

APTO 2025

0 Rule Book Parlance

The rule books use a specific vernacular intended to maintain a literary uniformity. Specific hexes are always parenthetically listed with a map denotation and a hex number (and a name, if any), such as: Tokyo (W 4533). Areas, charts, regions, tables or zones *physically* on the map are underlined, such as: Pacific Severe Zone. Game terms and specific references will begin with capital letters, such as: Economic Reserve. Terms in quotation marks, such as “out-of-supply” refer to unit *conditions* and/or game *status*. Italicized words or phrases are those that are intended to be read literally, and not as a mere expression or figure-of-speech, such as: *immediately*.

The Re-engineered and re formatted game developed here is a formatting of the headings to provide a good table of contents and a rationalisation of many of the good ideas in APTO that either fixed PTO issues or expanded the decision space for players.

I have tried to simplify the rules so that they are not just look up rule but teaching rules. This is done by moving rules that were duplicated into logical sequence of play order and good use of heading structures and Summary visuals.

Procedures are marked A,B,C.etc.

The Rule book for PTO was also used for structure.

0.1 Green Text

While the very good design work by EH on APTO included an increase in game functions over PTO, I found them a bit scripted on how WWII actually occurred. In the new Special Rules, I have tried to make this less scripted and more of a challenge to the role of Joint Chiefs played by the player with issues arising from above and below the command level. It allowed me to simplify the rules. These rules are in green.

0.2 Blue Text

Blue text are my comments.

0.3 Red Text

Optional rules incorporated

Page numbers have gone from, 60 in PTO to 152 in APTO to 70 now here in this fan development.

Additional rules and major deletions are listed here with reasons.

- Important options such as Carrier coordination are incorporated.
- Task Forces (TF) are used to refer to all ship stacks.
- TF's are always in one of three different states, 1: Unmarked (in port), Standby (can

- React and do Offensives) or Active (has been used for successful Reaction or Offensives).
- Rules concerning with Special Forces or Weapons are grouped.
- Rules for Special Events grouped and linked back to Victory Conditions to make them important decisions.
- Thailand is a Japanese Ally
- I personally do not like the APTO Land CRT. I use the PTO Land CRT but provide both.
- Units Breakdown and Buildup is included.
 - $2XXX=2*XX=9*III=6*X$ as regimental equivalents. Army Groups XXXX breakdown to 2 XXX.
 - Units with a “Sec” for Security Units breakdown to 1 XX=2III.
- Not Used original optional rules.
 - End of the Game: Extension (APTO) 11.5
 - Japanese Retreat Restrictions (The Bushido Code rule) 11.8
 - Hidden Production (11.9 original) is not used.
 - Imperial Headquarters Dismissals of Japanese Generals (11.10)
 - Non-recyclable Force Pools (11.13)
 - Re-Roll Option 11.14
 - River Zone of Control and Movement Limits (The No Bridges rule) 11.15
 - Warship Stations (Pre-War 1941) 11.25
 - Naval Night Movement 11.37
 - India 11.41
 - The USS Ranger 11.43
 - Mines 11.44 (but I like this rule)
 - Japanese Submarine Convoy Route Interdiction 11.49

0.4 Who are you?

The role of the player has dictated which special rules and planning disturbances have been retained or developed. The players are playing the part of the Joint Chiefs of Staff/Japanese War Council.

As such, things beyond the control of those bodies such as weather, politics and troop behaviours and held in Special Event rules.

The Japanese player must operate his operational planning in totalitarian environment with apposing military codes and extremist groups. Examples here are intense Interservice rivalry, committing of atrocities by extremists, and groups pushing the Greater East Asia Co-prosperity Sphere anti-colonial ideal under a pro-Japanese dominated Asia.

As the Japanese War Council, you are tasked with planning and progressing a war to acquire and hold the resources needed to build a world dominating totalitarian power.

As the Allies the politics and society are free and liberal. Issues arising that might affect planning for operations includes interference by the Free Press, interference popular political personalities, and elected officials seeking to push their own agenda. Examples are sensitivity to Casualties, Progress of War expectations and some Interservice rivalry.

As the Allied Joint Planning Committee, you are tasked with ensuring the military are able maintain peace and world order by defeating the Totalitarian Japan.

The victory conditions for a 1937-45 game attempt to model these goals.

I have repeated them here.

The Allied players will collectively be considered the victors of the game if Japan becomes conquered **before** the end of the **August 1945** monthly game-turn. However, if Japan remains unconquered **after August 1945**, but **before** the end of the **December 1945** monthly game-turn, then the game is to be considered to be a draw. If Japan remains unconquered **after December 1945**, then the Japanese player is to be considered the victor of the game.

Japanese War Aims

If the Japanese war aims are not met (100 EP Income) before the end of 1942), the Japanese government falls and is replaced by a more moderate government which surrenders unconditionally and game ends early with an Allies Win.

0.5 The Maps

The maps are classified as “Western” and “Eastern” (generally abbreviated as “W” and “E” respectively), and conjointly represents the Pacific Theatre of Operations during World War Two. The scale is approximately one hundred miles per hexagon, and accurately includes the geographical and geopolitical features as was extant prior to and during the war in the Pacific. Typically, the geographical and geopolitical features have been conformed to match the hexagonal gridlines.

The hexagonal gridlines apportion the maps into specific hexagons (colloquially known as hexes), which are used to regulate the placement and employment of game pieces, as well as the implementation and/or performance of various game functions. When a specific hex is mentioned within the rules, it is listed as a four-digit numeral preceded by a W or E, indicating either the Western or Eastern map (e.g., Tokyo is hex W 4533; Pearl Harbor is hex E 2501).

Map Clarifications

See Appendix 1

Unit Clarifications

See Appendix 2

0.6 Sequence of Play

See Appendix 3

1 Weather

Weather is different and more granular than the older PTO.

The weather can possibly affect land, naval and air operations, depending upon the weather zone and the weather therein. All players must determine the “weather” for each monthly game turn (before the monthly game-turn begins). The Turn Track will indicate the weather that will or may be in effect for that month via the indicated letter (F, M or W). If only one particular letter is indicated, then that automatically determines the weather for that monthly game-turn. If there are several letters listed, the monthly game-turn’s weather condition will be determined by a die roll (6-sided) as it corresponds to the number (or number-range) adjacent to either F, M or W of the current monthly game-turn on the Turn Track. Whatever number is rolled is indicative of the weather for that current monthly game-turn (only).

1.1 Weather Effects

These have been summarised in **Appendix 4**

The Turn track has the weather probabilities.

2 Strategic Warfare

Strategic warfare occurs during the Strategic Warfare Phase of a monthly game turn.

EPs that are held in Economic Reserve are never immediately affected by Strategic Warfare, although no more than 20 EPs may be held in Economic Reserve during any one season. If more than 20 EPs are cached on the EP Track, those EPs are immediately subject to possible elimination because of enemy Strategic Warfare (if any).

NOTE: Regardless of the method of Strategic Warfare, a nation (if subjected to Strategic Warfare) can never lose more EPs than it will receive as an EP Income (in the following Seasonal Turn). A nation can potentially be reduced to “0” EPs (notwithstanding any EPs cached in Economic Reserve), but never less than “0”.

2.1 Strategic Bombing

Strategic Bombing is the employment of **in Supply and in Range Bomber** units (aircraft units signified with a

“B” in the upper left hand corner of the chit) during the Strategic Warfare Phase to fly toward and attack (i.e., “bomb”) enemy cities and/or resources.

Bombing directed at an enemy’s Rail Capacity is known as Bombing Rail Capacity,

In Supply, in Range Fighter Bombers (FB) and Nav Air (N) can escort Bombers.

Any Bomber(s) in the same airbase hex may launch and then fly over any **other** friendly airbase hex(es) to “collect” any other Bombers (or Fighters, Fighter-Bombers and/or Naval-Air units) presently based there, and may then collectively fly on toward an enemy target hex (being susceptible to eligible enemy air interception as they move).

Bombers that are launched from the *same* airbase hex (at the same time) *must* fly together, and they *must* attack the same hex (although they may attack different targets in the same hex)

FB, and/or N-Air units that do not possess enough movement may fly within - or up to the extent of - their own printed movement range (but never further).

Air units that fly during the Strategic Warfare Phase (including any accompanying or intercepting air units) become marked as Previously Committed (PC) afterward.

PC air units may not perform any other missions or operations for the duration of that monthly game-turn.

2.1.1 Target Types

2.1.1.1 Strategic Bombing Attack

To conduct any Strategic Bombing Attack, a Bomber (or Bombers) must fly to an eligible enemy city, resource or city/resource hex

2.1.1.2 Bombing Rail Capacity

A Bomber (or Bombers) must simply fly to any eligible city/resource rail line hex (even a city/resource hex that had already been bombed - as a Strategic Bombing Attack - previously) within the nation of the targeted Rail Capacity

2.1.2 Bombing Effects

Target Type, Night, B29 Technology, bombed out cities effect Bombing.

Table 1: Strategic Bombing Effects

Target	Effects on Bombing Table (Cumulative)
Home, USA or Japanese City,	
City & Resource	+1 Col Right
No Home City	50% Bomb St.

Resources	-1 Col Left
Rail	
Indonesian Oil Refineries	+2 Col Right
Capitals	
Non Conq. Capital	+1 Col Right
Any Target Night Declared	Use the 2-5 Col
already <i>successfully</i> bombed during a previous monthly game-turn within that same current season	50%
Weather	Normal weather effects
Long Range with no controlled air base within 10 hexes (emergency airfields)	+1 DRM (yes +1 see 2.7)

2.1.3 Bombing Resolution

After all air interceptions and air combat (and if there is at least one un-aborted attacking Bomber remaining in the target hex with a net combat strength of at least 2), the bombing player simply totals the number of all desired, attacking un-aborted Bomber strength points* in the target hex, and rolls two dice (6-sided), comparing that dice roll with the corresponding bombing column on the Bombing Table. A number result indicates the amount of eliminated EPs inflicted upon the enemy from that Strategic Bombing Attack. A dash (-) result indicates “no effect”. If the bombing result includes an asterisk (*), then one Bomber unit is considered to be hit by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the target hex suffers an immediate step-loss. The player with the Initiative always chooses which Bomber is “hit”, if multiple

Bombers are participating in the attack. Fighters, Fighter Bombers and Naval-Air units may never be hit by any anti-aircraft result while escorting any Strategic Bombing Attack. Likewise, Bombers that did not actually participate in the Strategic Bombing Attack are immune from anti-aircraft, even if they are in the target hex at the time of the attack. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

2.1.4 US Fire Bombing of Japanese Cities

As of 1944 (or thereafter), the US player (only) is eligible to conduct Strategic Bombing “Fire Bombing” attacks upon each Japanese home city (once).

A “Fire Bombing” attack is conducted and performed exactly like a normal Strategic Bombing Attack in all respects, *except* that the bombing B-29 Bomber unit’s

attack roll is automatically resolved on the **120+** column of the Bombing Table

After any Japanese home city has been firebombed, place one "Firebombed" chit in that city's hex, to indicate the firebombing of that Japanese home city (and its ineligibility to be firebombed again during that game).

Redundant Strategic Bombing does not apply to "Fire Bombing" attacks. Moreover, Redundant Strategic Bombing does **not** apply to any subsequent normal Strategic Bombing upon that same Strategic Target hex

2.2 Japanese Convoy Route Interdiction

Convoy Routes are defined in Appendix 1. Note that the Indian Ocean boxes are special.

Each of the two Indian Ocean Convoy Route sea areas is automatically considered "closed", unless specifically declared (by the UK player *) to be "open" during a Seasonal Turn. If it is closed it is not susceptible to interdiction.

2.2.1 Japanese Air Interdiction of Convoy Routes

In supply in range Japanese bombers can Interdict convoys.

Normal Interception rules apply. Also, once *in* a Convoy Route sea area, each interdicting Japanese Bomber (and accompaniment, if any) can be *automatically* intercepted by any enemy Naval-Air unit(s) aboard any enemy undamaged aircraft carrier(s) that are specifically in that same Convoy Route sea area

Any uncommitted Japanese Fighters, Fighter-Bombers and/or Naval-Air units may accompany any Japanese Bomber(s) *en route* and/or *into* a Convoy Route sea area as *escorts*, assuming that they possess enough movement to reach and/or enter a Convoy Route sea area from their current base.

Japanese Bombers must over-fly friendly bases and "collect" any desired Japanese Fighters, Fighter Bombers and/or Naval-Air units that will be accompanying the interdicting Japanese Bomber(s) toward and/or into the targeted Convoy Route sea area.

Fighters, Fighter-Bombers, and/or Naval-Air units that do not possess enough movement to reach a targeted Convoy Route sea area may fly within - or up to the extent of - their own printed movement range.

The Japanese player simply totals the number of all desired, attacking un-aborted Bomber strength points* in the Convoy Route sea area, and rolls two dice (6-sided), comparing that dice roll with the corresponding bombing column on the Bombing Table. A number result indicates the amount of eliminated EPs inflicted

upon the UK, US or Australia from that Convoy Interdiction Attack

A dash (-) result indicates "no effect". If the bombing result includes an asterisk (*), then one Bomber unit is hit by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the Convoy Route sea area suffers an immediate step loss. The Allied player always chooses which Japanese Bomber is "hit".

After the Japanese Air Interdiction Step, any participating air units (including intercepting or counter-intercepting Naval-Air units aboard aircraft carriers) are returned to their bases and marked as Previously Committed (PC).

PC air units may not perform any other missions or operations for the duration of that monthly game-turn.

2.2.2 Japanese Surface Naval Unit Interdiction of Convoy Routes

Any undamaged (only) Japanese surface naval unit(s) - with a gunnery rating (not a torpedo rating) of at least 1 (i.e., not any Japanese DD units) - occupying any eligible Convoy Route sea area(s) during the Strategic Warfare Phase are eligible to inflict EP losses upon the UK, US and/or Australia.

