogami</i> (reduced)
3520	Hollandia:	Control Marker
3620	Altape:	Control Marker
3704	Hakodate:	27th Army (reduced)
3706	Tokyo:	Eastern District (ED) Army 1st Air Division
3720	Wewak:	19th Army, 6th Air Division, 7th Air Division
3721	Madang:	Control Marker
3814	Guam:	Control Marker
3813	Saipan/Tinian:	31st Army (reduced)
3822	Lae:	18th Army
4017	Truk:	South Seas HQ, 26th Air Flotilla, BB <i>Yamato</i> , CV <i>Shokaku</i> , CVL <i>Zuiho</i> , BB <i>Kongo 1</i> , CA <i>Nachi</i>
4021	Rabaul:	17th Army, 21st Air Flotilla (reduced), 25th Air Flotilla (reduced), CA <i>Aoba</i> (reduced), CA <i>Takao</i> , APD <i>Kamikaze</i>
4222	Buin:	Control Marker
4322	New Georgia:	South Seas Detachment (SS Bde)
4600	Attu/Kiska:	2nd SN (reduced)
4612	Wake Island:	4th SN (reduced)
4715	Kwajalein:	3rd SN, 24th Air Flotilla (reduced)
4719	Nauru:	Control Marker
5018	Tarawa:	1st SN

17.33 Markers

All markers are in the following positions:

- Game Turn 5: PM Tojo
- The Japanese have 14 Resource hexes under control.
- The Japanese have 7 Amphibious Shipping Points.
- The Japanese Divisions Available In China is in the 8 box.
- The Allies have 4 Amphibious Shipping Points.
- China Government Front Status Track: Major Breakthrough Box
- US Political Will is at +6.
- Japanese Inter-Service Rivalry: Yes

- US Inter-Service Rivalry: Yes
- Japanese Air Replacements: 2
- Japanese Naval Replacements: 1
- WIE: -1 (Delay Allied Reinforcements)
- Japanese Barges
- Burma Road Closed/ Hump
- India: Stable

17.34 Delay Box

Allied Game Turn 5 Reinforcements

17.35 Strategy Cards

Japanese Strategy cards 1, 2, 5, 6, 13, 15, 18, 39, 55, 73, 78 have been played and are removed from play. Allied Strategy cards 1, 3, 4, 6, 7, 8, 10, 11, 12, 14, 16, 17, 20, 51 have been played and are removed from play. Allied cards 13 and 15 are in the discard pile. Japanese cards 8, 12, 14, 20, 25, 29, and 35 are in the discard pile. The Allies have card 29 and the Japanese have card 26 as future offensives cards. Bridge over the River Kwai card had been played, Rangoon to Bangkok transportation route is open. All other cards are eligible for use in this scenario. For game turn 5, the Japanese player receives 7 cards and the Allied player receives 7 cards.

17.36 Political Situation

The Japanese control all hexes originally part of the Japanese Empire. The following countries have surrendered and the Japanese control all of these hexes unless specifically noted in the Allied Set Up:

Malaya
Philippines
Dutch East Indies
Burma
Australian Mandates

17.37 Short Game Inter-Service Rivalry

For the 3 turn scenarios, Inter-Service Rivalry can be crippling and unbalance play. To correct for this, any time Inter-Service Rivalry comes into effect for either player, that player can remove Inter-Service Rivalry at any Offensives card play by playing a 3OC value card as a Remove Inter-Service Rivalry play (flip marker to its Strategic Agreement side). This is then the entire effect for that card play, and counts for that player as a complete card play action.

17.38 Victory Conditions

The Japanese player gains victory points for the following conditions at the conclusion of game turn 7. Victory points are assessed at the end of game turn 7, unless otherwise indicated.

- For each level of WIE, for example level 2 equals 2 victory points.
- For each box China is below Stable Front, 1 victory point per box (e.g., Major Breakthrough equals 2 victory points).
- If China surrenders receive a bonus 5 victory points.
- For closing the Burma Road, 1 victory point.
- For isolating Townsville from Oahu, e.g., no supply line can be drawn between the two locations, 5 victory points.
- For controlling each hex of Northern India, 1 victory point per hex. The Japanese receive a 2-victory point bonus for controlling all Northern India hexes.
- For India Unrest, 1 victory point.

- H. For India Unstable, 2 victory points (not cumulative with India Unrest).
- I. For Control of Australian Mandates, 1 victory point.
- J. For each box US Political Will is 6 or below, 1 victory point per box.
- K. For the capture of one or more Alaskan hexes (4600-5500), 1 victory point if controlled at the end of any game turn, but only once per hex per game.
- L. For the capture Kauai or Hawaii, 1 victory point, for each hex, if controlled at the end of any game turn, but only once per hex per game.
- M. For the capture Oahu, 3 victory points if controlled at the end of any game turn, but only once per game.

The Japanese player begins the scenario with 6 VPs, Japanese Tactical Victory: China Major Breakthrough (2 VP), WIE level -1, Burma Road Closed, Alaskan Hex, US Political Will.

Victory Point Levels:

- Allied Decisive Victory: Japanese have 2 or less victory points.
- Allied Tactical Victory: Japanese have 3 to 5 victory points.
- Japanese Tactical Victory: Japanese have 6-9 victory points.
- Japanese Decisive Victory: Japanese have 10 or more victory points.

17.4 1944

This scenario is three game turns long and begins on game turn 8 at the beginning of the Offensives Phase. There is no Reinforcement, Replacement, or Strategic Warfare Segments conducted for game turn 8, as it has already been incorporated into the starting locations. Set up the units and markers for both sides as described and then play out the game normally. The game is concluded at the end of game turn 10.

17.41 Allied Set Up:

Place all Allied units in the hexes indicated. All units are at full strength unless otherwise indicated.

Eliminated at start Allied units:

US Units
 AVG Air Unit
 CV Wasp
 BB MD/CA
 CA N Orleans
 CA Northampton
 CA US Asia
 DD US Asia
 Marines-Wake
 Marine-211
 NL Corps
 SL Corps
 R Corps
 M Corps
 P Brigade
 FEAF Air unit
 19th LRB Air unit
 ABDA HQ
 South Pacific HQ (Ghormley)
 Force Z
 HK Division

Commonwealth Units

All Non-Australian at start units (units with hex set up).
 CVL Hermes

Dutch Units

All Dutch units

Allied Set Up

- 1005 Maldive Islands.: CV *Indomitable*, BB *Warspite*, CA *London*
- 1805 Calcutta: CW SEAC HQ, CW SEAC Air unit, CW SEAC LRB Air Unit, US 10AF LRB Air unit
- Air Units in China Box: US 14AF LRB Air unit
- 2006 Akyab: CW 4th Indian Corps
- 2104 Jarhat: US 14AF Air unit
- 2105 Imphal/Kohima: . CW 33rd Corps
- 2205 Ledo: CW 15th Corps, 77th Special Forces Brigade, Chinese 5th Army (reduced)
- 2407 Kunming: Chinese 6th Army (reduced), Chinese 66th Army (reduced)
- 3023 Darwin: Aus 1st Corps
- 3626 Cairns: US 11th Airborne Division
- 3727 Townsville: US SW HQ, Aus 2nd Corps, Aus CA Kent
- 3822 Lae: US XI Corps, Aus 3rd Corps
- 3823 Port Moresby: .. Aus ANZAC HQ, Aus 4th Corps, US 5AF Air unit, US 5AF LRB Air unit, Aus Air unit
- 3921 Gasmata: US 1st Marine Division
- 3922 Buna: US 1st Corps
- 4024 Gili-Gili: Aus Port Moresby Brigade
- 4122 Woodlark: Control Marker
- 4222 Bougainville: ... US 3rd Marine Division, US 2MAW Marine Air unit, US XIV Corps
- 4322: New Georgia: .. NZ 3rd Division, US 13AF Air unit, US 13AF LRB Air unit
- 4423 Guadalcanal: US Marine SF Brigade
- 4826 Efate: US 6th Marine Division, US CVL *Cowpens*, US CVL *B. Wood*, US CVE *Sangamon*, US CVL *Bataan*, US CVE *Casablanca*, US BB *NJ*
- 4828 Noumea: US Halsey HQ, US CV *Lexington*, US CV *Enterprise*, CV *Essex*, CV *Bunker Hill*, BB *Washington*, BB *North Carolina*, US IXth Corps
- 5018 Tarawa: US 7AF Air unit, US 7AF LRB Air unit, US 2nd Marine Division
- 5100 Dutch Harbor ... US 11AF Air unit, US 11AF LRB Air unit
- 5108 Midway US 1MAW Marine Air unit
- 5808 Oahu: US Central Pacific HQ, US Xth Corps, XXIVth Corps, US Marine Brigade, US BB *Miss*, US CVL *San Jacinto*, US BB *Mass*, US CV *Franklin*, US CV *Intrepid*, US CV *Hancock*

