

House Rules for Multi-Player v1.4

Pacific War on Vassal

MAP ADJUSTMENTS

Aleutians

- Add airfields at Kodiak (hex 5161) and Dutch Harbour (hex 4856)
- Add port and airfield at 5361, which will become Anchorage. Place the Alaska HQ there on the opening setup. *(Must be agreed to by both sides before starting play as this map adjustment and particularly the addition of the Alaska HQ has strategic implications).*

RULES MODIFICATIONS

1. Submarine Units (7-L-8):

Submarine units may not block command links.

2. Fortifications (8-L-5):

Naval Combat does not automatically occur if detected naval units are present in a hex containing only an enemy fortification unit. The TF player can merely state that he doesn't want to engage the fortification, and no naval combat takes place. However, he cannot then bombard with those naval units, or use them to land units by amphibious assault. If he does agree to naval combat, the TF player has total control over which of his units engage the fortification. He does not have to deploy four units in the naval phases. However, any units withheld may not bombard or disembark troops.

If there are enemy naval units in the hex normal naval combat rules apply, however the attacking player can state that he is out of range of the fortification, which therefore can't be used in the naval combat resolution. Again, the attacking naval units cannot then bombard or disembark troops in the hex.

As stated above, in order to bombard or disembark troops naval units must engage the fortification in three rounds of naval combat without withdrawing, and must finish at close range. If the TF player moves into a hex containing an enemy fortification in the disadvantage movement phase, he cannot then land troops in the following advantage movement phase (assuming he gets the advantage). He must engage the fortification in Naval Combat phase first. Once the Fortification is eliminated the player may then disembark troops into the hex. Except for Singapore, a Fortification must be reduced before ground units may enter the hex, even when attempting to enter from an adjacent land hex. Additionally, ground units occupying a Fortification, except for Singapore, may not be broken, even if they fail a troop quality check.

Order of Battle Variant

Allied Fortifications: 2-4-8 Gunnery with 5 Hits
Singapore (3908), Pearl Harbour (2860)

Allied Fortifications: x-0-3 Gunnery with 3 Hits
Soerbaja (3006), Batavia (3305), Hong Kong (4419), Colombo (5502), Trincomalee (5402), Calcutta (5610), Rangoon (5011) and Anchorage (5361).

Japanese Fortifications: 2-4-8 Gunnery with 5 Hits
Kure (4530), Sasebo (4529), Tokyo (4433).

Japanese Fortifications: x-0-3 Gunnery with 3 Hits
Pusan (4629), Truk (2432), Osaka (4431), Ominato (4635), Saigon (4212), Hanoi (4716), Port Arthur (5027), Pescadores (4322), Shanghai (4625)

All other ports have X-X-0 coastal gunnery with 1 hit.

Fortifications must be linked in order to be repaired. Fortifications that occupy the same hex as an interdicted Port may not be repaired. Fortifications may **only** be repaired during the Engineering Phase at a cost of 2 command points per hit removed. **An engineer unit must be present in the hex in order for a Fortification to be repaired.** Fortifications may be partially repaired but hits remaining on a partially repaired Fortification will affect its gunnery strength accordingly. A qualifying ground unit may demolish a Fortification during the Demolition Phase.

Only the following Fortifications may be repaired during the engineering phase: **Tokyo** (4433), **Sasebo** (4529), **Kure** (4530), **Osaka** (4431), **Truk** (2432), **Pearl Harbour** (2860), **Colombo** (5502), **Trincomalee** (5402) and **Calcutta** (5610).

If the Japanese capture the Singapore Fortification, with hits remaining, it converts to Japanese control. It will still have the same limitations as when it was in Allied hands. Singapore is the only Fortification that may be captured.

3. Ground Unit Movement (19-L-7):

During battle cycles, ground units can only move **once** per week. The owning player can choose in which particular battle cycle to move during that week. Contact phase movement does not count against this limit. Loading and unloading on amphibious transports or air units count as one move toward this limit. For the purposes of this rule days 1-7 is week one, days 8-14 is week two, days 15-21 is week three, days 22-28 is week four and days 29-0 is week five.