Any eligible Japanese surface naval unit(s) that are employed to interdict any Convoy Route sea area(s) must be moved into the intended Convoy Route sea area(s) during the **previous** Naval and Air Phase or the Offensive Phase (Not the End Phase) via the normal naval movement rules (e.g., as a normal Japanese naval movement option;), and are susceptible to enemy air and/or naval interception normally.

Each interdicting Japanese surface naval unit should be marked with an "Active" chit, denoting its ineligibility to move or operate during the ensuing Naval and Air Phase, Offensive Phase and/or End Phase

Any Japanese surface naval unit(s) that *had* conducted a Convoy Interdiction during the *preceding* Strategic Warfare Phase are never required to be kept at sea (i.e., "refueled") via the expenditure of EPs.

Convoy Interdiction is per table 2.

2.2.2.1 Japanese Aircraft Carriers as Raiders

Any undamaged Japanese aircraft carrier (with a Naval-Air unit) occupying any eligible Convoy Route Sea area during Strategic Warfare Phase is eligible to inflict EP losses upon the UK, US and/or Australia.

The same mechanistic rules for surface ships apply.

Convoy Interdiction is per Table 2

2.2.3 Auxiliary Cruiser Interdiction of Convoy Routes

There are five Auxiliary Cruiser chits (also colloquially known as "Raiders") listed in the Japanese order-of-battle (i.e., the German Auxiliary Cruisers Atlantis,

Komet, Orion and Michel, and the Japanese Auxiliary Cruiser Aikoku), each arriving free directly in any sea hex or sea area in the Pacific throughout the course of the game which may include the “India” map, if in play.

Unlike normal surface naval units, however, Auxiliary Cruisers are unique inasmuch as they can be automatically deployed directly to *any* Convoy Route sea area

Auxiliary Cruisers can be intercepted normally (although not while being “deployed”), and therefore fight in naval combat normally, if successfully intercepted.

Apart from free deployment, the same mechanistic rules for surface ships apply.

Any Auxiliary Cruiser(s) may be kept at sea normally (i.e., beyond the End Phase), although no EP expenditure is ever required to do so.

Convoy Interdiction is per Table 2

Table 2: Convoy EP damage

Interdiction by each	Inflicts
Aux Cruiser	1EP per gun value
CL	1EP per gun value
CA	1EP per gun value
BB/BB/CV	1EP per gun value
CV Nav Air	8 EP
Submarine	1EP

All EP losses occurring in the Indian Ocean Convoy Route sea area are borne by the UK.

All EP losses occurring in the South Pacific Convoy Route sea area are borne by Australia

All EP losses occurring in the US Convoy Route sea areas are borne by the US.

2.3 Interdicting the Japanese Merchant Shipping Routes

The Japanese Shipping Routes represent the principal Maru shipping lanes to and from the overseas Asiatic resource areas and are susceptible to interdiction during the Strategic Warfare Phase.

Effects are as per Table 3.

Table 3: Interdiction of Japanese Merchant Shipping

Case	Effects	Note
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1942-June 43 Allied submarine	1EP/sub (Max 3/Route)	
July-Dec1943 Allied submarine	1EP/sub (Max 3/Route)	
1944 Allied submarine	4 EP/sub (Max 3/Route)	
1945 Allied submarine	5 EP/sub (Max 3/Route)	
Both Okinawa Occupied by allies	3 EP	
Bomber unit	1 EP/Bomber (max 1)/route	Normal interceptions No Escort

2.3.1 Convoy STP Losses

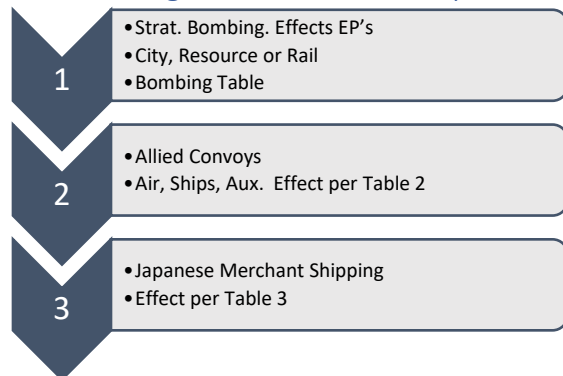
At the conclusion of the Strategic Warfare Phase, the Japanese player may voluntarily eliminate any Japanese Sea Transport Point(s) - of those presently in play - in lieu of Economic Points eliminated as a result of Strategic Warfare in any Japanese Merchant Shipping Route, explained as follows:

2.3.1.1 Procedure

During the Strategic Warfare Phase, the Japanese player may, at his discretion, voluntarily remove 1 STP (i.e., point) per 2 EPs eliminated as a result of Strategic Warfare inflicted upon any coloured Japanese Merchant Shipping Route(s) during that Strategic Warfare Phase. Any voluntarily removed STP(s) may be removed from anywhere on the map (in the Pacific Theater), although any such removed STP(s) must be presently empty (i.e., not carrying any cargo).

Any removed STP(s) are immediately returned to the Japanese Force Pool but may be repurchased normally during any future Seasonal Turn(s) at the standard cost of 4 EPs each (although, as of 1943, each Japanese STP costs 6 EPs, not 4).

2.4 Strategic Warfare Summary



3 Naval Operations

Naval units perform many functions in the game: They can transport land units and protect those land units from enemy naval units; they can intercept enemy naval units and transports and attempt to destroy them; and they may be able to add strength points to land attacks and defences.

During the **Naval and Air Phase**, you can move your naval units, conduct all ship-to-ship combat, and use sea transport points (STPs) to move friendly land and air units and sea supply markers by sea.

The side with the initiative for the season decides which side performs the Naval and Air Phase first. The decision is made separately for each monthly turn of the season.

The Allied nations can freely combine their naval units for movement and combat.

Opposing Task Forces can occupy the same hex. They may have declined or failed an interception engagement.

Naval Units can be in Five (5) states.

1. **Unmarked.**
 - a. **In Port**
 - b. **Stayed at sea Last turn.**
2. **Activated** (means TF has already moved this phase)
 - a. **Moved from Port to Port**
 - b. **Moved from Stayed at Sea to Port**
 - c. **Move from Port to Sea**
 - d. **Moved by Active Interception (must have been unmarked previously) and failed Engagement or declined engagement or was evaded.**
 - e. **Successfully moved by Reactive Interception but failed Engagement or declined engagement or was evaded.**
3. **Stand by**
 - a. **Move <50%. It can move in the Offensive Phase. Provided it does not activate by performing a reactive interception before then.**
4. **Mark with a new marker or use the Previously Committed Marker:** The TF was in an Activated state and then completed a successful Active or Reactive Interception or Declined an Active Engagement. (It can no longer react)
5. **Out of Supply (most move to port).**

Key concepts: States and Port Capacities

Appendix 6: Has a flow chart of Naval-Air ops in all phases that might help bring the concepts together for me!

3.1 Alternating Naval Movement

Once decided, the player moving first may then move one task force(only) of his own nationality (or alliance) within or up to the extent of that naval unit's, stack's or task force's printed movement. If a player prefers not to move any naval units, stacks or task forces (when optioned to do so), he may simply declare a "pass" instead.

NOTE: A naval stack or task force may move no further than the slowest naval unit it contains (although a stack or task force may "drop off" slower naval units as it moves, thereby permitting the quicker naval units to continue moving).

If a particular player has completed the movement of one task force(or "passed"), the option to move a task force is then ceded to the enemy

3.2 Coastal Hexes and Sea Areas

Coastal hexes are light blue, to distinguish them from sea areas.

Sea Areas are divided by dashed lines. Most sea areas have a hex grid within them while a few, representing vast expanses of ocean, do not.

The hex grid in coastal hexes affects the movement of air and naval units. The hex grid in a sea area primarily affects the movement of air units (10.0); naval units use the grid only when tracing a specific path through a sea area in an attempt to avoid enemy air units, or when joining stacks during naval movement.

The term spaces describes both sea areas and coastal hexes when a rule applies to both.

Moving naval units must trace a path of connecting spaces as they move, expending MPs for each space entered.

Units can move through coastal hexes, sea areas, or any combination of spaces during their move, as long as they have sufficient MPs.

There is no limit to the number of naval units that can occupy a single space. The number of naval units that can enter a port, however, is restricted.

3.3 Naval Unit Stacking

There is no limit to the number (nor types*) of naval units that may occupy the same sea area or coastal hex (unless in port). Furthermore, allied nations may freely combine naval units.

However note that Port Stacking dictates Task Force sailing sizes.

Note: Ships in Port

City 5, Minor 15, Major 30, Box unlimited

3.3.1 Task Force Chits

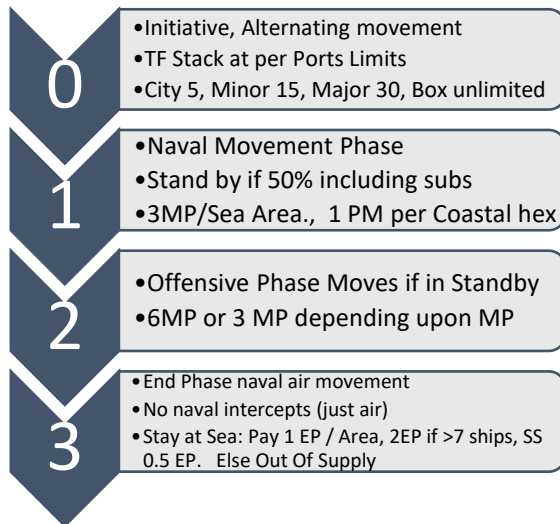
No "Task Force" chit, however, may ever be in play without at least one naval chit assigned to it, unless optional rule for **Dummy TF's is in effect, in which case no more than three "Task Force" chits (per Western Allied major power) may actually be a Dummy Task Force.**

TF Chits come with the game, but players can make more.

Task Force refers to a single unit, stack or TF marker in these rules.

3.4 Naval Movement

3.4.1 Naval Movement Summary



3.4.2 Movement Points Costs

The MA printed on each naval unit and STP equals the number of MPs available to the unit or transport fleet during the friendly **Naval and Air Phase** and again during the **End Phase**.

A unit can move up to its full MA in both phases but is subject to naval and air interception during the friendly **Naval and Air Phase**, and air interception during the **End Phase**. Further restrictions apply to movement in the **End Phase**.

Naval units can perform limited movement during the enemy **Naval and Air Phase** to attempt the interception of moving enemy naval units (5.0). Interception movement never costs MPs.

Naval units with Movement Factors ≥ 30 activated for an **Offensive** can use 6 MPs if undamaged; damaged units and Units with Movement Factors < 30 can use 3 MPs if activated.

Note this Different from the original PTO

3.4.2.1 Movement in Coastal Hexes

Naval units spend 1 MP to enter a coastal hex. Naval units cannot pass through an all-land hex side even if it connects two coastal hexes; they must follow a water path.

3.4.2.2 Movement in Sea Areas

Naval units spend 3 MPs to enter a sea area, unless a different MP cost is listed for the area on the map. Example: An area labelled MP 20 costs 20 MPs to enter.

Note this Different from the original PTO

A unit cannot enter an area unless it has enough MPs remaining to do so, though a unit can always move one space during the Naval and Air Phase (but not the End Phase), even if the area moved into costs more MPs than the unit possesses.

When moving a naval unit through a sea area containing a hex grid, the moving side may trace an exact path through the area to attempt to avoid enemy air units whose ranges extend into that area. Regardless of the length of this path, the unit still pays only the basic movement cost for entering the sea area.

If no enemy air units can fly over the sea area, it is not necessary to trace an exact path of hexes through it. Units are simply moved from one area to the next, counting MPs as they are spent.

3.4.3 Movement Restrictions

Only Japan can enter these Straits if Japan controls the land (See Appendix 1) unless it is a Submarine.

3.4.3.1 Special Submarine Infiltration (Straits)

Tactical Submarine units may attempt to "infiltrate" an otherwise impassable strait (only). To do so, the submarine unit must move into the specified strait hex itself (e.g., W 5032). At that time (i.e., during the Naval and Air Phase, Offensive Phase or End Phase), the owning player declares his intention to attempt a "submarine infiltration" and then simply rolls one die* (6-sided). If the die roll is a **1-3**, then the submarine unit is not eligible to traverse the present strait (although it may move back out and onward, if it has any remaining MPs). In such a case, no combat occurs (unless a 1 is rolled; see below), although the submarine unit may **not** attempt any further "infiltration" (anywhere) during that same Phase. However, if the die roll is a **4-6**, then the submarine unit is considered successfully *through* the strait and may continue to operate normally on that side. A submarine unit is required to attempt an infiltration each time it intends to traverse any strait (mine) hex, regardless of any previous infiltration (e.g., a submarine that has successfully infiltrated the Korea Strait - to *get into* the Sea of Japan - must also successfully infiltrate a strait to *get out*).

*Apply a -1 to the die roll per each enemy DD and/or DE unit currently present in the same coastal hex. A die roll of "6" is always considered to be a successful "infiltration", however, regardless of any modifier(s).

NOTE: The three "mine" depictions printed on the map serve as a memory aid,

indicating that the inherent *screen* for any strait is always “3” (against submarine units).

If any submarine unit's infiltration attempt die roll is a natural “1” (i.e., a physical die roll of 1, irrespective of any die roll modifiers), the submarine unit is then subject to one normal naval combat attack from the inherent “mines”, and one normal naval combat attack from any enemy Destroyer and/or Destroyer Escort unit(s) - whether depleted or full-strength - currently present in that same hex (to a maximum of 4). Afterward, the submarine unit is assumed to automatically dive (assuming it survived) and cannot be pursued.

3.5 Movement During the Naval and Air Phase

Naval units can use their full MA during the Naval and Air Phase.

Units can only use movement once in this phase (but can use Reactive Interception to move again).

Naval units that use half or less of their MA can be marked **Standby** during this phase, indicating their eligibility to move during the **Offensive Phase**. Including Subs.

They are also eligible for Reactive Intercepts but will lose their Standby Status if they do Intercept.

This is a key concept

If the Units moved more than 50% mark them Activated so you know not to move them again.