17.42 Japanese Set Up:

Place all Japanese units in the hexes indicated. The Japanese control all of their original hexes within the Japanese Empire boundary. All 14 resource spaces are controlled by the Japanese. If no Japanese units present a control marker should be placed. Malaya, Philippines, Dutch East Indies, and Burma have surrendered. In addition, the Japanese control the Australian Mandates, so all hexes in these countries and locations are Japanese controlled unless occupied by an Allied unit. Key bases are indicated with a control maker, but this list is not exhaustive and does not supplant Japanese control of the indicated nations.

Eliminated at start Japanese units:*BB Kongo*2*CV Akagi**CV Soryu**CVL Ryujo**CL Tenryu**CA Aoba*

21st Air Flotilla

50th Air Flotilla

1st SN Brigade

2nd SN Brigade

SS Brigade

Tainan Air unit

Combined Fleet HQ (Yamamoto)

Japanese 1944 Set up

All units are at full strength unless otherwise indicated.

- 1813: Medan Control Marker
 1916 Palembang: 25th Army (reduced), 9th Air Division
 2008 Rangoon: 28th Army, 5th Air Division (reduced),
 2014 Kuantan: Control Marker
 2015 Singapore: 29th Army (reduced), 28th Air Flotilla (reduced)
 2017 Banka: Control Marker
 2018 Batavia: Control Marker
 2019 Tjilatap: Control Marker
 2106 Mandalay: 33rd Army
 2110 Bangkok: Control Marker
 2206 Lashio: 15th Army
 2212 Saigon: South HQ, 38th Army
 2220 Soerabaja: 16th Army (reduced)
 2305 Myitkyina: Control Marker
 2409 Hanoi: 8th Air Division
 2415 Miri: Control Marker
 2517 Balikpapan: Control Marker
 2616 Tarakan: 37th Army (reduced)
 2813 Manila: 14th Army, 23rd Air Flotilla
 2909 Tainan 3rd Air Division (reduced)
 2915 Davao: 35th Army
 3004 Peking: 2nd Air Division, 4th Air Division
 3219: Control Marker
 3305 Seoul: Korean Army
 3319 Biak: Control Marker
 3407 Kure: Combined Fleet HQ (Ozawa), *CVL Junyo*,
BB Nagato, *CA Mogami* (reduced), *CVL Kaiyo*, *CV Shokaku*, *CV Taiho*, 11th Air Division
 3416 Pelelu: 26th Air Flotilla (reduced)
 3520 Hollandia: 2nd Army (reduced)
 3620 Altape: Control Marker
 3704 Hakodate: 27 Air Flotilla (reduced), 51st Air Flotilla, 27th Army (reduced)
 3706 Tokyo: Eastern District (ED) Army 1st Air Division, 10th Air Division
 3720 Wewak: 19th Army (reduced), 6th Air Division (reduced), 7th Air Division (reduced)
 3721 Madang: 18th Army (reduced)
 3813 Saipan/Tinian: .. 31st Army (reduced), 61st Air Flotilla, 62nd Air Flotilla
 3814 Guam: Control Marker
 4017 Truk: South Seas HQ, 22nd Air Flotilla (reduced), *BB Yamato*, *CVL Zuiho*, *BB Kongo* 1, *CA*

Nachi

- 4021 Rabaul: 17th Army, 25th Air Flotilla (reduced), *CA Takao* (reduced), *APD Kamikaze* (reduced)
 4612 Wake Island: 4th SN (reduced)
 4715 Kwajalein: 3rd SN, 24th Air Flotilla (reduced)

17.43 Markers

All markers are in the following positions:

- Game Turn 8: PM Tojo
- The Japanese have 14 Resource hexes under control.
- The Japanese have 5 Amphibious Shipping Points
- The Japanese Divisions Available In China is in the 8 box.
- The Allies have 9 Amphibious Shipping Points.
- China Government Front Status Track: Major Breakthrough
- Japanese Card #31 has been played: +1 Ground Combat DRM in effect.
- US Political Will is at +5.
- Japanese Inter service Rivalry: Yes
- US Inter service Rivalry: Yes
- Japanese Air Replacements: 0
- Japanese CVL Replacements: 0
- WIE: +2
- PT Boats- No Japanese Barges
- Burma Road Closed/ Hump
- India: Stable

17.44 Delay Box

No Allied units are in the delay box.

17.45 Strategy Cards

Japanese Strategy cards 1, 2, 5, 6, 13, 15, 18, 26, 31, 39, 51, 53, 54, 55, 73, 78 have been played and are removed from play. Allied Strategy cards 1, 3, 4, 6, 7, 8, 10, 11, 12, 14, 16, 17, 18, 20, 22, 23, 24, 27, 30, 39, 41, 42, 47, 51, 73 have been played and are removed from play. Japanese card 7 is in the discard pile, as is Allied card 2. The Allies have card 45 and the Japanese have card 4 as future offensives cards. All other cards are eligible for use in this scenario. For game turn 8, the Japanese player receives 6 cards plus 1 pass and the Allied player receives 7 cards.

17.46 Political Situation

The Japanese control all hexes originally part of the Japanese Empire. The following countries have surrendered and the Japanese control all of their hexes unless specifically noted in the Allied Set Up:

Malaya
 Philippines
 Dutch East Indies
 Burma
 Australian Mandates

17.47 Short Game Inter-Service Rivalry

For the 3 turn scenarios, Inter-Service Rivalry can be crippling and unbalance play. To correct for this, any time Inter-Service Rivalry comes into effect for either player, that player can remove Inter-Service Rivalry at any Offensives card play by playing a 3OC value card as a Remove Inter-Service Rivalry play (flip marker to its Strategic Agreement side). This is then the entire effect for that card play, and counts for that player as a complete card play action.

17.48 Victory Conditions

The Japanese player gains victory points for the following conditions at the conclusion of game turn 10. Victory points are assessed at the end of game turn 10 unless otherwise indicated.