4. Stacking Limitations (19-R-7):

The stacking limit of 48 ground steps per hex needs only to be strictly observed on atolls. In all other hexes only 48 steps can defend (including the use of anti-aircraft fire) or be activated. All units in the hex are affected by any adverse results. The owning player can choose which units defend or activate observing the 48 ground steps maximum. The owning player may **only** activate up to 48 ground Steps in a hex but may activate less.

5. Amphibious Assault (22-L-6):

In an amphibious assault, the defending player must first choose whether to defend at the beaches, defend in-land, or defend in-depth.

1. If he defends on the beaches, with all units, the normal rules apply.
2. If he defends in-land, the attacker's efficiency is not halved, but subtract 2 from the Naval unit(s)' Bombardment strength when conducting bombardment for TQ checks.

3. If he defends in-depth, he must designate which units are defending the beaches and which are defending in-land. The first round of combat involves only the attacking units and the units defending the beaches. Subsequent attacks then involve all units.

Defending units may not defend in-land on atoll island hexes.

6. Submarine Search Procedure in a Movement Phase (23-L-6):

A submarine may search and detect a Task Force during either the Advantage or Disadvantage Movement Phase. However, unless that submarine rolls for and is successful in obtaining an attack on that Task Force, the enemy is not required revealing any information about the Task Force. If the submarine is successful in obtaining an attack on the Task Force, the submarine has the option to attack or to simply report the composition of the enemy Task Force according to the search results chart.

7. Anti-Submarine Combat (23-R-3):

When a submarine attacks a Task Force it must first engage the Task Force screen.

ASW-capable escorts (i.e., ASW-capable units in the screen (DD's & DE's) of a TF and any ASW-capable CVE's can screen against submarine attacks. After the submarine player has rolled to determine the number of actual attacks and assigned a target to each eligible attack, the owning player can use each escort unit described above to screen against one attack. Not more than one unit can screen against one attack (but if multiple escorts are present, each can screen against a separate attack).

The success of the screen is checked by rolling against the screening unit's ASW rating. A die roll, equal to or less than the ASW rating of the escort, means that the attack does not take place or has been averted. If the screen is unsuccessful, the submarine attacks the specified target(s). ASW combat is performed normally after all submarine attacks have been executed (or averted).

8. Flak (26-R-7):

Flak hits on enemy air missions will be assigned at random. When a mission contains more than one air unit, one die is rolled for each unit. The air unit with the highest die roll is assigned the first hit and the unit with the next highest roll is assigned the next hit and so on. If there is a tie, then the die is re-rolled. If there are more flak hits than air units then the next hit rotates back to the first air unit.

9. Air Strikes against Ports & Fortresses (27-L-4):

Air attacks on ports and fortresses are **not** made on the **AIR vs INSTALLATION** line of the Air/Naval Combat Results Table, but on the **AIR vs GROUND UNIT** line. For the purpose of these attacks, a 'T' results is interpreted as a '1', a '1' as a '2' and a '2' as a '3'.

Attacks on air bases and OSB's still use the **AIR vs INSTALLATION** line.

However, during the first operation of the Strategic Scenario, the **AIR vs INSTALLATION** line is used against the Allied Port which is the target of Special Rule 6. The "Pearl Harbour" attack to simulate the special surprise attack conditions.

10. Air Anti-Naval and Anti-Ground Strength (27-L-7):

Air units may combine their air strengths when attacking a single target, up to a maximum of 6 air strength points if the Air Strike mission is coordinated. For example, if two 3-steps Japanese 1E-CV-L1 attack a US ship and the Air Strike mission is coordinated; they may combine their attack strengths and make one attack at 6 instead of two attacks at 3. Also two units may not be combined for a strength greater than a full strength unit. Additionally different experience levels may not be combined.

Through Dec 1942, Allied 4E units use their naval strength on air strikes against ground units. From Jan 43 onward the 4E strength against ground would be used.

11. Air Mission Conclusion (28-R-6):

All alerted air units become non-alerted at the conclusion of air combat and as the Operation Player's air mission(s) return to friendly air bases, Reaction Player air units must conduct another successful search, in order to alert again, to Intercept the Operation Player's returning air mission(s).