SS units marked Activated cannot move during the Naval and Air Phase except by reactive intercept or counter-intercept.

3.6 Movement During the Naval Offensive Phase

3.6.1 Order of Offensives

At the beginning of the Offensive Phase, the player that controls the Initiative may decide (and must declare) which side (i.e., Allies or Axis) will perform the *first* Offensive of the **Offensive Phase**. Moreover, the player controlling the Initiative *may* choose to perform the first Offensive before all other allied players, or he may confer the first Offensive to be performed to any particular allied player of his own choosing. If the player controlling the Initiative allows the enemy side to perform the first Offensive, the onus is then upon the *enemy* player that began the season with the most Offensives as to which player will perform the first Offensive.

Once a unit has been activated for an offensive, flip its Standby marker to its Activated side.

Key Concept

3.6.2 Command Agent

Additionally, a player may designate any particular task force (if on Standby status) as a **Command Agent**. As such, any friendly naval unit(s), stack(s) and/or task force(s) in that hex, or within Reactive Interception range (Within Sea zone) of that Command Agent is eligible to be collectively Activated as part of the same Sea Offensive. Accordingly, any naval unit(s), stack(s) and/or task force(s) that are Activated as part of the same Sea Offensive may move and/or participate in that Offensive normally, even if the Command Agent itself does not move (although the Command Agent is considered Activated nonetheless).

3.6.3 Offensive Phase Naval Movement Range

During the **Offensive Phase**, naval units that are currently on Standby status (i.e., marked with a “Standby” chit) may be Activated (via a Sea Offensive) to then move (although no Activated naval unit is ever required to move). During any Sea Offensive, however, Activated naval units are limited to a maximum Offensive Naval Movement Range, tabulated as follows:

[A] If the Activated naval unit's *printed movement* is **30 or more** = May move up to **6 MPs** during a Sea Offensive.

[B] If the Activated naval unit's *printed movement* is **29 or less** = May move up to **3 MPs** during a Sea Offensive.

If any naval unit's printed naval movement is reduced below 30 (i.e., as a result of damage or depletion), its maximum Offensive Naval Movement Range is immediately reduced as well. If any such naval unit has already moved more than 3 MPs (at the time of the damage or depletion), it may move no further during the current Offensive Phase (and must remain in the last occupied hex or location). A stack or task force may leave any such naval unit(s) behind, and thereby continue its movement normally. Any such Activated naval unit(s) may only move and/or participate in a particular Sea Offensive insofar as the aforementioned maximum Offensive Naval Movement Ranges permit.

3.6.4 Special Case: CV and N air operations.

Unlike normal air units, a committed Naval-Air unit (presently aboard an aircraft carrier) automatically becomes **uncommitted** if the Naval-Air unit's parent aircraft carrier is Activated (via a Sea Offensive) and then **moves** to any other hex or sea area during the same Offensive Phase. Thus, a Naval-Air unit can conceivably be Activated twice during the same Offensive Phase (once before the aircraft carrier moves, and then again *after* it moves), assuming that the parent aircraft carrier is eligible to be Activated and moved. If an aircraft carrier does not (or cannot) move during the Offensive Phase, the accompanying Naval-Air unit can only be Activated once (via an Air Offensive) during the Offensive Phase (i.e., per the normal air operation rules), and is then committed* normally thereafter.

3.7 Movement During the End Phase

Naval units can use their full MA during the End Phase.

The side with initiative performs all End Phase naval movement first, followed by the other side. Units can move individually or in stacks, with the same restrictions that apply during the Naval and Air Phase.

Naval units beginning the End Phase in a port cannot move during the phase.

Air units can intercept enemy naval units entering their interception range in the End Phase, exactly as they can during the Naval and Air Phase. If they begin their movement already within range of the aircraft, the naval units can leave the interception range of an enemy air unit without being intercepted. Friendly air units can counter-intercept enemy air units. Committed or Standby status is ignored for air units performing interception (of enemy naval or air units) during the End Phase. An air unit can fly only once during the End Phase except that a naval air unit can fly as often as necessary to defend its carrier.

Naval interception and combat never take place during the End Phase. However, units are restricted in where they can move during the End Phase. A naval unit cannot move into a space within interception range (5.1) of an enemy naval unit (even though no interception can occur during the End Phase) unless one of the following conditions applies:

1. The moving stack contains more naval units and has a more gunnery points than all enemy vessels in interception range; or
2. The enemy vessels in interception range are marked out of supply. If some, but not all, enemy vessels are out of supply, those units do not count for purposes of calculating condition 1 above.

Naval units that begin their movement within interception range of enemy units can move, leaving the range of those units by whatever route the owner desires. However, if the moving units enter the interception range of additional enemy naval units, all units within interception range are counted when considering condition 1, above.

In the End Phase, any naval unit not in a friendly port must move to such a port and enter it, unless one of the following conditions applies:

1. The naval unit participated in strategic warfare this turn (U-Boats, surface raiders, and Iron Route interdictors) or occupies a convoy escort box;
2. The owner pays to keep the unit at sea. The cost is 1 EP per area with naval units in it (2 EPs if more than eight units occupy the area). Every two SS units cost 2 EPs, even if they are in different areas. Mark the TF with a Stand By Marker.

If all naval units cannot return to ports, the owning side must pay the EP cost to keep them at sea if it has the EPs. All naval units still at sea that were not maintained with an EP expenditure must be marked **out of supply**.

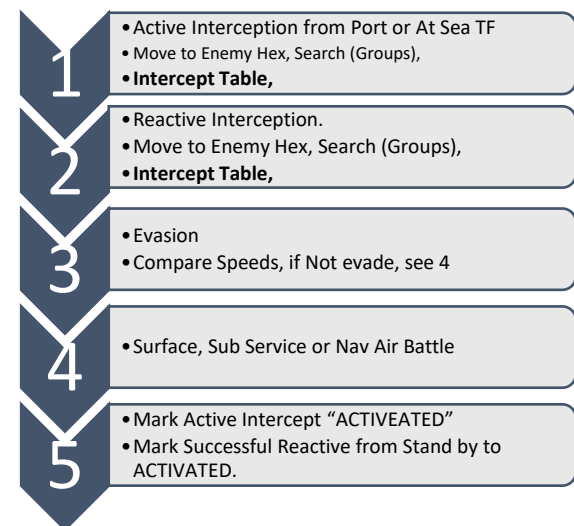
A US submarine marked Activated cannot use its End Phase movement to move into a position from which it can perform strategic warfare on the following turn. If it already occupies such an area, it can remain there, if the US pays the required EPs.

3.7.1 Naval Fuel Limits

No naval unit, stack or task force may be refueled at sea during the End Phase of the last monthly game-turn before any Seasonal Turn (i.e., March, June, September or December). If any naval unit, stack, or task force remains at sea beyond the End Phase of the last monthly game turn before a Seasonal Turn, it is immediately "marked" as "out-of-supply", and is then subject to all normal out-of-supply effects and rules

3.8 Naval Interception

3.8.1 Naval Interception Summary



Naval interception is the necessary procedure to engage an enemy task force (with a friendly naval unit, stack or task force). If a successful naval interception occurs, naval combat is then immediately commenced, unless evaded. There are two types of naval interception: Active naval interception, and Reactive naval interception:

Both are a form of surface ship searching. Targets don't have to be previously "Located" by "Recon" but it helps.

Both types of naval interception can occur during the Naval and Air Phase and/or the Offensive Phase, but not during the End Phase (See End Phase movement for special cases). **Reactive Interception are restricted by range.**

A task force that has not moved more than half of its own printed movement (and is thus assigned to Standby Status) is eligible to conduct a Reactive naval interception during the Naval and Air Phase normally (see [3.6]), although that intercepting task force will then become marked as "Active" (if its Reactive naval interception is successful).

Regardless of the type of naval interception (i.e., Active or Reactive), all naval interception and Counter interceptions attempts (and all resultant naval combat engagements, if any) must be resolved as they occur (i.e., as they are attempted). If any concurrent Air-Naval attacks (and/or incited air combat engagements) occur as well, they are always resolved as they are declared, and before any pending naval interception engagement

To resolve each naval interception attempt, the intercepting player must roll one die (6-sided), unless Automatic Naval Interception applies. On a die roll of "7" or **greater**, the targeted enemy task force is then considered successfully intercepted

See Naval Interception Table for Modifiers.

Concepts such as range, subs, air cover, air search, search groups, restricted waters, known locations, map modifiers and weather range determine the probability. Ship Speed will affect evasion.

Appendix 6: Has a flow chart of Naval-Air ops that might help bring the concepts together for me!.

3.8.2 Naval Interception Restrictions

Once a successful Active **or Reactive??** Interceptions is successful, even if the Engagement is declined, a TF can no longer intercept by either method. i.e. Each intercepting naval unit, stack or task force is limited to one successful naval interception per Phase (mark them differently, I use a Prev, Committed (PC) Marker) even if

- An Active Intercepting force declines the engagement (marked with PC marker)
- Or the intercepted TF evades an Active Intercepting force. (Marked with a POC marker)
Note Reactive Intercepting Forces maintain their Active Marker after successful interception.

A group can attempt **Interception** for a given enemy stack once per step (Air Naval Step). A group can try to intercept the stack once in the enemy Naval Movement step and once in the friendly Naval Movement step of the same turn, however.

A naval unit or stack can conduct several **Interception attempts** during a step, but each **search must be against a different enemy stack**. Once a naval unit finds an enemy stack, it cannot search any more during that step. A single enemy stack can be intercepted and found numerous times, but each search must be made with different friendly naval units

STPs cannot intercept or solely form "search groups" (although an STP can accompany any interception or "search group").

A task force that becomes undocked as a result of an enemy land unit's occupation of that naval unit's, stack's or task force's port hex is not susceptible to Reactive Naval Interception thereupon.

A task force that enters a port from outside of that port (i.e., within that same hex) cannot be intercepted, unless the intercepting enemy task force is presently in that port. However, a friendly task force is always eligible to enter any *friendly-controlled* port, despite the presence of any enemy naval unit(s).

*Except by an infiltrating submarine unit.

3.8.3 Automatic Naval Interception

In certain instances, naval interception is simply automatic (i.e., no naval interception die roll is required), explained as follows

3.8.3.1 Ports

Any naval unit(s) that are presently docked in a friendly port can automatically intercept any enemy naval unit(s) entering that port, except infiltrating submarine units

Any naval unit(s) that successfully enter an enemy port can automatically intercept any enemy naval unit(s) in that port.

Any naval unit(s) that are presently in an enemy port can automatically intercept any enemy naval unit(s) presently in that port (whether the enemy naval units are moving or stationary).

3.8.3.2 Restricted Waters

Any naval unit(s) that are in a coastal hex in or adjacent to a canal inlet/outlet hex can automatically intercept any enemy naval unit(s) that enter or exit that canal.

3.8.3.3 Amphibious Landings

Any enemy naval unit(s) presently **Activated** to conduct an Amphibious Assault (i.e., during the *current* Offensive Phase) can be automatically intercepted* in the intended landing hex (i.e., in the coastal hex where the Amphibious Assault is - or will be - occurring) by any enemy naval unit(s), stack(s) and/or task force(s) within Reactive Interception range.

3.8.4 Evading Naval Interception

After any successful naval interception (whether it is Active or Reactive), the intercepting player and the intercepted player must then compare the relative speed of the intercepting naval unit, group, stack or task force, and the intercepted naval unit, stack or task force. If the intercepted naval unit's, stack's or task force's current speed is faster (i.e., higher) than the intercepting naval unit, search group, stack or task force, it may automatically "evade" that naval interception*. In such a case, the intercepted player must simply announce that he is evading that naval interception (with that particular intercepted naval unit, stack or task force), thereby immediately ending the encounter. Any naval interception that is evaded is considered to be a **successful interception nonetheless (and therefore Located for Air attack) and** preclude the intercepting TF from anymore interceptions.

3.8.4.1 Amphibious Landings Evasion

If a stack or task force is impending to conduct an Amphibious Assault in any particular coastal hex, but opts to evade an enemy naval interception (in that hex),

it is then ineligible to conduct any Amphibious Assault during that same monthly game-turn

3.8.4.2 *Evasion Restrictions*

Evasion is not permitted in the following instances:

- An automatic naval interception cannot ever be evaded (except via a US Evasion chit).
- Submarine interceptions.

3.8.5 Interception: Special Case Aircraft Carrier and Naval-Air Operations (Naval and Air Phase)

If any *successfully* intercepting group, stack or task force is comprised of at least one undamaged aircraft carrier (with a functioning Naval-Air unit), any available Naval-Air unit(s) in that same group, stack or task force are automatically eligible to conduct any normal Air-Naval attack(s) - weather permitting - against the intercepted enemy task force (unless the aircraft carrier's Naval-Air unit is currently "aloft", (with a **Current marker**) as can occur if the Naval-Air unit was launched in that hex to conduct an air interception of an enemy air unit before the carrier's Active naval interception is attempted).

Assuming the aircraft carrier(s)'Naval-Air unit(s) are not aloft, the attacking Naval-Air unit(s)' Air-Naval attack(s) always occur **before** any Evasion declaration and/or naval combat. If the intercepting *and* the intercepted group, stack or task force is comprised of undamaged aircraft carriers (with functioning Naval-Air units), air interception, counter-interception, et cetera (e.g., among the opposing Naval-Air units) can occur normally.

N type air units in the intercepted Hex are recalled from Current Status to defend their own CV/CVL and can defend (See *Intense Air Naval Rule and the Original ATPO* concept of 3.9)

See Air Rules

- Air Reconnaissance (sea)
- Air to Air Interception
- Air to Naval Interception
- Air to Air combat
- Air to Naval combat
- Naval Anti-Air

3.8.6 Active Naval Interception

This occurs when a player (during his own naval movement option) moves a friendly task force from a port or sea location to another eligible sea location (within the naval unit's, stack's or task force's allowable movement range), and attempts to successfully engage (intercept) an enemy task force in that same location.

3.8.6.1 *Restrictions*

In **Naval Air movement**, only a task force that has no **Activated marker** is eligible to conduct an Active naval interception. This leaves two (2) cases.