- A. For each level of WIE, for example level 2 equals 2 victory points.
- B. For each box China is below Stable Front, 1 victory point per box, Major Breakthrough equals 2 victory points.
- C. If China surrenders receive a bonus 5 victory points.
- D. For closing the Burma Road, 1 victory point.
- E. For isolating Townsville from Oahu, e.g., no supply line can be drawn between the two locations, 5 victory points.
- F. For controlling each hex of Northern India, 1 victory point per hex. The Japanese receive a 2-victory point bonus for controlling all Northern India hexes.
- G. For India Unrest, 1 victory point.
- H. For India Unstable, 2 victory points (not cumulative with India Unrest).
- I. For Control of Australian Mandates, 1 victory point.
- J. For each box US Political Will is 6 or below, 1 victory point per box.
- K. For the capture of one or more Alaskan hexes (4600-5500), 1 victory point if controlled at the end of any game turn, but only once per hex per game.
- L. For the capture Kauai or Hawaii, 1 victory point, for each hex, if controlled at the end of any game turn, but only once per hex per game.
- M. For the capture Oahu, 3 victory points if controlled at the end of any game turn, but only once per game.
- N. Control of New Guinea, 5 victory points
- O. If the Allies do not control New Guinea, 3 victory points.
- P. If the Allies have captured Rabaul (4021) or placed it out of supply on the last turn of the scenario, 3 victory points.
- Q. If the Allies control no Philippines hexes, 5 victory points.
- R. If the Allies control 5 or less in supply Philippine hexes, 3 victory points (corollary if the Allies control 6 or more in supply Philippine hexes, 0 victory points).
- S. If the Allies do not control an port/airfield hex within 8 hexes of Tokyo (3706), 5 victory points.

The Japanese player begins the scenario with 4 VPs, US Political Will at +5, China Major Breakthrough (2 VP), and the Burma Road Closed.

Victory Point Levels:

Allied Decisive Victory: Japanese have 2 or less victory points.
 Allied Tactical Victory: Japanese have 3 to 5 victory points.
 Japanese Tactical Victory: Japanese have 6 to 9 victory points.
 Japanese Decisive Victory: Japanese have 10 or more victory points.

17.5 1942-1943

For this scenario, use the starting conditions and setup of the 1942 scenario (17.2) but play turns 2-7 and use the victory conditions of the 1943 scenario (17.3).

17.6 1943-1944

For this scenario, use the starting conditions and setup of the 1943 scenario (17.3) but play turns 5-10 and use the victory conditions of the 1944 scenario (17.4).

17.7 1942-1944

For this scenario, use the starting conditions of the 1942 scenario (17.2) but play turns 2-10 and use the victory conditions of the 1944 scenario (17.4).

17.8 The Shortened Campaign (1942-1945)

This scenario starts as if for the 1942 Scenario (17.2) and uses all of the setup requirements of that scenario, but plays the rest of war, using the Campaign Scenario (17.1) conditions and length for everything else, including victory conditions.

17.9 The Even Shorter Campaign (1943-1945)

This scenario starts as if for the 1943 Scenario (17.3) and uses all of the setup requirements of that scenario, but plays the rest of war, using the Campaign Scenario (17.1) conditions and length for everything else, including victory conditions.

18.0 Master Scenario Set Up List

This extensive chart shows the set up location for every counter at the beginning of the four yearly starts. Numbers in brackets [] indicate that a unit sets up on its reduced side.

DESIGN NOTE: The Designer and Developer of this game have over fifty years of experience designing and publishing games. We have learned that no matter how many times you check this quantity of numbers, it is possible that some unintended mistakes are made. In any situation where there is ambiguity, the hierarchy of correctness is the counters are always correct, followed by the master scenario list, and last the scenario listings.

US

Scenario Hex Set Up/Game Turn of Entry

Numbers in brackets [] set up at reduced strength

Unit Type	Unit Designation	1941	1942	1943	1944
Air	5AF	2	Delay	3626	3823
Air	5AF LRB	2	Delay	3626	3823
Air	7AF	5808	5808	5808	5018
Air	7AF LRB	5808	5808	5108	5018
Air	10AF LRB	2	Delay	1805	1805
Air	11AF	3	3	5100	5100
Air	11AF LRB	3	3	5100	5100
Air	13AF	3	3	4825	4322
Air	13AF LRB	3	3	4825	4322
Air	14AF	Event	Event	2104	2104
Air	14AF LRB	4	4	China Box	China Box
Air	19 LRB	2812	[2917]	Elim	Elim
Air	20BC	9	9	9	9
Air	21BC	10	10	10	10
Air	AVG	2008	2008	Elim	Elim
Air	FEAF	2812	[2813]	Elim	Elim
Air	Marine 211	4612	4612	Elim	Elim

Air	Marine 1 MAW	2	Delay	4423	5108	Naval	CVE Casablnc 2	10	10	10	10
Air	Marine 2 MAW	4	4	4825	4222	Naval	CVE Sangamon	6	6	6	4826
Air	Marine 3 MAW	9	9	9	9	Naval	CVL Bataan	7	7	7	4826
Ground	Marine 1M Div	3	3	3626	3921	Naval	CVL Belleau Wood	6	6	6	4826
Ground	Marine 2M Div	4	4	4423	5018	Naval	CVL Cowpens	6	6	6	4826
Ground	Marine 3M Div	6	6	6	4222	Naval	CVL San Jacinto	5	5	Delay	5808
Ground	Marine 5M Div	10	10	10	10	Naval	DD US Asia	2616	2616	Elim	Elim
Ground	Marine 6M Div	8	8	8	4826						
Ground	Marine M Bde	2	Delay	5808	5808						
Ground	Marine SF Bde	2	Delay	4825	4423						
Ground	Marine W Bde	4612	4612	Elim	Elim						
Ground	M Corps	2915	Elim	Elim	Elim	Unit	Unit				
Ground	NL Corps	2812	Elim	Elim	Elim	Type	Designation	1941	1942	1943	1944
Ground	P Brigade	3014	3014	Elim	Elim	Air	Aus	3727	3727	3823	3823
Ground	R Corps	2813	2813	Elim	Elim	Air	FE	1905	1905	Elim	Elim
Ground	SL Corps	2913	[2912]	Elim	Elim	Air	MA	2015	2015	Elim	Elim
Ground	11 Division	8	8	8	3626	Air	SEAC	2	Delay	1805	1805
Ground	I Corps	[3]	[3]	4024	3922	Air	SEAC LRB	5	5	Delay	1805
Ground	IX Corps	8	8	8	4828	Ground	7 Armor Brigade	Event	Event	Event	Event
Ground	X Corps	5808	5808	5808	5808	Ground	77 Brigade	Event	Event	Event	2205
Ground	XI Corps	2	Delay	3922	3822	Ground	1 Australian Corps	3023	3023	3023	3023
Ground	XIV Corps	[3]	[3]	4423	4222	Ground	2 Australian Corps	3727	3727	3727	3727
Ground	XXIV Corps	5	5	Delay	5808	Ground	3 Australian Corps	3	3	3823	3822
HQ	C Pac	5808	5808	5808	5808	Ground	4 Australian Corps	8	8	8	3823
HQ	S Pac Gho	3	3	Elim	Elim	Ground	8A Division	2015	2015	Elim	Elim
HQ	S Pac Hal	Event	Event	4828	4828	Ground	1B Division	2108	2108	Elim	Elim
HQ	SW Pac	2813	2813	3727	3727	Ground	B Ind Division	2008	2008	Elim	Elim
Naval	BB Mass	5	5	Delay	5808	Ground	15 British Corps	3	3	2205	2205
Naval	BB MD/CA	5808	Elim	Elim	Elim	Ground	33 British Corps	3	3	2105	2105
Naval	BB Miss	2	Delay	5808	5808	Ground	HK Division	2709	Elim	Elim	Elim
Naval	BB Missouri	9	9	9	9	Ground	1 Ind Corps	2105	2105	Elim	Elim
Naval	BB N Carolina	3	3	4828	4828	Ground	2 Ind Corps	1805	1805	Elim	Elim
Naval	BB New Jersey	7	7	7	4826	Ground	3 Ind Corps	2014	2014	Elim	Elim
Naval	BB New York	9	9	9	9	Ground	4 Ind Corps	4	4	2006	2006
Naval	BB Washington	4	4	4828	4828	Ground	3NZ Division	3	3	4828	4322
Naval	BC Alaska	10	10	10	10	Ground	PM Brigade	3823	3823	3823	4024
Naval	CA Balitmore	11	11	11	11	HQ	ABDA	Event	Event	Elim	Elim
Naval	CA N. Orleans	5808	[5808]	Elim	Elim	HQ	ANZAC	3	3	3823	3823
Naval	CA Northampton	2	Delay	Elim	Elim	HQ	Malaya	2015	2015	Elim	Elim
Naval	CA US Asia	3014	[3014]	Elim	Elim	HQ	SEAC	2	1805	1805	1805
Naval	CV B. H. Richard	10	10	10	10	Naval	BB Duke of York	10	10	10	10
Naval	CV Bunker Hill	6	6	6	4828	Naval	BB Force Z	2015	Elim	Elim	Elim
Naval	CV Enterprise	[5609]	5808	[4828]	4828	Naval	BB Warspite	2	Delay	1005	1005
Naval	CV Essex	6	6	6	4828	Naval	CA Exeter	1307	1307	Elim	Elim
Naval	CV Franklin	7	7	7	5808	Naval	CA Kent	3727	3727	3727	3727
Naval	CV Hancock	8	8	8	5808	Naval	CA London	4	4	1005	1005
Naval	CV Intrepid	7	7	7	5808	Naval	CV Indomitable	2	Delay	1005	1005
Naval	CV Lexington	[5410]	5808	[4828]	4828	Naval	CV Victorious	10	10	10	10
Naval	CV Shangri La	9	9	9	9	Naval	CVL Hermes	2	Delay	Elim	Elim
Naval	CV Wasp	3	3	Elim	Elim						
Naval	CVE C. Bay	10	10	10	10						
Naval	CVE Casablanca	8	8	8	4826						