12. Ferry Procedure & Air Unit Reorganization (28-R-4&7):

A land based CV air unit may be activated and flown to a hex containing a CV and land, up to the launch capacity of the CV, with the excess CV air steps, if any, landing on an airbase in the same hex or returning to the original airbase, provided the mission does not exceed its range. A CV air unit may also ferry to a hex containing multiple CV units and divide its steps among the CV units, up to their launch capacities. The first CV must receive air steps up to its launch capacity before a second CV can receive steps.

13. Naval Combat (29-R-3, R-8, R-9):

Once it is determined that a naval combat will take place in a hex, begin Naval combat Phase 1. Each player selects 4 naval units from his engaged Task Force. If a Task Force has less than 4 naval units, then all units must be committed unless the opposing Task Force has less naval units. Either side need only match their opponent's forces in the first round. No Task Force is required to commit more naval units than his opponent in the first round. In subsequent rounds 4 additional naval units, if they are available, must be committed to the battle.

14. Naval Combat Gunnery Modifications (29-R-4):

Gunnery attack strengths of naval units may be modified depending on the class of naval unit being fired on. When attacking a class that is to the left of its hierarchy a naval unit's gunnery strength is reduced by one, only once, at medium and long range only. There are no gunnery modifications for short range naval combat, except for the optional night combat rule associated with initiative (55-L-0). The naval unit hierarchy is as follows: BB, BC, CA, CL, DD and all others.

15. Ground Combat (31-L-6):

Each ground unit may be involved in combat, as the attacker, only **once** per week (on the first Battle Cycle when the standard conditions for ground combat apply). This rule does not limit combat in a hex to only happen once per week as long as another ground unit of the same side enters the hex and conducts ground combat in the next Battle Cycle. After one unit has attacked in a hex, another ground unit of the same side (that has not already attacked during the current 7 day period) may enter the hex and has the choice to attack or deactivate in the next ground combat cycle. The first unit that attacked previously may not take part in the second attack.

If both ground units had entered the hex and attacked in the first Battle Cycle, then neither ground unit may attack again in that week.

Note that the requirements for movement and combat are independent, i.e., a unit that starts a week in a hex with an enemy, attacks, and then remains alone in the hex after the enemy retreats or is destroyed after combat, can still move in that same week (although it cannot initiate combat again before the next week even if it should move into another enemy occupied hex).

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16. Retreat (32-L-4):

Defender

Mandatory Retreat Priorities:

1. Back through its own entry hexside, if it exists, or into hexsides previously adjacent to its own entry hexside as long as it is not into terrain it could not normally move. If a friendly entry hexside does not exist, the defender must retreat into a hex directly opposite the enemy entry hexside or through an adjacent hexside as long as it is not into terrain it could not normally move, a hex that would create over stacking (more than 48 ground factors), as long as it is not adjacent to any enemy entry hexside, not an enemy occupied hex or by crossing an enemy entry hexside.
2. Into any hex which is not enemy occupied, as long as it is not into terrain it could not normally move, as long as it would not create over stacking (more than 48 ground factors), as long as it is not adjacent to any enemy entry hexside or by crossing an enemy entry hexside.
3. Into any hex which is not enemy occupied, as long as it is not into terrain it could not normally move, a hex that would not create over stacking (more than 48 ground factors), or by crossing an enemy entry hexside.

Optional Retreat Priorities and Ground Unit Withdrawal:

1. Back through its own entry hexside or hexsides previously adjacent to its own entry hexside as long as it is not into terrain it could not normally move, a hex that would create over stacking (more than 48 ground factors), an enemy occupied hex or by crossing an enemy entry hexside.
2. Into any hex which is not enemy occupied, as long as it is not into terrain it could not normally move, a hex that would create over stacking (more than 48 ground factors), or by crossing an enemy entry hexside.

Attacker

Mandatory Retreat Priorities:

1. Back through its own entry hexside as long as it would not create over stacking (more than 48 ground factors).
2. Back through its own entry hexside or into hexsides previously adjacent to its own entry hexside as long as it is not into terrain it could not normally move, a hex that would create over stacking (more than 48 ground factors), an enemy occupied hex or by crossing an enemy entry hexside.