- The intercepting Task Force was in port
- The intercepting Task Force stayed at sea last turn.

In the **Offensive Phase** a intercepting TF must be in Standby top conduct Active Interception

As any task force moves, it is susceptible to enemy **Reactive naval interception** (if within naval interception range) by any eligible enemy task force (even if they had moved during a previous naval movement option).

Moving such a force even if the player suspends the move will cause the force to have an **Active Marker** .

The Intercepting and Intercepted TF's will now be in the same hex, but a Search roll must be made to determine if there sighting and engagement. (It may be raining, foggy, night etc.)

Search Groups can be used to maximise the probability an engagement (See Search Groups)

3.8.6.2 *Successful Active Interception*

Success will depend upon the DRM's used.

Search groups, known location, air cover, Recon and best within 13 hexes or negative DRMs apply.

Move the Intercepting Taskforce to the target hex, place an **Active Marker for now**.

Check for Evasion.

3.8.6.3 *Unsuccessful Active Interception*

Mark the Intercepting TF as **Active**.

3.8.7 Reactive Naval Interception

This occurs when a player (during an enemy's movement option) declares his intent to "intercept" a moving enemy naval unit, stack or task force, from a port or sea location to another eligible location (within the friendly naval unit's, stack's or task force's eligible naval interception range), and attempts to successfully engage (intercept) that moving enemy naval unit, stack or task force.

Reactive naval interception requires no actual expenditure of MPs (because it is triggered by an enemy naval unit's, stack's or task force's movement

3.8.7.1 *Reaction Restrictions*

In Naval Air movement the reacting TF will be marked Active or Standby if at sea. In port it will be unmarked.

If the one in **Standby** reacts in Naval Air movement , it will loose its Standby and be replaced by an **Active Marker**.

In an **Offensive Phase**, only Task Forces Marked **Standby** can React.

Only a task force in reaction range (see below) is eligible to conduct a Reactive naval interception. In most cases that will be **Active Marked TF's** but can be from ships in a port (See range below).

As any task force moves, it is susceptible to enemy Reactive naval interception (if within naval interception range) by any eligible enemy task force (even if they had moved during a previous naval movement option).

Search Groups can be used to maximise the probability an intercept (See Search Groups)

NOTE: Any task force that has *successfully* conducted a Reactive naval interception will **not** in Stand by

3.8.7.2 Reaction Range

Reactive naval interception, however, is limited to a specific naval interception “range” (to which, the Reactive intercepting naval unit’s, stacks, or task force’s printed movement is irrelevant), listed as follows:

- If interception is occurring *from* a port or coastal hex = May intercept in any adjacent sea area or within 3 coastal hexes.
- If interception is occurring from a sea area (any size) = May intercept in any adjacent coastal hex (i.e., adjoining that sea area) or within that sea area (i.e., any hex or location within that sea area).

3.8.7.3 Successful Reactive Interception

Success will depend upon the DRM’s used AND it MUST be within Range AND on STANDBY.

Move the Taskforce to the target hex,

Check for evasion.

After resolving naval combat, the surviving intercepting naval unit, stack or task force is **thereafter ineligible to move and/or conduct any additional naval interceptions during the current Phase**. The surviving intercepted naval unit, stack or task force, however, is thereafter eligible to move (or to continue moving) and/or operate normally, if otherwise capable, during the current Phase.

3.8.7.4 Unsuccessful Reactive Interception.

The reacting TF Retains its Standby Marker if it had one and maintains it Active Marker if it had one.

A naval unit, stack or task force cannot conduct more than one naval interception attempt (per Phase) upon the *same* enemy naval unit, stack or task force, except in the case when that same enemy naval unit has first exited and then re-entered an eligible naval unit’s Reactive naval interception range.

3.8.8 Successful Intercepts and Hex contents

A successful naval interception must always intercept *all* of the enemy naval units in the same interception hex as a single TF, even if the enemy naval units are formed into separate task forces (although naval units that are docked in port are considered to occupy a separate location from naval units that are outside of that port, even in the same hex).

3.8.9 Search Groups

When a player attempts a naval interception (whether an Active or Reactive naval interception), he may choose to organize the intercepting naval units as one aggregate search group, or he may divide them into multiple “search groups”. If the intercepting player opt to form multiple “search groups”, **each** “search group” must comprise *at least 3* friendly surface naval units.

Each “search group” must contain at least one surface naval unit with a gunnery rating of “0” or greater*. Each “search group” is eligible to (and must) conduct a separate individual naval interception attempt (i.e., a separate die roll) upon the same targeted enemy naval unit, stack or task force.

**Destroyer Escorts (which do not possess a gunnery*

rating) can be solely formed into “search groups” if attempting to intercept an enemy submarine unit.

NOTE: A “search group” may comprise less than 3 surface naval units **if** it is the *only* “search group” that is attempting a naval interception in that hex. In such a case, only one naval interception is resolved.

If the intercepting stack or task force is formed into multiple “search groups”, each such “search group” is then arranged according to its base movement (i.e., in the order of the fastest to the slowest “search groups”). Then, the intercepting player must resolve each “search group’s” interception attempt (and resulting naval combat, if any) individually and sequentially (i.e., as it occurs), starting with the fastest “search group”, then the next fastest “search group”, to the slowest “search group”. Each successful naval interception immediately results in a naval combat engagement (before any subsequently pending naval interception attempts). Only the “search group” that has presently (and successfully) intercepted is eligible to engage in the resultant naval combat.

Search Groups cannot be cancelled once formed.

3.9 Ports

Ports exist as distinctly separate locations within land hexes (or nation boxes), and function solely to harbor docked naval units (notwithstanding air basing and anti-aircraft capabilities). Each type of port can harbor a specific number of naval units (known as a “Port Capacity”, as listed on Player Aid Card “I”), which may never be exceeded.

3.9.1 Capital City Ports

All capital city ports are considered to be *Minor Ports*, except **Tokyo** which is considered to be a *major* port, or if denoted as “(Unlimited)” on the map itself (e.g., the US box).

3.9.2 Port Mines

Every port automatically possesses an inherent mine defense (i.e., port mines) within the port location itself. Port mines have no effect against any friendly naval units (i.e., friendly to the nation controlling the port), although any enemy naval unit (except any infiltrating submarine unit) entering a port is subject to an automatic (and immediate) port-mine attack (which only occurs within the port location itself, but before

any other activity is resolved). Port mines have no effect upon any enemy naval unit(s) exiting a port (or operating therein).

Unlike a Sea Mine Attack (see optional rule), every enemy ship (including each individual STP “point”, if any) that enters a port is subject to a port-mine attack. In such a case, the owning player conducts one normal naval attack (rolling two 6-sided dice) against each entering enemy naval unit. As per the normal rules, if the port-mine attack dice roll equals or exceeds the subjected naval unit’s currently printed armor rating, then that naval unit is considered to be “hit” and depleted/damaged (or sunk if already depleted or damaged), modified as follows:

NOTE: When resolving any port-mine attack, a dice roll of “doubles” is **not** considered to be an automatic “sink”. 12 is always a Hit

3.9.2.1 Port-Mine Attack Modifiers

The following port-mine attack dice modifiers must be applied to any port-mine attack, when applicable:

- +2 : If a “fortified” port (e.g., if a fortification chit is present).
- +1 : If in a Major Port (or an enlarged port).
- 1 : Per each friendly DD and/or DE also entering the enemy port (applicable to all subjected naval units).

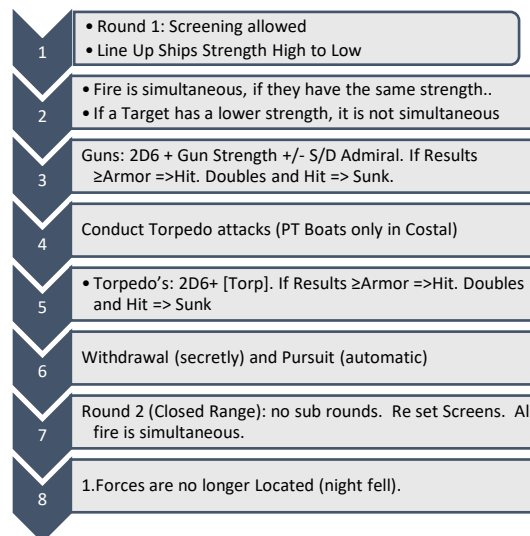
3.10 Coastal Batteries (Corregidor and Singapore)

The Corregidor and Singapore Permanent Fortifications (hex W 3021 and W 2112) are unique in that they are automatically assumed to possess an inherent “coastal battery”, which allows them to initiate naval combat into their respective coastal hex during an enemy **Amphibious Assault** (only) that is attempted upon the Corregidor or Singapore hex itself.

During any attempted enemy Amphibious Assault upon the Corregidor or Singapore hex (i.e., after resolving all other pertinent naval movement and/or naval interceptions, but before actually rolling the land combat attack die), the Allied* player may automatically initiate naval combat (i.e., as if an automatic naval interception). Then, the Japanese player must array **all** of his naval units (i.e., those presently in the Corregidor or Singapore coastal hex), whereupon the Allied player may commence **one** normal naval combat attack during **each** naval combat round. The Corregidor coastal battery is considered to possess a normal gunnery rating of “3” during each naval combat round. The Singapore coastal battery is considered to possess a normal gunnery rating of “4” during each naval combat round.

3.11 Naval Combat

3.11.1 Naval Combat Summary



Each naval engagement entails two sequential bouts, known as “rounds” (i.e., Round 1 and Round 2). Any naval unit that is not sunk during the first naval combat round will be eligible to participate during the second naval combat round (unless “withdrawn” by the owning player). If the naval engagement is occurring in a coastal hex where an Amphibious Assault, or where a Naval Bombardment is intended, only the naval unit(s) that endure the second naval combat round (i.e., were not sunk or withdrawn after Round 1) will subsequently be eligible to participate in the impending Amphibious Assault or Naval Bombardment in that coastal hex. Participation in naval combat does not disallow any surviving naval unit from conducting or participating in a pending Amphibious Assault or Naval Bombardment, though, each initiated naval engagement must be resolved completely before any other intended movement, interception, combat or activity may occur.

3.11.2 Naval Combat Procedure

The opposing players must first determine the exact number of friendly and enemy surface naval units (i.e., chits) that are present during the current naval engagement. Neither player may purposefully withhold any present naval units from the naval engagement (notwithstanding naval units that are not part of the intercepting search group, or the intercepted stack or task force), although the outnumbering player may opt to “screen” any excess friendly naval units from enemy naval attacks during the ensuing naval combat round (see below). Thus, any present (non-screened) naval unit is targetable during naval combat, regardless of its disposition and/or type.

3.11.3 Screening

Any naval unit that is participating in a naval engagement is eligible to be targeted by enemy naval units. However, if a particular player’s present stack or task force outnumbers the enemy’s present stack or task force, that player may then declare (before the

naval combat round) any excess friendly naval units (e.g., STPs, or perhaps an aircraft carrier) to be "screened" from enemy naval attacks. As such, the screening player may "screen" up to as many present friendly naval units - of his choice - as are in excess of (i.e., outnumbering) the enemy's present naval units (e.g., if a particular player's task force outnumbers the enemy's task force by three naval units, he may therefore "screen" up to three friendly naval units of his choice). The outnumbering player must decide (and then declare) which naval unit(s) will be considered "screened", if any, before each round of naval combat. If neither player outnumbers the other, then neither player is eligible to screen any naval units.

3.11.4 Naval Combat Round 1

Each opposing player must first array (off the map) all of his attendant naval unit(s) - putting screened naval units, if any, off to the side for now - and then organize them according to identical gunnery ratings (ignoring parenthetical torpedo ratings). For example, any present naval unit(s) with a gunnery rating of "3" are to be divided from any present naval unit(s) with a gunnery rating of "0", "1", "2", "3", "4", "5" and/or "6" (as are present). Any present naval unit(s) with a gunnery rating of "0" are to be divided from any present naval unit(s) with a gunnery rating of "1", "2", "3", "4", "5" and/or "6" (as are present), et cetera.

NOTE: Naval units with a *torpedo rating* cannot attack (with their torpedo rating) until the torpedo sub-round.

3.11.4.1 Gunnery Sub-Rounds

During Round 1 of naval combat, the gunnery rating* of all combative naval units determines the order in which each naval unit may attack. All naval units with a gunnery rating of 6 (if any) always attack first, followed by naval units with a gunnery rating of 5 (if any), then naval units with a gunnery rating of 4 (if any), naval units with a gunnery rating of 3 (if any), naval units with a gunnery rating of 2 (if any), naval units with a gunnery rating of 1 (if any) and lastly naval units with a gunnery rating of 0 (if any). In that regard, naval combat is divided into (a maximum of) seven sequential gunnery subrounds, depending on the presence of each gunnery integer.

If 2D6+Gun Strength > Defence, then hit.

Attacks from opposing naval units with the same gunnery rating are always considered to be simultaneous, regardless of which player is actually rolling the first attack dice roll.

Unlike gunnery exchanges between naval units with the same gunnery rating (i.e., during the same gunnery sub-round), if a naval unit with a higher gunnery rating attacks an enemy naval unit with a lower gunnery rating, the gunnery effect must be implemented as it occurs, although the targeted naval unit is not eligible to attack until its own gunnery sub-round.

When a particular naval unit (with a gunnery rating of at least "0") is designated to attack a specific enemy naval unit, the owning player must simply roll two dice (6-sided) and add the gunnery rating of the

attacking naval unit (and perhaps the "S" rating of any present Admiral. If the net result is equal-to or greater-than the targeted naval unit's current armor rating, that targeted naval unit is considered "hit" and damaged or depleted accordingly.

When any naval unit is "hit" (except STPs), that chit is flipped to its reverse side (i.e., the damaged or depleted side), unless already damaged or depleted* (or unless hit by a "doubles" dice roll result). The damaged or depleted side of a naval unit is always slightly lighter in colour, indicating the naval unit's damaged or depleted status.