Chinese

Unit Type	Unit Designation	1941	1942	1943	1944	Air	61	8	8	8	3813
						Air	62	8	8	8	3813
						Air	T	Event	Event	Elim	Elim
Ground	5 Army	[2407]	[2407]	[2205]	[2205]	Ground	1 SN Brigade	2909	2911	5018	Elim
Ground	6 Army	[2407]	[2407]	[2407]	[2407]	Ground	2 SN Brigade	2311	2415	[4600]	Elim
Ground	66 Army	[2407]	[2407]	[2407]	[2407]	Ground	3 SN Brigade	4017	3814	4715	4715
						Ground	4 SN Brigade	4715	[4715]	[4612]	[4612]
						Ground	SS Brigade	4017	4021	4322	Elim

Dutch

Unit Type	Unit Designation	1941	1942	1943	1944	Ground	2 Army	[7]	[7]	[7]	[3520]
						Ground	14 Army	2909	2812	2813	2813
						Ground	15 Army	2211	1913	2206	2206
Air	Dut	2019	2019	Elim	Elim	Ground	16 Army	[3416]	[2915]	[2220]	[2220]
Ground	1 Regiment	1916	1916	Elim	Elim	Ground	17 Army	[2708]	[2709]	4021	4021
Ground	2 Regiment	1813	1813	Elim	Elim	Ground	18 Army	[3706]	[3706]	3822	[3721]
Ground	3 Regiment	2616	2616	Elim	Elim	Ground	19 Army	[3209]	[2913]	3720	[3720]
Ground	4 Regiment	2919	2919	Elim	Elim	Ground	25 Army	[2509]	[2112]	[1916]	[1916]
Ground	5 Regiment	2517	2517	Elim	Elim	Ground	27 Army	[3704]	[3704]	[3704]	[3704]
Ground	6 Regiment	2917	2917	Elim	Elim	Ground	28 Army	[2]	[2110]	2008	2008
Ground	7 Regiment	2719	2719	Elim	Elim	Ground	29 Army	[8]	[8]	[8]	[2015]
Ground	8 Regiment	2721	2721	Elim	Elim	Ground	31 Army	[3]	[3]	[3813]	[3813]
Ground	J Division	2019	2019	Elim	Elim	Ground	32 Army	[9]	[9]	[9]	[9]
Naval	CA Dutch	2019	2019	Elim	Elim	Ground	33 Army	[5]	[5]	2106	2106

Japanese

Scenario Hex Set Up/Game Turn of Entry

Numbers in brackets [] set up at reduced strength

Unit Type	Unit Designation	Unit				Ground	ED Army	3706	3706	3706	3706
		1941	1942	1943	1944	Ground	Korean Army	3305	3305	3305	3305
						HQ	Comb Fleet Oza	Event	Event	Event	3407
Air	1	3706	3706	3706	3706	HQ	Comb Fleet Yam	3407	3407	3407	Elim
Air	2	3004	3004	3004	3004	HQ	South	2212	2212	2212	2212
Air	3	3607	3607	[1916]	[2909]	HQ	South Seas	4017	4017	4017	4017
Air	4	3607	3607	3004	3004	Naval	APD Kamikaze	4017	4017	4021	[4021]
Air	5	2909	2812	2008	[2008]	Naval	BB Kongo 1	3705	3706	4017	4017
Air	6	3	3	3720	[3720]	Naval	BB Kongo 2	2909	2311	Elim	Elim
Air	7	4	4	3720	[3720]	Naval	BB Nagato	3407	3407	3407	3407
Air	8	5	5	2813	2409	Naval	BB Yamato	[2]	[3407]	4017	4017
Air	9	6	6	6	1916	Naval	CA Aoba	4017	4021	[4021]	Elim
Air	10	7	7	7	3706	Naval	CA Mogami	2311	2311	[3407]	[3407]
Air	11	8	8	8	3407	Naval	CA Nachi	3416	2915	4017	4017
Air	12	9	9	9	9	Naval	CA Takao	2909	2909	4021	[4021]
Air	21	3009	2909	[4021]	Elim	Naval	CL Tenyru	4715	4715	Elim	Elim
Air	22	2212	2212	[2909]	[4017]	Naval	CV Akagi	3705	3706	Elim	Elim
Air	23	3009	3009	2220	2813	Naval	CV Shokaku	3705	3706	4017	3407
Air	24	4715	4715	[4715]	[4715]	Naval	CV Soryu	3705	3706	Elim	Elim
Air	25	2	3407	[4021]	[4021]	Naval	CV Taiho	8	8	8	3407
Air	26	3	3	4017	[3416]	Naval	CVL Amagi	9	9	9	9
Air	27	4	4	2212	[3704]	Naval	CVL Junyo	3	3	3407	3407
Air	28	5	5	2915	[2015]	Naval	CVL Kaiyo	[7]	[7]	[7]	3407
Air	50	6	6	6	Elim	Naval	CVL Ryuho	3416	2915	Elim	Elim
Air	51	6	6	6	3704	Naval	CVL Zuiho	3407	2915	4017	4017

19.0 Comprehensive Example of Play

Game Turn 1: December 1941



Card 1: Operation Z

The Japanese naval units CVs Akagi, Soryu, Shokaku, Kongo move from Ominato (hex 3705) to hex 5506 and attack Oahu (hex 5808). There is no US response to the attack. The Japanese die roll is a 8, so 36 hits are apportioned to the US forces in the hex which defend at half strength. Historical result: Eliminate BB MD/CA (10 hits), eliminate both 7th AF unit (20 hits), reduce CA New Orleans (4 hits) for a total of 34 hits, 2 are unused. Japanese naval units return to Tokyo (hex 3706). The US CVs move to the Oahu hex and the US Political Will marker is moved to the +8 box on the US Political Will track.