Optional Retreat Priorities and Ground Unit Withdrawal: Back through its entry hexside or hexsides previously adjacent to its own entry hexside as long as it is not into terrain it could not normally move, a hex that would create over stacking (more than 48 ground factors), an enemy occupied hex or by crossing an enemy entry hexside.

17. Ground Unit Step Loss Procedure (32-R-4):

The ground unit who's Troop Quality was used to calculate the combat takes the first loss and the next two, as long as the unit is not eliminated, for a total of three Step losses. Remaining Step losses are distributed as follows:

1. Each unit that participated in the attack will each take one Step loss, at the owning player's discretion, except that no unit may be eliminated until the unit whose Troop Quality was used to calculate the combat is eliminated first.
2. After each unit has taken one Step loss the unit whose Troop Quality was used to calculate the combat takes an additional Step loss, as long as the unit is not eliminated. If taking the next step loss would eliminate the unit whose Troop Quality was used to calculate the combat then the other ground units that participated in the attack would each take one more Step loss and so on until all Step losses are assigned.

However, no ground unit that participated in the attack may be eliminated before the ground unit who's Troop Quality was used to calculate the combat.

18. Airfield Repair (33-L-3):

No more than 3 hits on an airfield may be repaired in a single airfield repair phase. If an engineer unit is in the hex 5 hits can be repaired.

19. Headquarters (34-R-3):

A Headquarters, being received as reinforcement, may be placed in any non-interdicted Port linked to an Ultimate Command Source.

20. Penalty Time (38-L-6):

The maximum amount of penalty time that may be purchased by the Operation Player is 14 days. The maximum amount of penalty time that may be purchased by the Reaction Player, after the Operation Player has deactivated all of his units, is 7 days. Whenever an operation enters or passes the 7th day of the Operation Player penalty time the day marker is no longer moved.

In Penalty Time, the Operation player units cannot initiate combat, except submarines. Additionally, the Operation player units may not enter or disembark in enemy occupied hexes, enter or disembark in enemy controlled cities or overrun enemy controlled airfields, OSB's or Ports.

21. Reaction Player Activation Phase (40-L-1) & (53-L-1):

In order for the Reaction Player to know the maximum Level to which he can activate units, based on the table located on page 53 of the rule book, the Operation Player must reveal the size of his Operation at the time of the Reaction Player Activation Phase.

22. Reaction Player Activation (40-L-1) & (53-L-1):

Unless there is at least one unit activated, by the Reaction Player, during this phase there is no reaction and the Reaction End marker is not placed on the Day Track. Additionally the Non-Reactive Player may not activate units during the Joint Activation/Deactivation Phase of the ensuing Battle Cycles. This may occur due to one of two reasons. The Reaction Player may not have Command Points to spend or elects not to spend Command Points to react to the Operation Player.

23. Joint Activation/Deactivation Phase (40-R-7):

At the outset of this phase the Operation Player must declare to the Reaction Player if he will be deactivating all of his units *before* the Reaction Player determines what activations/deactivations he will be making.

24. Month End Procedure (41-L-2):

All deactivated units are set to unactivated status.

25. Submarines and the Month End Procedure (41-L-2):

...return all submarines still at sea to the closest friendly Port. Additionally, at the owning player's option, submarines still at sea may return to the nearest friendly linked Port or the nearest friendly Port containing a linked HQ. Also, submarines cannot return to an interdicted Port.

26. Japanese Escort Allocation (44-L-4):

DD & DE units moving from the Escort Box to linked forces on his Force Display must be to a linked port in Japan or a linked port containing a HQ.

27. Command (44-R-4):

In order for HQs to receive Command Points they must trace a Command Link to an Ultimate Command Source during the Command Point Phase. Once a HQ has received command points those command points (supply) reside with that HQ. **As long as a combat unit, installation or OSB can trace a command link to any HQ, that unit, installation or OSB is considered linked**, even if a HQ becomes unlinked or isolated from an Ultimate Command source during the course of an Operation or during the current month. This prevents players from staging combat units during contact movement and/or other movement phases to artificially block command links to units that, for example, may occupy the same hex as a HQ with command points. Command links between HQs and units/installations may still be blocked during the course of an Operation or current month for purposes of activation, rally and determining isolation.