If a particular STP chit is eliminated (ie hit while flipped), any cargo it is carrying (if any) is also eliminated (although eliminated HQs and Generals are automatically returned to the force pool). However, a stack or task force containing multiple STPs (carrying cargo) is comported somewhat differently. If a stack or a task force containing multiple STPs is attacked by enemy air and/or naval units (and assuming some STPs are eliminated), no cargo is eliminated (regardless of which specific STP chit has been sunk) unless the actual quantity of remaining STPs is insufficient to legally transport the totality of that cargo. In such a case, the owning player must immediately eliminate enough cargo (of his choice) to comply with the licit transport capacity

3.11.4.2 The Torpedo Sub-Round

After all gunnery sub-rounds have been resolved (during Round 1 of naval combat only), any DD or DE naval units with a parenthetical torpedo rating (i.e., the parenthetical number in between the gunnery and armor number) may now attack any named enemy naval unit (if not screened), even if any such DD(s) and/or DE(s) also conducted a gunnery attack (i.e., during a preceding gunnery sub-round). Like the normal naval gunnery restriction, an enemy naval unit cannot be targeted twice unless every other enemy naval unit (in that same naval torpedo sub-round) has been attacked at least once

If 2D6+Torp Strength > Defence, then hit.

See rules on Submarine attacks.

3.11.5 Withdrawing from Naval Combat (After Round 1)

After completing Round 1 (not a sub-round) of naval combat, both players may* endeavor to withdraw some or all of their engaged naval units (whether screened or not), even if damaged or depleted. **Both players have to Withdraw for it to be successful.**

3.11.6 Naval Combat Round 2

Round 2 of naval combat is dissimilar to Round 1 inasmuch as naval units are not organized into separate gunnery ratings, nor is naval gunfire divided into gunnery sub-rounds (because **all** naval gunfire is considered simultaneous during Round 2 of naval combat).

3.11.7 Concluding Naval Combat

After resolving naval combat, the surviving intercepting naval unit, stack or task force is thereafter ineligible to move and/or conduct any additional naval interceptions during the current Phase. The surviving intercepted naval unit, stack or task force, however, is thereafter eligible to move (or to continue moving) and/or operate normally, if otherwise capable, during the current Phase.

3.11.8 STPs in Naval Combat

A. In naval combat, each STP counter in the stack is treated as a separate naval unit.

The number of attacks that can be directed against STPs equals the number of counters in the stack; no STP counter can be attacked twice until every other naval unit has been attacked once; etc.

Each time an STP marker is hit, 1 STP is lost. A roll of doubles has no additional effect against an STP counter.

Return a destroyed STP counter to its force pool.

Even though the counters are attacked individually, STP counters do not represent distinct ships, but transport capacity. Thus, units that are being transported are not aboard specific STP counters, but are borne by the stack as a whole. As long as there are sufficient STPs left in the stack to carry the transported units, no units are lost.

If the number of STPs in the stack falls below the minimum necessary to transport the units in that stack, transported units must be eliminated by the owner until the surviving STPs are sufficient to carry the remainder.

The side performing an amphibious assault can, at any time downgrade the mission to a simple transport if STP losses are such that it no longer has enough to meet the amphibious assault requirement.

An evacuation mission, however, cannot be converted to a transport mission. The owner must eliminate one or more of the evacuated units if its STP total falls below the required number for an evacuation.

3.12 Admirals



An Admiral has no ability unless "aboard" a **named** naval unit of the Admiral's same nationality (except "Tanaka", whom actually has no ability unless aboard an **unnamed** Japanese naval unit), although an Admiral's modifier(s) may be applied

Amphibious Assault, nor accompany any Paratroop.

3.12.1 Admiral Capabilities

An Admiral has no command or any activation capabilities; an Admiral's only game function is to modify specific dice rolls, depending on the Admiral's specifically printed capability or capabilities. Each Admiral possesses one or more capabilities, listed as follows (summarized as an acronym "L.E.A.D.S" for memorization purposes, although each capability

definition is printed on the reverse side of each Admiral chit):

3.12.1.1 L:# (Locator Bonus)

Applies a + (positive) Naval Interception die roll modifier to **one** friendly naval interception attempt by that Admiral's stack or task force - up to one search group - (per Phase).

3.12.1.2 E:# (Evasion Bonus)

Applies a - (negative) Naval Interception die roll modifier to **one** enemy naval interception attempt (i.e., one search group) within the Admiral's hex (per Phase).

3.12.1.3 A:# (Amphibious Assault Bonus)

Applies a + (positive) Land Combat die roll modifier to **one** Amphibious Assault within the Admiral's hex (per monthly game-turn).

3.12.1.4 D:# (Defense Bonus)

Applies a - (negative) naval combat dice roll modifier to **one** enemy attack upon a friendly naval unit within the Admiral's same stack, search group or task force (per naval combat encounter after any *enemy* interception).

3.12.1.5 S:# (Surface Gunnery Bonus)

Applies a + (positive) naval combat dice roll modifier to **one** friendly gunnery attack upon an enemy naval unit within the Admiral's same stack, search group or task force (per combat encounter after any *enemy* interception).

An Admiral's modifier can only be applied if declared by the owning player before the actual (and pertinent) die/dice roll. As such, the Admiral's modifier, when it is applied, is immutable (regardless of the result). Any Admiral's particular modifier can only be applied once per Phase or per combat encounter after any *enemy* interception, respectively (as indicated above).

3.12.2 Eliminating Admirals

If an Admiral is aboard a naval unit that is "hit" (i.e., damaged or sunk) - regardless of the type of attacking agent - the owning player must immediately roll one die (6-sided): On a die roll of **1-2**, the Admiral is eliminated (permanently) and immediately removed from the game. The following modifiers apply, however:

- **1** : If the Admiral's ship is sunk (i.e., not just damaged).
- **1** : If the Admiral is Dutch or Japanese.
- **2** : If the Admiral's ship is sunk with a "doubles" dice roll.

- 3 : If no other friendly* surface naval unit is present in the same hex.

3.13 Naval Transport

The transport of units and supply chits via the following naval transport rules is an integral facet of APTO. The transport of units and supply chits is strictly limited to Sea Transport Points (STPs) and/or CL/DD combinations. Only STPs, however, may be used to perform any Amphibious Assault

During the Naval and Air Phase, any eligible land unit(s), air unit(s) and/or supply chit(s) in a functioning port (regardless of their supply status) can be embarked aboard any eligible STP(s) and/or CL/DD combination(s)* presently docked in that same port (and then presumably moved - per the normal naval movement rules - to an alternate hex or location). Any unit(s) tasked to conduct an Amphibious Assault are governed by additional rules and requisites.

See Naval Transport Calculation Table.

For Example,
Marines are transported by a STP 1
Marines are combat loaded for a Amphib at 1-4 hexes by a STP 1
Marines are combat loaded for >4 hexes by a STP 2.

Each STP marker represents a specific number of STPs, from 1 to 2. The reverse represents a lower number than the front, not a damaged STP. The markers included in the game are an intentional limit on STPs in play; when all markers are in use with their front faces showing, no more STPs can be built (or split) until some are destroyed. All unused STP markers are stored in each side's force pool.

STP markers in the same space can be treated like change. STP marker substitutions can be made at any time, as long as the number of STPs in the space.

3.13.1 Embarking Supply/Units (Naval Transport)

STPs and/or CL/DD combinations beginning the Naval and Air Phase docked in a friendly-controlled port may embark any eligible unit(s) and/or Sea Supply chit(s) in that port hex (if within legal transport capacities) at no MP cost. Moreover, STPs and/or CL/DD combinations beginning the Naval and Air Phase docked in a port (or presently at sea) may move to a friendly-controlled port and then embark any eligible unit(s) and/or Sea Supply chit(s) in that port (if within legal transport capacities). If embarking any Sea Supply chit(s), no MPs are expended to do so. However, if embarking any unit(s) an STP and/or CL/DD combination must expend **1/2** of its printed movement to embark any unit(s) in that port hex. After an embarkation, STPs and/or CL/DD combinations may then continue to move normally (within or up to the extent of their own *remaining* movement allowance).

3.13.2 Evacuation

Evacuation is the only kind of transport mission that allows units to embark from a non-port hex.

Paratroop, engineer, marine, and infantry units occupying a coastal hex can be embarked during the friendly Naval and Air Phase aboard an STP and/or DD/CL combination (7.8).

Evacuation requires twice as many STPs as a normal transport mission. In addition, evacuated land units can be moved no more than 12 MPs and must end that move at a friendly port. If they fail to do so, the evacuated units are eliminated at the end of the Naval and Air Phase.

Armor and air units can never be evacuated.

Evacuation missions are limited to a maximum movement of **8 MPs** after the embarkation of the evacuated unit(s), and **must** end movement docked in a friendly port

3.13.3 CL/DD Transport

When any CL (Light Cruiser) chit is stacked with any DD (Destroyer) chit (i.e., in the same location), they may function as a transport (known as a CL/DD combination). To function as a transport, a CL and DD need not begin the current Phase stacked together, although they must be stacked together at the moment of embarkation, and throughout the duration of the transport operation.

Each CL/DD combination may function as **one (1) transport point** (like an STP). If both the CL and the DD are currently full strength, they may collectively transport up to one full-strength infantry unit (of any type*) or one Sea Supply chit. If either the CL or the DD is currently depleted (or if either is blank on the reverse side), then they may collectively transport up to one half-strength (i.e., depleted) infantry unit (of any type*), but no Sea Supply chit.

**Including Generals and/or HQs.*

NOTE: A CL/DD combination may **not** transport any Soviet 7-2 Siberian units, or any UK or US infantry unit with a printed movement rating of "5".

A CL/DD combination may not transport any armor, artillery, flak, mechanized, motorized or air unit. Additionally, a CL/DD combo may never be used to participate (as a transport) in any Amphibious Assault (except **Japanese CL/DDs embarked with SNLF**).

3.13.4 Debarking Supply/Units (Naval Transport)

The debarkation of supply and units is relegated to specific Phases and Steps of a monthly game-turn, and only in a friendly port or coastal hex depending upon the phase.

3.13.4.1 Movement Phase

A transported Sea Supply chit may only be debarked during the Sea Supply Debarkation Step of the Naval and Air Phase, if the transporting STP or CL/DD combination occupies a friendly port.

3.13.4.2 Offensive Phase

A transported land unit may be debarked during the Offensive Phase (via the expenditure of a normal Land Offensive) during the Combat Step, if the transporting STP or CL/DD combination occupies either a friendly port or a friendly coastal hex

3.13.4.3 Land Phase

A transported land unit may also be debarked during the Land Movement Step of the Movement Phase, if the transporting STP or CL/DD combination occupies either a friendly port or a friendly coastal hex. If the debarkation hex is a functioning port that is not within any enemy ZOC, the debarked land unit may move up to one additional hex (if otherwise eligible), and may even rail thereafter (per the normal rail rules). However, if the debarkation hex is not a functioning port, or is within any enemy ZOC, then the debarked land unit may not move beyond that debarkation hex, nor rail thereafter for the remainder of the current monthly game-turn.

3.13.5 Debarking Supply

A transported Sea Supply chit may only be debarked during the Sea Supply Debarkation Step of the Naval and Air Phase, if the transporting STP or CL/DD combination occupies a friendly port (or as an Emergency Sea Supply Debarkation, if not occupying a friendly port;

3.14.2 Amphibious Restrictions

An Amphibious Assault may be conducted in any clear coastal hex, or in any mountain hex with a port*. No Amphibious Assault is ever permitted into a forest, jungle, jungle-mountain, swamp or non-port mountain hex.

3.14.3 Embarking Units (Amphibious Assault)

To conduct an Amphibious Assault, the participating land unit(s) and STPs **must** begin a Naval and Air Phase stacked together in the same functioning port hex.

STPs (but not CL/DD combinations*) docked in that port may embark any eligible land unit(s) in that port hex (if within legal transport capacities), and at no MP cost.

*Except Japanese CL/DDs embarking SNLF.

3.14.4 Transporting Units (Amphibious Assault)

After embarkation, the land unit(s) and naval units tasked to conduct an Amphibious Assault during an Offensive Phase must be moved during a Naval and Air Phase (as a friendly naval movement option). Naval units tasked to conduct an Amphibious Assault (hereafter known as the Amphibious task force) **must** be on "Standby" status prior to the ensuing Offensive Phase

3.14.5 Assault Landing

After resolving all enemy air and/or naval interceptions and attacks (if any), an eligible Amphibious task force presently occupying a legal enemy coastal hex during the Offensive Phase may conduct an Amphibious Assault into that hex.

Expend 1 Land Offensive.

Expend 1 Naval Offensive.

After debarkation, the friendly and the enemy player may each commit eligible air units to the impending combat normally.

Land Combat then occurs.

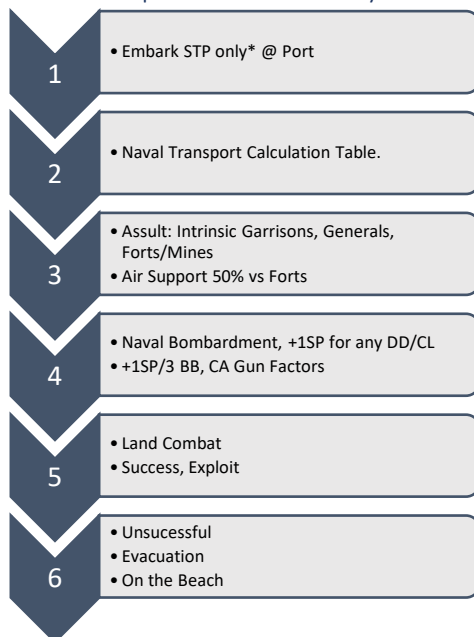
After resolving all preceding exigencies, the players must determine the total combat strength of all attacking and all defending land units (including any present Generals, Bombers and/or Naval Bombardment, if any)*, and then calculate the net combat odds ratio

3.14.5.1 Intrinsic Garrison

If a targeted assault hex is unoccupied by any enemy fort or land units, the hex is considered to possess an automatic Intrinsic Garrison* with an inherent combat strength of "1". Like a normal land unit, an Intrinsic Garrison's inherent combat strength may be doubled (to a maximum of "2") by any eligible supporting Bomber-type air unit(s) and/or naval gunfire. A lone General cannot impart his own combat strength to any

3.14 Amphibious Assaults

3.14.1 Amphibious Summary



Intrinsic Garrison, however, but neither does a lone General negate an Intrinsic Garrison.