Card 2: IAI: Operation No. 1 Conquest of SE Asia

DESIGN NOTE: IAI was one of the key historical examples of economy of force. The Japanese gained the majority of their objectives within one month of Pearl Harbor. EOTS allows you to see the broad outlines of this conquest and much of the initial order of battle is designed to give some insight into the complexity of this multi-dimensional plan. Due to the small-scale nature of some of these operations that are below the granularity of EOTS, although all key features are accounted for, some of the smaller detachments are subsumed into the broader tapestry of the game design. It is important to note that the card indicates that there are no Allied ZOI during this Offensive. The order of the Japanese moves would be different if this had to be taken into account.

The Japanese player has 26 activations for this Offensive. Each group of coordinated activations will be described below in a roughly West to East direction. Battle resolution occurs after all Offensive and Reaction movement has been completed. Since the Allies have no reaction movement during the 1st game turn (except for Force Z mandated movement), the battle resolution description is included in each Offensive axis of advance.

Malaya

- 22nd Air Flotilla in hex 2212 is activated and is within range of Malaya peninsula.
- In support of the 25th Army, BB Kongo 2 in hex 2909 moves to hex 2112 (it was actually in distant support).
- 2509:** 25th Army reduced (represents elements of the 5th and 18th divisions) uses Amphibious Assault movement (1 Amphibious Shipping Point= ASP) to move to Kota Bharu: 2112; this causes



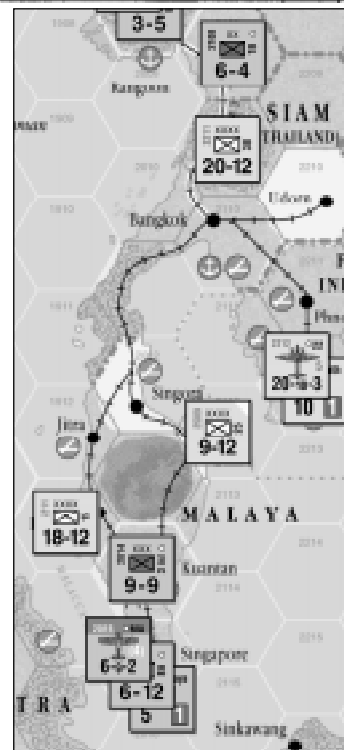
Force Z in hex 2015 to be moved to hex 2112 during Reaction movement.

- 2211:** 15th Army (includes the Imperial Guard division) moves to Kuala Lumpur hex 1913 via 2110, 2011, 2012, 1912 and capturing all hexes as they are passed through.

- 2211:** 38th Army moves to 2109 via 2110 (Strategic Route not yet built, which requires the Bridge Over the River Kwai event card).

- Battle is declared for hex 2112, where the Japanese during the Air Naval combat eliminate Force Z and take no losses in return.

- Post Battle movement:** Kongo 2 moves to Cam Ranh hex 2311.



Situation after Post Battle Movement.

Borneo

- 2311:** Activate CA Mogami and 2nd SN to Miri hex 2415 using Amphibious Assault. The CA Mogami supplies the Amphibious transport negating the need for the use of an ASP.
- There is no battle since the hex is unoccupied, place a Japanese control marker in the hex and increase Japanese resources by one by moving the Japanese resource marker from the 3 to the 4 box of the Strategic Record Track.
- Post Battle movement:** CA Mogami returns to Cam Ranh hex 2311.

Hong Kong

1. 2708: Activate the 17th Army reduced and move to Hong Kong hex 2709; declare a battle hex.

2. Battle Resolution: The Japanese 17th Army has no modifiers and achieves a one times result scoring 9 hits. This is sufficient to eliminate the British Hong Kong Division. The British Hong Kong Division has insufficient strength to damage the Japanese 17th Army, which captures Hong Kong.



Philippines

1. 2909 and 3009: Activate 5th Air Division, 21st Air Flotilla and 23rd Air Flotilla.

2. 2909: Activate 1st SN and use Amphibious Assault (1 ASP) to move to hex 2911.

3. 2909: Activate 14th Army and use Amphibious Assault (2 ASP) to move to hex 2812; declare battle hex.

4. 2909: Activate CA Takao and move to hex 2812.

5. 3407: Activate CVL Zuiho and move it to hex 2913.

6. 3209: Activate 19th Army reduced and use Amphibious Assault (1 ASP) to move to hex 2913; declare battle hex.

7. 3416: Activate 16th Army reduced and use Amphibious Assault (1 ASP) to move to Davao hex 2915; declare battle hex.

8. 3416: Activate CA Nachi and move it to Davao hex 2915.

9. 3416: Activate CVL Ryuho and move to within 3 hexes of 3014 Samar/Leyte; declare battle hex.

10. Battle Resolution: Hex 2812, Japanese air units on Formosa (hexes 2909 and 3009) in conjunction with CA Takao attack US FE and 19th Air Units (famous B-17 19th Bomber Squadron). Since this is a Surprise attack all Japanese attacks are resolved first with surviving US units then responding in kind. Japanese strength is 54 Air strength points reduced to 27 due to use of extended range plus 12 for CA Takao, the die roll has 3 added to it for Surprise Attack and achieves a .5 result for a total of 20 hits. This reduces both US air units (FE takes 10 hits and 19th takes 9 for a total of 19). The Japanese win the air naval battle enabling an ensuing ground combat with the 14th Army moving via amphibious assault. The 14th Army attacks the NL Corps. The Japanese get +2 for having naval

support in the hex, but the inactive air units in the battle hex prevents the Japanese from getting an additional +2 for air superiority. The Japanese 14th Army gets 27 hits on the NL Corps destroying it, and takes no hits in reply.

11. Battle Resolution: Hex 2913, Japanese Zuiho conducts air naval combat against SL Corps but has insufficient hits to reduce the ground unit. The 19th Army adds four to its die roll (air and naval modifiers) and gets a result sufficient to reduce the SL Corps, which then retreats into hex 2912.

12. Battle Resolution: Samar/Leyte hex 3014, the Japanese CVL Ryuho attacks at 3 hex range, so only the Japanese player can cause damage in this battle since the US CA Asia naval unit is a surface unit. The Japanese player adds 3 to the die roll for Surprise Attack and achieves a one times result that causes 6 hits, which reduces the US CA Asia naval unit.

13. Battle Resolution: Hex 2915, the Japanese conduct air naval combat using the Nachi to fire at the Mindanao Corps. This can be done because there are no US air or naval units present in the battle. The Nachi achieves a one times result causing 10 hits. This is sufficient to reduce the Mindanao Corps. The ensuing ground combat sees the 16th Army achieve a result scoring 14 hits, which is sufficient to eliminate the Mindanao Corps and win the battle.

14. Post Battle Movement: The two US air units in hex 2812 use emergency air movement with the FEAF air unit being placed in the Manila hex (2813) and the 19th LRB being placed in Menando hex 2917. The CVL Ryuho, CVL Zuhio, and CA Nachi end their movement in Davao hex 2915. CA Takao returns to Tainan hex 2909. The 5th Air Division moves to hex 2812. The 21st Air Flotilla moves to hex 2909.



Situation after Post Battle Movement.

South Pacific

1. 4017: Activate the 3rd SN and APD Kamikaze (supplies organic naval transport) which conduct an Amphibious Assault to Guam hex 3814. The move is unopposed and Guam becomes Japanese controlled. The APD Kamikaze returns to Truk hex 4017.

2. 4017: Activate the South Seas Detachment and the CA Aoba (supplies Amphibious transport) which conduct an Amphibious Assault of Rabaul hex 4021. The move is unopposed and Rabaul becomes Japanese controlled. The CA Aoba remains at Rabaul.



Wake

1. 4715: Activate the 4th SN, CL Tenryu (supplies organic naval transport) and the 24th Air Flotilla. The 4th SNLF uses Amphibious Assault movement to move to Wake hex 4612; declares a battle hex.