When a HQ occupies a port that becomes interdicted during the course of a turn or Operation, units that can trace a ground link to that HQ are still considered linked to that HQ, however, units and installations that relied on a sea link to that HQ would now be isolated. If the HQ still occupies an interdicted port during the next Command Phase and cannot trace a command link to any other linked HQ, then that HQ is considered isolated and any units or installations, that may even occupy the same hex as the HQ, are also considered isolated.

28. Strategic Transport (47-R-2):

Each player may move one division by railroad movement (that is, by continuous movement along roads or clear hexes) inside India or anywhere between Rangoon and Kunming, China, and one division in Australia south of Cairns, during the Strategic Transport Phase. This rule does not increase the limits of Strategic Transport for the Allies or the Japanese but may be employed in the movement of units during this phase. Also, sea and rail Strategic Transport may be combined during a unit's movement, however, a unit(s) moved **only** by rail would count against each sides Strategic Transport limit.

Any unit activated for an operation, in the current month, may not be strategically transported in the ensuing Strategic Transport Phase. However, unactivated units may be strategically transported, in the next month's Strategic Transport Phase, without restriction, according to the following conditions:

1. Allied units may be strategically transported to and from the East and South Pacific.
2. Allied units may be strategically transported to and from the Far East (India & Malaya) and the Ports of North Australia, West of Thursday Island.
3. Allied units may be strategically transported to and from the Philippines and either the South Pacific, the Ports of North Australia or the Far East (India & Malaya).
4. Allied units strategically transported to and from Far East (India & Malaya) and the South Pacific arrive on the 15th of the month.
5. If the Allied player wishes to strategically transport a unit to or from the Eastern Pacific to the Far East (India & Malaya) or the Ports of North Australia, during the Strategic Transport Phase or the first Operation or Reaction player activation phase of the month, he may place the units he wishes to strategically transport into the appropriate off-map holding box represented by a force marker. He may place the force marker even if there are no forces being strategically transported. (This will give the enemy something to think about). He may only place up to or less than his strategic transport limit in off map holding boxes. Units moved to the off map holding boxes, during the Operation or Reaction player activation phase, do not count against his current month's Strategic Transport limit. However, units placed back onto the map from an off-map holding box, during the Strategic Transport Phase, **do** count against his Strategic Transport limit. Units that remain in the off-map holding boxes count against his strategic transport limit. During the ensuing Strategic Transport phase he may place the units in any linked Port anywhere on the map including back into the Port of origin. The units have basically been out of the Pacific Theatre for a month and would have had ample time to circumvent the globe.
6. The Allies may not place units in off map holding boxes until the January 1942, Strategic Transport Phase or the initial January 1942 Operation or Reaction player activation phase. Units placed in the off-map holding box are not required to be activated.

All Strategic Transport limits for the Allies & Japanese still apply. Additionally, each naval unit Strategically Transported is equivalent to one division.

29. Port Repair (51-L-6):

The Command Point cost to repair a port is equal to the number of hits repaired.

30. Building Ports, Small Airfields & Upgrading Airfields (51-L-8, 51-R-0-9):

Port & Airfield construction and Airfield upgrades cannot be aborted by breaking the constructing engineer unit. Port & Airfield construction and Airfield upgrades are aborted by gaining five hits on the construction marker.

31. Activation of Naval Units (52-R-0):

Activation of Japanese or Allied naval units (not submarines) within 4 hexes of an oil well (Palembang, Miri, Tarakan, Balikpapan, Soerbaja and Medan (4306)) costs half of the normal activation costs (round up). An oil well cannot support more activation points of naval units than the number of undemolished oil well points (Co-Prosperty Sphere Resource Points). No naval unit can use this kind of activation more than once during a game (record keeping is required). Using poorly refined oil from these sources got the Japanese in trouble later in the war. If this oil is used to activate naval units...those naval units have their hits doubled in combat.

32. Intrinsic Garrisons:

Each airfield or port has one intrinsic garrison ground step, i.e. two steps in a hex with a port and an airbase. The garrison step has a troop quality factor of 2 and no AA value. They cannot be activated, cannot move, they can only defend. If forced to retreat due to combat result, they are eliminated. They automatically appear in a friendly hex with a port or an airbase.