*An Intrinsic Garrison does **not** exist in any hex that is within the **uncontested** ZOC of an enemy land unit (i.e., from an adjacent connecting land hex). Obviously, an Intrinsic Garrison does not exist while occupied by any land unit, including enemy Partisans.

An Intrinsic Garrison may not be attacked from any adjacent connecting land hex.

3.14.5.2 *General Chits:*

One General chit per hex may add its printed combat strength rating to one land unit (of the same nationality) in the same hex (i.e., stacked with the General). The General's combat strength rating must be applied after any halving effects (e.g., rivers), but before adding any bomber and/or naval gunfire combat strength points.

3.14.5.3 *Air Ground Support*

Each unaborted Bomber, Fighter-Bomber and/or Naval-Air unit in the same target hex may add its printed combat strength rating to the attacking or defending land unit(s).

As Per Air to Ground Support Rules,

Heavy Bombers, however, are halved .

The combat strength number of a participating Bombe type air unit is automatically **halved** when supporting any land combat attack upon a **fortified** hex

3.14.5.4 *Naval Bombardment*

When the defender occupies a coastal hex, activated or standby naval units in the hex can contribute 1 Strength Point (SP) for each of the following conditions:

1. If any DDs are present.
2. If any CLs are present.
3. For every 3 points of gunnery ratings of CA and BB units in the naval stack. The gunnery ratings of all friendly CA and BB naval units in the hex are added together, and fractions are dropped.

Both friendly and enemy units in the same hex can contribute SPs; however, naval units that have withdrawn from naval combat cannot. Also, a ship can contribute its gunnery to only one land offensive per turn. It can contribute its gunnery to any number of defences.

3.14.5.5 *Coastal Fort Chits:*

Each land unit step stacked with a coastal fort chit defends at +1 combat strength points if attacked via an Amphibious Assault. Coastal fort chits have no effect when attacked from any adjacent (and connected) land hex (e.g., a coastal fort is not applicable against an attack from across a river or strait). An unoccupied coastal fort chit is assumed to possess an inherent defense strength of "2" (if attacked via an Amphibious Assault)

Any [-/1] combat result (i.e., a bracketed defender step loss) against a coastal fort (during an Amphibious Assault) is automatically backfired as 1/- result instead (an attacker step loss)*. *Even if a Japanese land combat attack during a Sneak Attack turn.

3.14.5.6 *Coastal Fort Sea Mines*

All coastal forts*, in addition to their inherent defence strength, are also assumed to represent a variety of sea mines, coastal guns and other man-made underwater obstacles. As such, a coastal fort's defence strength also is automatically eligible to conduct a Sea Mine Attack whenever any enemy naval unit(s) enter that coastal fort's coastal hex. *If completed (i.e., if not presently under construction, and if not presently "destroyed"). When any naval unit, stack or task force enters a coastal hex that is occupied by a functioning enemy coastal fort (per each encroachment, not per each chit), a Sea Mine Attack is then immediately resolved upon that naval unit, stack or task force (before any further activity). In such a case, the owning player (i.e., the player owning the coastal fort) must roll one die (6- sided), resolved (cumulative) as follows:

Die roll of 1 to 2 = Successful Naval Mine Attack. Auto Hit, do not roll for Protection.

Die roll of 3 to 6 = Unsuccessful Naval Mine Attack

+1 : If any DD(s) and/or DE(s) are present (regardless of the actual quantity).

+1 : If the entering naval unit, stack or task force comprises at least 50% US naval units.

+1 : If the current game-year is 1943 or later.

- 1 : If the entering naval unit, stack or task force comprises any Japanese naval units.

-1 : If more than 10 naval units are entering a naval mine hex during the same naval unit movement option (per each increment of 10 beyond the first). Each STP chit (i.e., not point) is considered to be a single naval unit for purposes of this modifier.

3.14.6 *Eliminating Coastal forts*

Occupation and control eliminates the Coastal fort. Otherwise it must be destroyed by Air or Naval power..

3.14.6.1 *Air Bombing Coastal Fort Installation Mission*

During an Air Offensive (only), any Bomber-type air unit(s) may fly to an enemy installation hex (within range) to attempt to bomb any installation(s) there (even if "under-construction").

Expend 1 Air Offensive.

Add the total bombing strength of all attacking unaborted Bomber-type air units, comparing it with the appropriate *strength point* column on the Bombing Table

See air bombing Installation Table for Target Values.

3.14.6.2 *Naval Bombardment of Coastal fort Installations Mission*

After resolving any air and/or naval interceptions and counter interceptions (if any) preceding a Naval Bombardment mission, each surviving (i.e., not sunk) naval unit (with a gunnery rating of at least "1") in the targeted installation hex may then participate in one Naval Bombardment attack on the targeted installation hex.

Add the total gunnery of all bombarding naval units (even if damaged or depleted), comparing it with the appropriate strength point column on the Bombing Table. If the bombardment dice roll result is equal-to or greater-than the "target computation", the targeted installation is destroyed.

See Naval Bombarding of Installations Table for Target Values.

3.14.7 Successful Amphibious Assault

Immediately after concluding a *successful* Amphibious Assault (regardless of the actual combat result, if successful), one Sea Supply chit is *automatically* debarked in the assault hex (i.e., with the landed assault units, even if no port exists in that same hex), and all participating (and surviving) land units are marked with an "Active" chit. If any armor, mechanized and/or motorized unit(s) with any capable General participated in the Amphibious Assault (assuming they survived the assault), they *may be* eligible to perform Exploitation movement and/or attacks

3.14.8 Unsuccessful Amphibious Assault

If the assault is unsuccessful, surviving attacking units are have the option to either

- (a) All be Evacuated (follow Evacuation Rules)
- (b) All be left in the coastal hex, but no supply marker can be landed.

If no enemy units occupied the hex, it becomes friendly to the assaulting player at the end of the current offensive.

If enemy units still occupy the hex, it remains controlled by the enemy. (This is the only case where friendly and enemy land units can stack together in the same hex.)

Mark surviving unit(s) with a "Pinned on the Beach", indicating that the surviving unit(s) are not reembarked, and instead remain in the hex where the amphibious assault occurred (placed beneath a "Pinned on the Beach" chit).

In such a case, the following conditions are considered immediately in effect:

- All surviving land units (i.e., "Pinned on the Beach") are immediately marked with an "Active" chit. A paratrooper unit that had been landed in the assault hex (if any) is automatically eliminated.
- Surviving armor, mechanized and/or motorized units (if any) are not eligible to exploit.

- The surviving land unit(s), though they are considered to be present in the hex, do not occupy that hex by any definition of the rules (and thus do not even project any ZOC) whatsoever. They are simply assumed to occupy a separate location within that hex.
- The surviving unit(s) retain their normal combat strength (including any General there, and contributory Bombers and/or Naval Bombardment), but are considered to be unsupplied.
- Additionally, no friendly supply may ever be debarked there (unless that hex subsequently becomes captured, if ever).

3.14.8.1 *Second Wave*

Whilst any surviving unit(s) are currently "Pinned on the Beach", any subsequent friendly Amphibious Assault upon that same hex is not subject to any Amphibious Assault die roll penalty. However, only as many units as can legally stack in the targeted hex (which must also include the units "Pinned on the Beach") are eligible to conduct a subsequent Amphibious Assault upon that hex.

Evacuation Prohibition

Any unit(s) "Pinned on the Beach" cannot be evacuated

3.15 Bombarding Installations

During a Sea Offensive (only), any Activated naval unit(s) with a gunnery rating (not a torpedo rating) of at least "1", and occupying any coastal hex(es) may attempt to bombard any installation(s) there (even if "under-construction"). A naval unit that is Activated to conduct a Naval Bombardment mission is susceptible to enemy air and/or naval interception(s) normally. If the enemy player elects to intercept an Activated naval unit, stack or task force, any such interception(s) are always to be resolved before the Naval Bombardment.

Add the total gunnery of all bombarding naval units (even if damaged or depleted), comparing it with the appropriate strength point column on the Bombing Table. If the bombardment dice roll result is equal-to or greater-than the "target computation", the targeted installation is destroyed.

Dice Roll	2-5	6	7-11	12-16	17-24	25-39	40-59	60-89	90-119	120+
2	-	-	-	-	-	-	-	-	-	-
3	*	*	*	*	*	*	*	*	*	*
4	-	-	-	1	2	2	3	4	5	
5	-	-	-	1	2	2	4	4	6	8
6	*	*	1*	2*	3*	5*	7*	8*	10*	10*
7	-	1	2	4	5	7	8	10	12	14
8	1	1	2	5	6	7	8	11	12	14
9	2	2	3	5	6*	8*	9*	11*	13*	15*
10	2	3	4	6	7	8	9	12	13	15
11	3	4	5	7	8	9	10	13	14	16
12	4	5	6	8	9	10	11	14	15	17
13+	5*	6*	7*	9*	10*	11*	12*	16*	17	18*

* = 1 bomber step loss
= EP loss to target (1-18)
Add 1 to the dice roll for every full-strength U.S. B-29 bomber unit participating in the attack.

See **Naval Bombarding of Installations Table** for Target Values.

If the targeted installation is destroyed, immediately place a "Destroyed Installation" chit (as printed on the reverse side of the "Out-of-Supply" chits) in that hex, atop the destroyed installation*.

EXCEPTION: If a **Major Port** is destroyed, it is actually considered reduced to a *Minor Port* thereafter (until repaired)

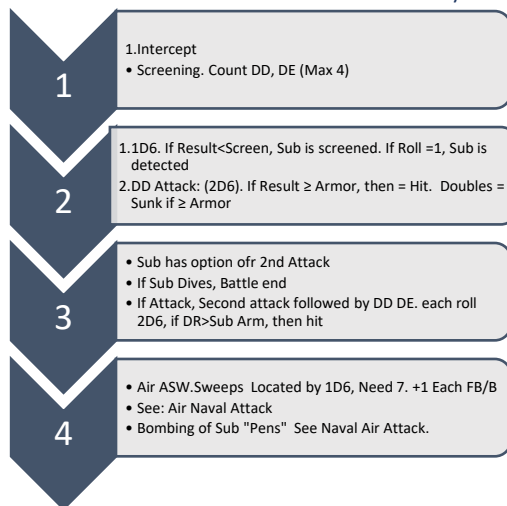
3.15.1 Collateral Destruction Effects: Airstrip/Airbase (Air Units)

If an airbase or airstrip is destroyed, any air units presently based there are subject to collateral destruction effects. If the bombardment physical die roll (not the result on the Bombing Table) is a **10**, **one** air unit **step*** based there is eliminated. If the die roll is an **11**, two air unit steps* are destroyed. If the die roll is a **12**, three air unit steps* are destroyed. If multiple air unit steps are eliminated, the defending player chooses the first air unit step loss, the attacking player then chooses the second, the defending player chooses the third

3.16 Tactical Submarines

Tactical submarines are considered "naval units", but differ from all other types of naval units inasmuch as they do not wholly operate in accordance with the normal naval rules, explained as follows:

3.16.1 Submarine Warfare Summary



3.16.2 Moving Tactical Submarines

A tactical submarine unit may be moved normally (like any normal naval unit), although a submarine unit cannot ever be intercepted (whether by air or sea) as *it moves*. Moreover, a submarine unit may never be stacked - in the same *hex* - with any other friendly naval unit(s), including any other submarine unit (except when docked in port*), nor may any submarine unit move as part of any stack or task force.

3.16.3 Submarine Interception

A submarine unit may intercept any enemy naval unit, stack or task force exactly like any normal naval unit (as an Active or Reactive naval interception)*, although a submarine unit **cannot** be *counter-intercepted* by any enemy units. **There is no evasion.**

3.16.4 Screening Submarines

If a submarine unit successfully intercepts an enemy naval unit, stack or task force, the opposing players must first ascertain the current "screening value", which is simply determined by the total number of enemy Destroyer and/or Destroyer Escort *chits** presently with the intercepted naval unit, stack or task force (e.g., a stack with two accompanying Destroyer chits and one accompanying Destroyer Escort chit is considered to have a screening value of "3"). However, no stack's or task force's screening value may ever exceed "4", even if there are more than four accompanying Destroyer and/or Destroyer Escorts chits.

If the die roll is **equal-to** or **less-than** the current "screening value", the intercepting submarine unit is considered to be "screened", and is thus **not** eligible to attack. Furthermore, if the die roll is "1", the intercepting submarine unit is considered "detected", and may then be immediately attacked once (see below) by each accompanying Destroyer and/or Destroyer Escort chit (each Destroyer and/or Destroyer Escort chit in that same stack or task force), up to a *maximum* of **four*** Destroyer attacks.

3.16.5 Intercepting Subs (Naval)

Subs cannot be intercepted as a Reactive naval interception), although a Destroyer, Destroyer Escort, or any naval stack or task force containing any Destroyer and/or Destroyer Escort chit(s) may move to a hex or a sea area containing an enemy submarine unit and then attempt a normal Active naval interception (during the Naval and Air Phase - as a friendly naval movement option -, and/or during the Offensive Phase, if presently on Standby status). Any Active naval interception of an enemy submarine unit suffers an automatic -1 die roll penalty (cumulative with all other applicable naval interception modifiers).

If a submarine unit is successfully intercepted, however, the intercepting Destroyer and/or Destroyer Escort naval unit(s), stack or task force must roll one die (6-sided), per the normal "screening" rules (see Screening Submarines above). If the die roll is a "1" (only), the submarine unit is considered to be "detected", and the Active intercepting Destroyer and/or Destroyer Escort naval unit(s) - up to a maximum of 4 - may then attack the submarine unit per the normal rules (see Attacking Submarines above). Only DD and/or DE naval units may ever attack any submarine unit.