2. Battle Resolution: Hex 4612: Due to Marine 211 air unit, air naval combat is conducted. The Japanese have an attack strength of 9 (Air units 10 attack strength is halved due to extended range plus 4 for the CL Tenryu). The Japanese add 3 to their die roll for Surprise attack but roll low and get a half result achieving 5 hits (round up). This is insufficient to eliminate VMF 211. Due to the fact that the Japanese have 9 factors (5 air plus 4 for the CL Tenryu) versus 1 for the US, they have sufficient air and naval superiority to conduct ground combat. The Japanese 4th SN adds 2 to its die roll because it is the only side with naval units in the hex, but does not get the additional air modifier because of the presence of Marine 211 air unit. The Japanese achieve a one times their strength outcome which results in 4 hits, which is insufficient to damage the Wake Marine Brigade. The Marine die roll is a 9 (Semper Parati) and achieves 4 hits. Since the Japanese 4th SN moved to Wake via amphibious assault its defense strength is halved from 6 to 3, so the Marines cause the 4th SN to take a step loss. Since the Japanese took more losses than the Marines, the Marines win the battle and retain control Wake. The 4th SN conducts post battle movement with the CL Tenryu back to Kwajalein hex 4715.

It should be noted, that the Japanese were able to conduct this attack on Wake because the IAI event card neutralizes Allied air ZOI for the duration of the Offensive. If the Japanese decide to attack Wake later in the game, they will need to bring an aircraft carrier to bear to neutralize the Marine 211 air units air ZOI, which the Japanese 24th Air Flotilla cannot do from Kwajalein due to range. Historically, the Japanese brought the CV Soryu naval unit to bear to complete the conquest of Wake.

This concludes the Japanese move of 26 activations for Game Turn 1.

Political Phase

During the Political phase the players would determine if any countries surrender and if there are any changes to US Political Will. No countries meet their surrender criteria and no other US Political Will criteria is met, so the US Political Will remains at +8, concluding the political phase.

Attrition Phase

There is no Attrition Phase for game turn 1 (see 17.11).

Game Turn 2

At the beginning of game turn 2; the Allies receive a number of reinforcements during the Reinforcement phase. Since the War in Europe (WIE) marker is in the zero box, the level is 1, which means that Allied reinforcements are delayed, place all Allied game turn 2 reinforcements in the delay box. In addition two US Army and three US Army air units are in the delay box, which due to the WIE level of 1 means that a divert to Europe roll is made for these units. Each unit makes a die roll and on a zero or one the unit is permanently removed from play. The Allies lose one of their Army air units in this manner. The Japanese place their reinforcements on the map (this portion of the example was included to show where it would occur, but in the actual 1942 scenario the Allies were luckier and did not lose any units).

Replacement Phase

During the replacement phase of game turn 2, the Japanese receive no replacements per se, but they choose to take one China Division replacement. They move the China Division marker from 12 to 11 and increase one in supply Japanese army ground unit from reduced to full strength (this portion of the example was included to show where it would occur, but in the actual 1942 scenario the Japanese have not taken this replacement yet). The Allies receive 2 ground, 5 air, and two US naval replacements (one plus the standard one US naval if they hold Oahu). The Allied player brings the two 7th AF air units back into play at full strength for the cost of 4 air replacements, losing one unused replacement. The two 7th AF air units are placed in Oahu (5808). The two US CV naval units are brought up to full strength and there are no Allied ground units available to receive the ground replacements. This ends the replacement phase.

Strategic Warfare Segment

During the Strategic warfare segment, the Allies conduct submarine warfare. The die roll result is 2, which has 1 added to it for defective torpedoes. This total (3) has the current game turn number subtracted from this total for a result of 1. Since 1 is greater than zero, there is no effect for submarine warfare. If there had been no torpedo modifier the submarine warfare result would have seen the Japanese lose one strategy card. As it is, the Japanese will now have 7 cards dealt to them. The Allies have 5 cards dealt to them and receive 2 passes.

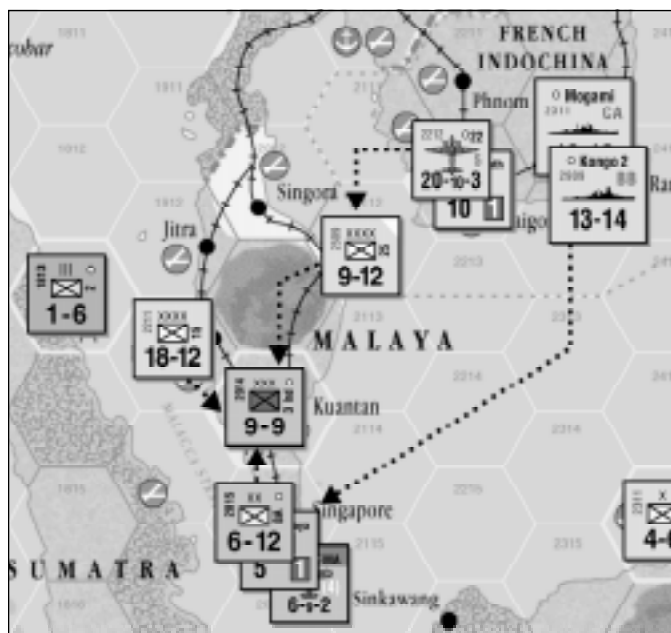
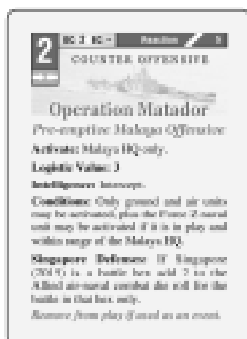
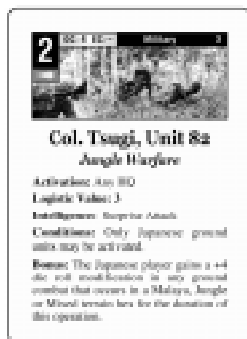
It is the beginning of the Offensive Phase and the Japanese have more cards than the Allies, so they have the initiative and go first.

At the beginning of the 1942 scenario the Malaya Peninsula has the Japanese 15th Army in Kuala Lumpur (1913) and the 25th Army (reduced) in Kota Bharu (2112). In support are air and naval forces in French Indo-China (22nd Air Flotilla in Saigon hex 2112 and the BB Kongo 2 and CA Mogami naval units in Cam Ranh hex 2311). The Allied player has the 3rd Indian Corps in Kuantan (2014) and the 8th Australian Division, Malaya Air unit and Malaya HQ in Singapore (2015).

The Japanese player opens the 1942 game turn with Japanese card 3: Malaya-Colonel Tsugi-Unit 82 Jungle Warfare, which is played as an EC. The Japanese player can use any HQ to activate units with a logistics value of 3. The Japanese player designates the South HQ in Saigon (2112) as the HQ for the Offensive, so 4 units (log value of 3 + South efficiency rating of 1). The Japanese player activates the 15th and the 25th armies plus the 22nd air flotilla and the BB Kongo 2 naval unit. The Japanese move the 15th and 25th armies into Kuantan and declare a battle hex. The 22nd air moves from Saigon to Kota Bharu to be within 3 hexes of Singapore and the BB Kongo 2 naval unit moves into the Singapore hex and declares another battle hex. The Japanese can declare two battle hexes because card 3 was played as an EC whereas if it was played as an OC only one battle hex could have been declared.

The Allied player now determines what if any reaction will be made. The Japanese Military strategy card specified the Intelligence condition as surprise attack, so the Allied player cannot make an intelligence die roll to alter the intelligence condition. Luckily the Allied player is holding Allied card 5: Operation Matarador, which is a Reaction counteroffensive card. The Allies play this card and alters the Intelligence condition to intercept. Since this is a counteroffensive card, the Allies can use its logistic value of 3 instead of the Japanese OC value of 2. This allows the Allies to use the Malaya HQ to activate land and air units plus the Force Z naval unit.