3.16.6 Attacking Submarines

If any intercepting submarine unit becomes "detected", each accompanying Destroyer and/or Destroyer Escort

chit that is accompanying that same intercepted stack or task force (up to a maximum of four) is then eligible to immediately attack that submarine unit. When any particular Destroyer or Destroyer Escort is designated to attack a "detected" enemy submarine unit, the owning player must simply roll two dice (6-sided)*: If the result is **equal-to** or **greater-than** the targeted submarine unit's current armor rating, that targeted submarine unit is considered to be "hit" and depleted accordingly (or sunk, if it is *already* depleted). If the dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the targeted submarine unit's armor rating), the targeted submarine unit is considered automatically "sunk", even if not currently depleted.

3.16.7 Submarine Attack(s)

If the "screening" die roll is **greater-than** the intercepted naval unit's, stack's or task force's current "screening value" (see above), the intercepting submarine unit is considered to be "undetected". In such a case, every present naval unit in that interception hex is automatically revealed to the intercepting player, even if comprising different search groups and/or task forces. Accordingly, the intercepting submarine unit is then eligible to conduct (up to) **two** separate (i.e., sequential) submarine attacks, explained as follows:

An intercepting submarine unit is eligible to conduct a normal naval combat attack, rolling two dice (6-sided),

If 2D6+Torp Strength > Defence, then hit.

If the attack dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the target's armor rating), then the targeted naval unit is considered to be automatically sunk, even if not currently damaged or depleted. A "doubles" roll has no additional effect upon STPs, however.

Immediately after a submarine unit's *initial* attack (regardless of the result), the owning player then has two possible options

The submarine unit may "dive", thereby ending the encounter and the naval interception. The submarine unit is considered to automatically "dive", and thus cannot be pursued or otherwise be attacked during that same encounter. Moreover, that submarine unit is then not eligible to attempt any other naval interceptions (whether Active or Reactive) during that same Phase.

The submarine unit may "press the attack", and conduct a second attack, whereby that intercepting submarine unit is then eligible to attack (again) any single enemy naval unit in that same hex (or same stack, if in a large sea area), including the same target, if desired, regardless of the result of the submarine unit's previous attack. However, if a submarine unit does conduct another (i.e., a secondary) attack, any accompanying Destroyer and/or Destroyer Escort chits presently in that same hex (to a maximum of 4), if any, are then eligible to automatically attack the submarine unit (immediately after the submarine unit's second attack is resolved).

3.16.8 Escort ASW

If any intercepting submarine unit becomes "detected", each accompanying Destroyer and/or Destroyer Escort chit that is accompanying that same intercepted stack or task force (up to a maximum of four) is then eligible to immediately attack that submarine unit. When any particular Destroyer or Destroyer Escort is designated to attack a "detected" enemy submarine unit, the owning player must simply roll two dice (6-sided)*: If the result is equal-to or greater-than the targeted submarine unit's current armor rating, that targeted submarine unit is considered to be "hit" and depleted accordingly (or sunk, if it is already depleted). If the dice roll itself is a natural "doubles" (and if equal-to or greater-than the targeted submarine unit's armor rating), the targeted submarine unit is considered automatically "sunk", even if not currently depleted.

**Ignoring the Destroyer's or Destroyer Escort's printed gunnery rating.*

3.16.9 Air ASW Sweeps

During the air segment of the Naval and Air Phase (or as an Air Offensive during the Offensive Phase), a player may attempt to conduct an air attack upon a at sea submarine unit with an eligible Bomber or Fighter-Bomber (if within range of the submarine unit's current hex).

The attacking player must designate any specific Bomber(s) and/or Fighter-Bomber(s) - within range of the submarine unit's hex - to "locate" that submarine unit. As such, the attacking player must then roll one die (6-sided), adding +1 per each full-strength Bomber and/or Fighter-Bomber unit* that is designated as searching for the submarine unit. If the die roll is a 7 or greater, the submarine unit is considered "located".

One B can attack.

3.16.10 Bombing Submarines In Port

During the air segment of a Naval and Air Phase (or as an Air Offensive during the Offensive Phase), any submarine unit(s) that are presently docked in an *unfortified* port may be attacked normally (i.e., like any normal naval unit) as an Air Naval attack

3.16.11 Submarine Harbor Infiltration Attempt

Submarine units are uniquely capable of attempting to infiltrate enemy controlled ports, despite the presence of any enemy naval unit(s). However, when any submarine unit attempts to enter any enemy port (i.e., into an actual port location, not merely a port hex), the owning player must first roll one die (6-sided). If the die roll is a "1", the infiltrating submarine unit is therefore considered to be within that port as "undetected". However, if the die roll is a 2-6, the infiltrating submarine unit is considered to be "detected".

3.16.12 Suicide torpedoes

The Japanese force pool includes a 1-3-1 (Kaiten) submarine unit (arriving Summer, 1944) which functions normally, except that it must be automatically eliminated after conducting an attack (whether that attack is successful or not). The 1-3-1 submarine unit only possesses a movement rating of "1", but it may be stacked with (i.e., carried by) any other moving Japanese submarine unit (disregarding the Kaiten's movement rating while stacked therewith), and also attack with that Japanese submarine unit, if the Japanese player desires (disregarding the normal prohibition of multiple submarine chits stacking together in the same hex). However, if the 1-3-1 (Kaiten) is not stacked with another Japanese submarine unit, it may be moved (one hex) normally, and operate per normally

4 Air Operations

Air Rules structure here is from PTO except Land Recon is from ATPO as is Float planes.

Appendix 6: Has a flow chart and table of Naval-Air ops in all phases that might help bring the concepts together for me!

4.1 Air Ops Overview

Air operations in the game encompass air attacks against aircraft and naval units, support of ground attacks, bombing of installations, transport of paratroop and infantry units through the air, and also strategic warfare, detailed previously.

4.1.1 Terrain Effects on Air Movement

4.1.1.1 Sea Areas with Hex Grid

Air units move into and through these areas as they do over land and coastal hexes. The area boundaries have no effect on air movement. Instead, the hex grid regulates all air (including naval air) movement.

It is possible for naval units to be in a sea area but outside the range of enemy air units flying over that area. This is why naval units must show a path of movement through the hex grid when passing through such an area.

4.1.1.2 Sea Areas Without Hex Grid

Land-based aircraft cannot enter these areas. Exception: Land-based air in Panama can fly in the Gulf of Panama.

A naval air unit can perform missions only within the area occupied by its CV base. The naval air unit has sufficient range to reach any naval unit (or enemy naval air unit) within the area.

4.2 Using Air Units

Specific air activities are referred to as missions.

An air mission begins when a unit leaves its base and ends when it returns.

An air unit on a mission can usually attack only one enemy occupied hex (though it may be entitled to several attacks in that hex). However, if a fighter is intercepted on the way to its destination, it can attack the intercepting unit(s); if it is not aborted in that combat, it can continue on to attack in its destination hex (or even to fight another air battle if it is intercepted again).

Combat occurs when air units occupy hexes containing enemy air units (air-to-air combat), enemy naval units (air-naval combat), enemy land units (ground support), or enemy installations (airstrikes).

The range of an air unit represents the number of hexes it can fly from its base when performing a mission, and again when returning to base at the end of the mission. Exception: Changing base.

4.2.1 Air Naval Phases

During a friendly Naval and Air Phase, eligible air units may participate in **one** of several mission types (in the order as follows):

- Conduct attacks upon located enemy naval TF's,
- Unit flying as Fighters can attack enemy or bases or intercepted air,
- or to change base(s),

in that precise order.

Then, any eligible ATP(s) may be employed to transport Air Supply chits or transportable units. Resolve all air interceptions (and combat) as they occur.

Air units are never Committed in the Air Naval Phase.

4.2.2 Friendly and Enemy Air Offensives

4.2.2.1 Order of Offensives

At the beginning of the Air Offensive Phase, the player that controls the Initiative may decide (and must declare) which side (i.e., Allies or Axis) will perform the *first* Offensive of the Offensive Phase. Moreover, the player controlling the Initiative *may* choose to perform the first Offensive before all other allied players, or he may confer the first Offensive to be performed to any particular allied player of his own choosing. If the player controlling the Initiative allows the enemy side to perform the first Offensive, the onus is then upon the *enemy* player that began the season with the most Offensives as to which player will perform the first Offensive.

4.2.2.2 Air Offensive Missions

Air units can also move and attack during one friendly or enemy Offensive Phase (intercepting enemy air units or lending support to ground attacks, attacking enemy air and naval units and installations, or changing base). Air units are always Committed if used in the Offensive Phase.

See Missions During the Friendly Offensive Phase

4.2.3 Naval Return to Base Phase

An air unit may Intercept attack during the End Phase.

4.3 Types of Air Units

4.3.1 Fighters

Marked with a F.

It can attack enemy air units, but not enemy naval units or installations. All fighter units have black silhouettes.



4.3.2 Bombers

A Bomber is marked B.



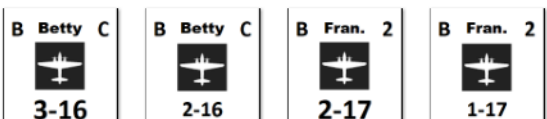
A bomber can attack enemy naval units and installations, and it can add SPs to land attacks and defences during offensives.

Bombers cannot attack air units (but some with Quality (top right) in can return fire).



If Bomber is an ARMY Bomber (Not a Naval Bomber or a Blue Box around the B) , that strength is halved (round down) when the bomber attacks naval units.

Naval Bombers (N) or () are unaffected.



Fighter-Bombers

An air unit FB is a fighter-bomber. It has the capabilities of both types; rules that apply specifically to fighters or bombers apply to fighter-bombers as well.

A fighter-bomber must function as one or the other type (not both) on a single mission. The owner must announce what function the unit will perform before air-air attacks are declared, but after all friendly and enemy air units involved in a combat have flown to the combat hex.



They are especially suited to Recon Missions as they suffer no -1 DRM like F units.

4.3.3 Naval Air Units

An air unit with a Naval designation is a **fighter-bomber** unit that can base on an aircraft carrier (CV), light carrier (CVL), escort carrier (CVE), or a land base. In all other respects it is treated as a normal air unit. Marked N.

They are marked CAG (Carrier Air Groups)



4.3.4 Float and Sea Planes

Floatplanes are also Naval-Air units, but they cannot operate from aircraft carriers (although some Japanese floatplanes can operate from certain BBs, CAs and submarines). While on land, Floatplanes can only be based at Ports.



4.3.5 Air Transport Points

ATPs are not air units, but many of the rules pertaining to air units apply to ATPs as well. They can carry paratroops on paradrop missions, infantry, or paratroops on air transport missions, and can also haul air supply markers from origin to destination hexes.

ATPs do not count against air units for purpose of airbase stacking limits; however, no more ATP counters can base at a hex than the number of air units that could base at the same hex.



4.3.6 Using Air Units For Strategic Warfare

See Strategic Warfare Rules.

Missions During the Friendly Naval and Air Phase

During the friendly Naval and Air Phase, an air unit can perform one of these missions:

4.3.6.1 Change Base

The air unit moves from one friendly base to another.

The new base must be within **twice** the air unit's range. The air unit can make **three** such hops when changing base. Each hop must be to a friendly air base. Stacking limits apply at the end of each unit's change-of-base mission, but not during the intermediate stops along the way.



A unit that changes base cannot engage in combat unless it is intercepted by enemy fighters as it moves. If intercepted, and then aborted in air combat, it must return to the last base where it stopped during the course of its rebasing flight.

Allied air units with a range of 7 or more can change base from the US West Coast to Panama, Hawaii, or Alaska; such a change counts as one hop.

Allied air units with ranges of 6 or less can change from the West Coast to Panama or Alaska, but this is considered to be all three hops of the base change.

4.3.6.2 Attack Enemy Naval Units

A bomber (or fighter-bomber) unit can move to a stack of enemy naval units within range of the bomber's base and attack. The bomber can counter-intercept enemy naval units that move to intercept friendly naval units.

4.3.6.3 Attack Enemy Air Units

A fighter can move to an enemy airbase within range and attack air units there. A fighter that has not yet moved during the phase can counter-intercept an enemy fighter that is moving to intercept other friendly air units.

4.3.7 Missions During the Enemy Naval and Air Phase

A friendly air unit can fly one interception mission during this phase, against a moving enemy unit within range. Bombers can intercept moving enemy naval units; fighters can intercept moving enemy air units.

4.3.7.1 Counterstrike:

Any uncommitted friendly Fighter-Bomber air unit(s) and/or Naval-Air unit(s) - flying as a Bomber - may fly from their bases(s) to conduct an Air Interception (exactly per above) but **forgo conducting any air combat** attack during the resulting air combat engagement. Yet, after that resulting air combat engagement is concluded (and if not eliminated or aborted), the intercepting Fighter Bomber unit(s) and/or Naval-Air unit(s) are then eligible to fly from that air combat location (i.e., in the hex where the air interception occurred) to a hex (if within their printed air range from their launching base) with a located enemy naval unit, stack or task force, and conduct an Air-Naval attack (per below). Such air units are susceptible to any subsequent air interception normally. *Essentially, a Counterstrike mission is identical to an Air Interception mission, except that the intercepting Fighter-Bomber or Naval-Air unit cannot conduct any air combat attacks, but is then able to conduct an Air-Naval Interception mission.*

4.3.8 Missions During the Friendly Offensive Phase

Only friendly air units that are **uncommitted** at the start of the phase can move or attack. They must be **committed** as they do so.

The missions flown depend on the type of offensive (land, air, or sea). Regardless of the type, an air unit can fly only one mission during an offensive, and it can fly in only one offensive per turn

Exception: Naval air units based on CVs may be able to fly multiple missions.

4.3.8.1 Friendly Land Offensive

Bombers and fighters can fly ground support missions by moving to an enemy-controlled hex under attack. Only bombers contribute SPs to ground attacks, but either type's presence counts for the air superiority combat DRM.