The Allies activate the 3rd Indian Corps, the 8th Australian Division and the Malaya air unit. Since Force Z is already eliminated, the Allies cannot activate it. The Allies are entitled to activate 4 units also, but there are no other Commonwealth air or land units within range of the Malaya HQ and so this last activation is lost. The British move the 8th Australian division into the Kuantan hex. The British Malaya air unit if it had been attacked solely by the BB naval unit could have flown off to strike from afar, but the presence of the Japanese air unit in the battle makes this a moot maneuver, so it stays put. Due to the text condition on Japanese card 3, the Japanese will get a +4 die roll modifier during ground combat. Due to the card text on Allied card 5, the Allies add to their air-naval combat die roll due to Singapore's defenses.



Battle of Singapore: Both sides add up their combat values, the Japanese have 33 (BB-13 + 22nd - 20) and the Allies have 6 (Ma-6). Since this is an intercept combat is simultaneous, the Japanese roll a 6 and the Allies roll a 7, which has 2 added to it for 9. The result is a 1 times result for both sides. The Japanese apply 33 hits, which eliminates the British Ma air unit, that required only 18 hits, whereas the Japanese take no hits, since 6 hits is insufficient to damage either Japanese unit. Only an unmodified 9 (not the modified 9 that was achieved) for a critical hit would have caused a step loss to the 22nd air unit (weaker unit). There are no ground units present, so this battle is concluded.

Battle of Kuantan: There is no air-naval combat since none of these types of units are present. Both sides add up their ground combat values. The Japanese have 27 (15th -18 + 25th - 9) versus an Allied total of 15 (3 Ind-9 + 8A-6). All ground combat is simultaneous and the Japanese add 4 to their die roll due to the event modifier. The Japanese roll a 1 modified to 5, whereas the British roll a 7. The Japanese result is a 1 times result yielding 27 hits, whereas the British is a 1.5 times result yielding 23 hits. Hits are applied simultaneously whereby first both British units are reduced (21 hits) and the remaining 6 hits cannot be applied. The Japanese have the full strength 15th army reduced in strength and the remaining 11 hits cannot be applied. The Allies lost two steps and the Japanese lost 1 step, so the Japanese win the ground combat and the battle. Kuantan is now Japanese controlled the instant the British units retreat. The only hex available for the Japanese to retreat the units is into Singapore.

During Post combat movement, the BB Kongo 2 naval unit returns to Cam Ranh and the 22nd air unit moves from Kota Baru to Kuantan, which is now Japanese controlled. With the fall of Kuantan the Japanese will gain control of the hex and since it is a resource hex, they will increase their resource total by one.

The Allies would now play the next strategy card or pass. This ends the comprehensive example of play.



20.0 Designer's Notes

My history with Pacific War games.

The Pacific War has always fascinated me. Twenty years ago when I was running Victory Games I did my *Pacific War* design, which examines the war from an Operational point of view. That game was intended to play out famous campaigns with the strategic scenario a necessary, but fundamentally unplayable addition due to its length. Ever since then I wanted to do a game that covered the entire conflict in one, albeit long, sitting.

I created the card driven game (CDG) genre to enable me to portray the political nature of the American Revolution in my *We The People* game and bring historical uncertainty and tension back into gaming. When I did *For The People*, I expanded my CDG system by increasing the detail associated with the military dimension of the war over my previous effort. At that time I developed the desire to do a more traditional military wargame, where my CDG system could bring the military uncertainty back into more traditional hex based games. This would allow me to integrate the interesting political and military events into the fabric of this design. It was the combination of this desire and my earlier goal of doing a strategic level Pacific War game that has led to what you now hold in your hands.

Major Design Challenges

The key challenge in the game was how to deal with the victory conditions. The historical reality was the Japanese never had any chance of winning the war. The U.S. never devoted more than 20% of its overall resources to the Pacific War, so once Germany was defeated it was only a matter of time until Japan would be defeated. The solution was in how to define Japanese victory. The Japanese intellectually, if not emotionally, understood that they could not defeat the United States in a long war. They felt that if they could make the U.S. pay an prohibitive cost for its inevitable counter offensive they could coerce a negotiated settlement from the Allies that would allow Japan to 'legalize' some of its key conquests.

As unrealistic as this notion appears in historical hindsight, it was the ultimate solution to this design issue. I was also persuaded by research into the development of the A-bomb that although the U.S. would inevitably solve the design and engineering issues required to create a weapon from nuclear theory it was not a forgone conclu-

sion that it had to occur on the historical timeline. In addition the extremely secret nature of the Manhattan Project kept its existence from the military planners. Consequently, the Allied player must play the game with the historical mindset that they will probably have to invade Japan to end the war.

The Allies can still avoid the invasion of Japan, but they have to perform militarily on par with their predecessors. If not, the development of the A-bomb is considered to be delayed by six months forcing the invasion of Nippon and the possibility that the U.S., if faced with a very successful defense, would fall off of unconditional surrender, if only by a little, giving the Japanese a face saving 'game' victory. Although it is possible that the Japanese earlier in the war can defeat the Allies through superior play and force an early negotiation, this will usually not be the case.

Once I had sorted out the 'how do the Japanese' win issue, I then focused on the types of strategies and decisions the players had to master to win. The military portion of the game focuses on major axes of advance. *Empire of the Sun* is a strategic game. The player is not focused on the battles, but on resourcing and prosecuting the major axes of advance across the Pacific. For the Japanese it is the Southern offensive to secure the resources of the Dutch East Indies and its environs while creating blocking positions in the West versus the British and the East versus the Americans/Australians that dominates their thinking. For the Allies it is the fight across the Central Pacific (Nimitz), Southwest Pacific (Macarthur), and China-Burma-India (Mountbatten). In the earlier incarnations of the game I had a fully articulated China front. However, the amount of special rules and decision making took too much of the focus away from the main event, so I abstracted it into the current system where the key resource decisions were preserved, but for much less work.

This set of design decision then led to what card events would represent in the game. In some ways this was the knottier issue, since in my earlier CDGs most of the events were political or auxiliary military events. It was clear that the major use of the events in *Empire of the Sun* would fall into several categories. For the Japanese, the events would be the ability of the Japanese to manipulate U.S. Political Will to reduce the Allied push for unconditional surrender and the military situation in Europe to delay the Allied buildup in the Pacific. For the Allies the events would primarily be the large Offensives that will take the Allies across the Pacific, while prosecuting the War in Europe, so it does not divert resources from the Pacific.

Once the big pieces of the design were in place I focused on the major dimensions of the military game. The most important feature of the Pacific conflict was the importance of land-based air power. The pace and objectives of the historical axes of advance were focused on the ability to push the air units forward to cover the next advance. Much of what players will concern themselves with are which bases are they going to attack or defend heavily. Due to this need to advance the air umbrella, players will quickly discover why the battles in the Pacific were fought where they were. In fact in one playtest I discovered a graphic error from my original map because I couldn't figure out why I could not get some of my land based air in range of Leyte until I realized that Ulthi had been left off the map.

The other big issue was the brittleness of Japanese air units and their military in general. By 1943 the U.S. have deployed a new navy to replace the one that they started the war with, while the

Continued on page 48

Bibliography

I have literally read hundreds of books on the Pacific War and a bibliography of my entire collection would take more space here than it is worth. I offer a few works that I feel I used more than others for this game and that you may want to consult if you are interested in reading up on this topic.



Allen, Louis, *Burma: The Longest War 1941-45*

Perhaps this should be called the longest read. Allen's book is a very slow but detailed account of military operations in the China-Burma-India Theater of operations during the war. It is mentioned above other works on this theater, because it consistently appears as the primary source cited by other works on this topic.

Bergerud, Eric, *Touched With Fire and Fire in the Sky*

Two very well written and researched books on ground and air combat (respectively) during the Solomons campaign. Gives excellent insight into operational factors that dominated combat in the Pacific.

Comptroller of Her Majesty's Stationary Office, *The Japanese Air Forces in World War II*

I have no clue why a British finance office would be in charge of this kind of material. In any event this is a great reference book on Japanese air organization and command structure during the war.

Costello, John, *The Pacific War 1941-1945*

There are numerous one volume general histories that were used at one time or another in researching this game and my earlier Pacific War game. This one is a good start if you haven't read much on this topic before.

Dorn, Frank, *The Sino-Japanese War 1937-41*

Dorn's book is a good background reference on the origins of the Sino-Japanese conflict prior to U.S. entry into the war.

Dull, Paul S., *A Battle History of the Imperial Japanese Navy (1941-1945)*

Dull's work is the original English source book that views the naval war in the Pacific from the Japanese perspective. The book is based on original Japanese documents and gives interesting perspective and detail on Japanese naval operations.

Gosvenor, Gilbert (editor); *Pacific Ocean and the Bay of Bengal map, compiled and drawn in the cartographic section of the National Geographic Society, September 1943.*

The map projection is drawn from an equal area projection taken from a U.S. Army Engineering section map from 1942. Apparently there are a lot of ways to spell the place names on the EOTS map when they are translated into English. I have chosen to use

this period source for all spellings in the game, most of which are now out of vogue.

Madej, W. Victor, *The Japanese Armed Forces Order of Battle, 1937-1945 (volumes I and II) and U.S. Army and Marine Corps Order of Battle: Pacific Theater of Operations 1941-1945 (volumes I and II)*

A series of historical reprints that extensively covers Japanese and Allied ground orders of battle.

Morrison, Samuel Eliot, *History of the U.S. Naval Operations in World War II*

A multi-volume set of books that are the official U.S. navy account of its operations during World War II. These books are a great reference source for order of battle information and narratives of the major military operations.

Okumiya, Masatake and Horikoshi, Jiro, *Zero: The Story of Japan's Air War in the Pacific 1941-1945*

An excellent Japanese account on air operations during the war, based on the personal experience of the authors. Although it was not a source for the game per se, a must read is Samurai which is a riveting personal account from Japan's highest surviving ace.

Prados, John, *Combined Fleet Decoded*

John and I go back to our SPI days. In my opinion this is John's best work over a long and distinguished career. A must read with cogent analysis, based on impeccable research, on how U.S. intelligence successes and failures impacted Pacific military operations.

Pu-Yu, Hu, *A Brief History of Sino-Japanese War (1937-1945)*

A little known book out of Taiwan that is translated from the Chinese. A tough read grammatically with a heavy Chiang Kai-shek bias. Its main value is it details many military operations in China that are close to impossible to find in any Western texts.

Tuchman, Barbara, *Stilwell and the American Experience in China*

A great read with a heavy anti-Chiang Kai-shek flavor. Details many of the personalities that drove much of the inactivity in this Theater during the war.

Williams, Mary H. (compiled for the Center of Military History U.S. Army), *U.S. Army In World War II: Chronology 1941-45*

The entire Green Book series are useful reference books that cover World War II from a U.S. Army perspective. This volume covers the key events of every day of World War II from 1941 until its conclusion. In addition I used most of the other volumes in this series at one time or another to check information.

Willmott, H.P., *Empires in the Balance* and *The Barrier and the Javelin*

Two excellent books on the development of Pacific War strategies up to Guadalcanal. Unfortunately the author has yet to finish the series, which is a shame because he is perhaps the best living World War II historian out there.

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Japanese get almost all of their naval forces on the first turn. The Japanese get few if any replacements, so economy of force operations are critical to Japanese success.

I modeled the two sides air power very differently. The Japanese get new units throughout the game and in the aggregate have more total combat factors than the Allies if you add up the unit strengths, but it is irreplaceable. The Allied air units represent the key air forces that supported the major axes of advance. The Allies get less air units, but they are for all intents and purposes immortal. Allied air strength remains fairly constant over the course of the game; with improvements in aircraft represented through die roll modifiers. The Allies must regularly conduct air offensives to reduce Japanese air units just as they did historically over the Solomons. The Allied units quickly recover full strength, while the Japanese get weaker over time. If the Allies fail to be aggressive and use up their replacements, they will face a stronger than historical Japanese air force at the end of the game. This both captures the nature of the two sides military philosophies and forces the players to fight the historical air war. If the Japanese hold too much air power back to preserve it, they allow the Allies to re-conquer Asia ahead of schedule removing the need to invade Japan in order to win. The outcome of the game turns on how the two sides prosecute their air strategies.

While I am on the subject of combat, it is important to understand what the air, naval, and land battle system is portraying. This is a strategic game and combat is a necessary way to show who has done a better job at resourcing their offensives. *Empire of the Sun* only handles operational and tactical considerations in the most aggregate of terms. Combat in most cases represents numerous engagements that occurred in a geographical area over the course of months. Consequently it is meant to reward the player who can maintain a combined arms force with more mass than your opponent to be victorious. How I handled the intelligence element of the conflict was adapted from my earlier VG Pacific War design. This intelligence system combined with the two-tiered combat process seems to capture in the aggregate the broad-brush combat outcomes that I was looking for with as little mechanical overhead as possible. This lets the players focus on the critical strategic decisions needed to prosecute their offensive drives, while not being distracted by unnecessary tactical details.

The one other minor consideration that I wanted to put in the design was interservice rivalry. This affected both sides in similar ways and hopefully will yield some historical insights on why some less than stellar decisions were made during the war.

Lastly, I would like to thank Stephen Newberg for agreeing to develop this game with me. Stephen and I go way back to my days in SPI, but we have never had an opportunity to work together. What started out as two old friends joking around on Consimworld has led to a very enjoyable collaboration. As always I want to thank my

beautiful wife of 25 years, Carole and my children Lara and Grant, who have supported a lifetime of Dad being down in the Batcave (my downstairs office) doing what I love most, being a game designer. I hope you enjoy my latest effort.

*Mark Herman
Potomac, Maryland, USA
August 2004*

A Brief Note From The Developer: I want to thank Mark for making this outright fun, which developing sometimes is not, and I most especially want to thank the play testers that stuck with this project, whose team leaders are in the credits just below, for always journeymen like service throughout, and often well above and beyond that. You guys did just great.

*Stephen Newberg
North Oyster, British Columbia, Canada
January 2005*

Inventory

A complete game of *Empire of the Sun* contains:

- 1 22 x 34 inch mapsheet
- 2 Decks of Strategy Cards (82 Japanese and 83 Allied)
- 2 Sets of counters
- 2 Player Aid Cards
- 1 Rules Booklet
- 1 die

Game Credits

GAME DESIGNER: Mark Herman

GAME DEVELOPER: Stephen Newberg

ART DIRECTOR: Rodger MacGowan

BOX ART AND PACKAGE DESIGN: Rodger MacGowan

GAME MAP: Mark Simonitch

COUNTERS: Mark Simonitch and Dave Lawrence

PLAY TEST COORDINATOR: Andy Lewis

PLAY TEST TEAM LEADERS: Stan Buck, Tom Cannon, Don Chappell, Andy Daglish, Eric Feifer, Ricky Gray, Mark Herman, Stephen Newberg, James Pei, Peter Rich, Alan Snider, Bill Thoet & Arrigo Velicogna

PRODUCTION COORDINATION: Tony Curtis

PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch



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