Fighters that do not fly ground support can counter intercept enemy air units intercepting friendly air units or performing defensive ground support.

4.3.8.2 Friendly Sea Offensive

Bombers can attack enemy naval units in the same hex with friendly naval units; fighters can counter-intercept intercepting enemy air units.

4.3.8.3 Friendly Air Offensive

Bombers can attack installations or naval units; fighters can attack enemy air units or counter-intercept moving enemy air units. Units that do not attack can change base.

4.3.9 Missions During the Enemy Offensive Phase

An **uncommitted** air unit can fly a mission during an enemy Offensive Phase, becoming **committed** as it does so.

4.3.9.1 Enemy Land Offensive

Friendly fighters or bombers can fly ground support over friendly-controlled hexes under enemy attack.

Friendly fighters can intercept moving enemy air units within range.

4.3.9.2 Enemy Sea Offensive

During an enemy sea offensive, friendly bombers can intercept moving enemy naval units.

4.3.9.3 Enemy Air Offensive

Friendly fighters can intercept moving enemy air units.

4.4 Air Recon (Sea)

During the Naval and Air Phase, Offensive Phase and/or the End Phase, a player may designate any friendly, supplied combat air unit (assuming it is otherwise eligible) to conduct a sea "reconnaissance attempt" of any enemy naval unit, stack and/or task force (within range). A successful reconnaissance attempt is required to permit a player to conduct any Air-Naval attack(s) upon a particular enemy naval unit, stack or task force (although a successful air reconnaissance never requires any air unit to conduct an Air-Naval attack). A player may also conduct a reconnaissance attempt just to acquire information and to deduce the strategic intent of an opponent.

No air unit is ever "committed" if attempting to reconnoiter any enemy naval unit, stack or task force during any Phase, regardless of the result. Any air unit(s) that launch to conduct any Air-Naval attack(s) are considered Currently Committed normally thereafter.

Range	2D6 needed
1	2
2	6
3	8
4	10
5-6	12
7-8	14
9-10	16
1-12	18
13+	20
DRM	
+1 each additional air	+1 Land unit/coast watcher
+1 coastal hex	+1 prev. located this phase

4.4.1 Eligibility

If within range, each uncommitted combat air unit (i.e., not an ATP) is permitted to conduct **one**

reconnaissance attempt per each enemy flotilla* per each sea area (and per each coastal hex) it enters per each eligible Phase (whether successful or not successful), regardless of the current Step. The quantity of reconnoitring air units is irrelevant with regard to allowable reconnaissance attempts (upon the same flotilla) in the same sea area or coastal hex during the same Phase. Moreover, a reconnaissance attempt **does not commit the reconnoitring air unit.**

4.4.2 Air Reconnaissance (Sea) Procedure

When eligible (as explained above), a player may designate any one particular reconnoitring air unit, and then declare a reconnaissance attempt upon an enemy naval unit, stack or task force (if the enemy naval unit, stack or task force is within that reconnoitring air unit's range). If the reconnaissance attempt is into and/or from within* a particular non-hexed large sea area, the MP = # (number) of that large sea area is added to the total range calculation, regardless of the target naval unit's, stack's or task force's location therein. In a normal sea area, the range to the target is calculated as hexes from the reconnoitring air unit's base into the actual hex of the enemy's naval unit, stack or task force.

A reconnoitring air unit is **never** actually physically moved from its airbase (nor is it or the reconnaissance attempt itself ever susceptible to an enemy air interception

See Sea Recon Table for DRM's.

4.4.3 Large Sea Areas

Reconnaissance attempt(s) into (and/or from within) any large sea area must be directed at a specific (i.e., specified) naval unit, stack or task force in that large sea area. If a declared reconnaissance attempt is successful, that specified naval unit, stack or task force is considered "located". As per the aforementioned rule, each air unit (except ATPs) is allowed to conduct one naval-search (if within range) per specified naval unit, stack or task force per large sea area per Phase.

As mentioned, any reconnaissance attempt(s) into a large sea area must include the printed MP = # therein (i.e., when determining the range to the target), regardless of the target's actual location within the large sea area.

4.4.4 Automatic Successful Air Reconnaissance (Sea)

If any naval unit, stack or task force successfully intercepts any enemy naval unit, stack or task force, both are **considered automatically reconnoitred** (and located) while in that hex, even if no eligible air unit(s) are currently available to actually perform any reconnaissance attempt(s).

4.4.5 Flotilla Sighting Reports

If a reconnaissance attempt upon any particular enemy naval unit, stack or task force is successful, all of the enemy naval units within that same hex* are collectively and immediately subject to a Flotilla Sighting Report. As such, the reconnoitred player must secretly roll one die (6-sided) and compare the result with the Flotilla Sighting Report table (below). That die roll indicates the amount (and nature) of information that must be

4.6.2 Aircraft Carrier Bases

4.6.2.1 Carrier Capacity

A naval air unit can base on a CV, CVL, or CVE unit of its own nationality.

Only Naval-Air units (N) may ever base aboard and operate from aircraft carriers. Each aircraft carrier is printed with an aircraft capacity (the circled number on the right-hand side of the chit). **That number simply indicates the maximum number of (same nationality) Naval-Air unit combat strength points (not chits or steps) that may functionally occupy that aircraft carrier.**

CVE can over stack air to double if it is only doing a transfer mission (changing base).4.6.3

BB, CA and CVF's may have a capacity number that refers to Seaplanes (Float planes) only. IMPORTANT. Only allow 1 Float Plant per BB or CA and 3 Float Planes on a CVF (while meeting the capacity value).

4.6.2.2 N air Changing Base

Naval air units change base like all air units; the difference being that CVs as well as land bases serve as bases for them.

A CV can serve as the start or end of a naval air unit's change of base.

A CV cannot serve as an intermediate base during the course of a base change, however.

The Naval and Air Sequence allows CV units to perform naval movement before air units (including naval air) change base.

4.6.2.3 Effect of Damaged/Sunk Carriers

If a CV unit is sunk while a naval air unit is aboard, that naval air unit is immediately eliminated and returned to the force pool.

If a CV is damaged, a naval air unit aboard cannot perform any mission except to change its base; once on a new base it can function normally.

A naval air unit can land on a damaged CV.

4.6.2.4 Hornet Bomber Unit

The B-25 Doolittle unit which comes on the Hornet can take off from the carrier once, but cannot land on any carrier. Its first mission can combine rebasing with an attack.

4.6.3 Over-stacking on Airbases

It is occasionally possible to place more air units on an airbase than it can actually support.

A base can never have more than **two air units** on it; additional units are destroyed if no other base is available.

A large airfield, since it is two bases, could hold **four air units** under certain conditions.

Over-stacking is allowed only in the following circumstances:

Airbase Capture

- When an airbase is captured, an air unit on that base can move to a base already containing a friendly air unit if no vacant base is available.

Changing Base

- When changing base, an air unit can stop at a base already holding a friendly air unit. An occupied base cannot be the ultimate destination of the base change, however. To relocate to an already occupied base, the air unit on the must first move to another base. If the first unit cannot relocate, the second cannot move in.
- An air unit that aborts while changing base must return to the last base it occupied, even if that base already contains a friendly air unit.

Damaged or Destroyed Carrier

- When a carrier is destroyed or damaged while its naval air unit is airborne, that naval air unit can rebase to a land base within twice the unit's range, even if that base already holds an air unit.

A carrier can never hold two air units, but a naval air unit could return to a different CV if its own was sunk, as long as it was the only air unit on the CV. In effect, the owner gets to choose which air units are ditched when there are too few carrier bases for them all.

4.6.3.1 Over-stacked Airbases

Stacking order is significant on an over-stacked airbase. The top air units (up to the hex's capacity) are based in the hex and function normally. Excess units beneath can perform no missions during the current phase. In an upcoming phase they can only change base.

If the base is destroyed or captured, excess air units are destroyed. If the air unit based on the hex is destroyed, the excess air unit can then use the base normally. Otherwise, the stacking order is determined at the moment of over-stacking and can be changed only during a friendly Naval and Air Phase.

Once an airbase becomes over-stacked, there is no obligation to move units off. Excess units can remain over-stacked (and in enforced idleness) as long as the owner wants.

4.6.3.2 Strafing Vulnerability

If enemy fighters attack an over-stacked base and outnumber flying defenders in either the first or second round of air-to-air combat, the extra attacking fighters can attack over-stacked units on the ground. The over-stacked units may not fight back and their quality rating is automatically 0 for this combat. They are unaffected by aborted results (i.e., if an over-stacked unit is hit and aborted on the first round, it will still be there and can be attacked again in the second round).

4.6.4 Building Airfield Base Markers

Only one completed airfield marker can occupy a given hex.

Airfield markers can never be built in mountainous terrain.

Only small airfields can be built in jungle terrain or small (black dot) islands.

A second small airfield can be constructed in a clear terrain hex. When it is completed, the small airfield marker is replaced with a large airfield.

A large airfield marker can be built in a hex without an airfield, unless the hex can hold only a small airfield.

Airfield Size	Terrain
None	Mountain
Small	Jungle
Small	Small (black dot) islands
Large	Clear

A.

4.7 Air Interception

Air interception can occur whenever air missions are performed or whenever naval movement occurs. A bomber is eligible to intercept enemy naval units only. A fighter is able to intercept enemy air units only.

When performing air interception, move an air unit from its base to a space containing the enemy air or naval unit(s). Usually this will occur as the enemy units are moving.

4.7.1 Air to Air Interception Procedure

The intercepting side declares the interception when an enemy unit enters a hex within range (**ATPO 1/2 range or 2 hexes**). The enemy unit must immediately cease moving until the interception and subsequent combat are resolved.

The interception attempt need not be declared when the enemy unit enters the first hex within interception range; it can wait until the unit moves farther. If the enemy moves out of interception range, however, it is too late.

An air unit taking off from its base can be intercepted in that base hex, before it moves into another hex.

An air unit may intercept an only within its range. Interception can be declared whenever an enemy unit enters a hex in range of an air unit.

Unlike naval interception, no search is required. Air units find their targets automatically. Air units cannot evade air interception. Air interception always results in combat. However, the optional search rule affects the interception of moving naval units by bombers.

An enemy unit can be intercepted in each hex it enters, but each interception must be performed by a different air unit. All air units intercepting a single enemy unit or stack in a single hex must move to that hex before any combat is resolved. They need not move in as part of the same stack.

After combat is resolved, intercepting units remain in that hex until all air units return to bases. Moving units that were intercepted can resume their movement, if they were not aborted or eliminated by air combat.

4.7.2 Counter-Interception

Air units moving to intercept enemy air or naval units can be counter-intercepted by enemy air units still on their bases. Counter-interception can occur in any space the intercepting unit enters, including its base hex as it takes off, or the enemy-occupied hex that is the intercepting unit's destination. (**ATPO 1/2 range or 2 hexes**).

Counter-intercepting enemy units can be themselves intercepted (counter-counter-intercepted, technically) by friendly units still on their bases, and those friendly units can be intercepted by other enemy units (still on bases), etc. This sort of chain reaction can continue until one or both sides have no more eligible air units within range.

Counter-interception is resolved the same as any other air interception. If intercepting air units are aborted before reaching their target enemy units, that interception does not occur.

4.7.3 Interception Combat

Combat in a specific hex is not fought until all intercepting (and all levels of counter-intercepting) units have reached that hex.

All air-to-air combat in a given hex is resolved before any other combat in that same hex, including air-naval combat.

4.7.4 Restrictions on Interception

An air unit can perform only one interception per step. Exception: A CV-based naval air unit can defend its CV against air interception several times during naval movement, but only once in a given hex. If it defends the CV while the CV moves, it cannot perform an attack mission after the Naval Movement Step of that same phase.

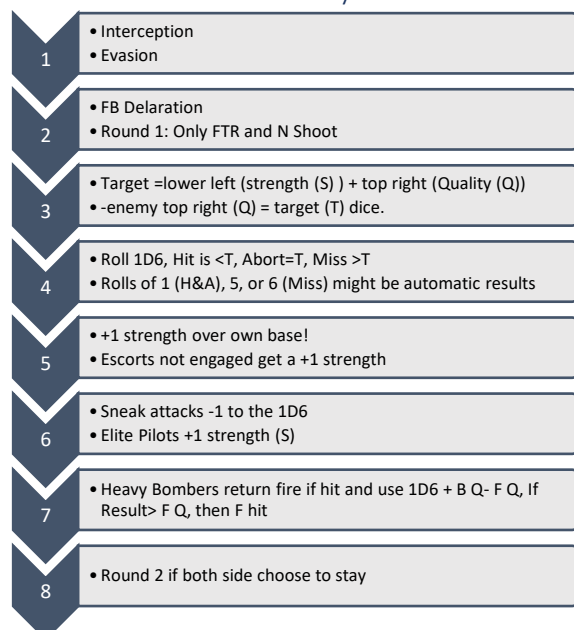
During an offensive, only uncommitted air units can intercept; they become committed when they do so.

During the End Phase, air units can intercept only those naval units that enter interception range during that phase.

Naval units that begin the End Phase within interception range cannot be intercepted unless they leave and subsequently re-enter the air unit's interception range.

4.8 Air to Air Combat

4.8.1 Air to Air Summary



Whenever opposing air units occupy the same hex and at least one unit is a fighter, air-to-air combat occurs.

4.8.2 Air-to-Air Combat Eligibility

An airborne fighter in a hex with enemy air units can attack in air-to-air combat. An air unit without a quality rating (a bomber) cannot attack but can be attacked in air-to-air combat. A fighter-bomber performing as a bomber for the current mission cannot attack in air-to-air combat, though it can be attacked.

4.8.3 Air-to-Air Combat Sequence

Combat is fought in one or two rounds, according to this sequence:

- A. All sides declare that no more intercepting air units will fly to the combat.
- B. All sides declare whether fighter-bombers will function as bombers or fighters. The first side with an air unit in the hex during this step announces first.
- C. Round 1: Each fighter attacks an opposing air unit.
- D. Losses from the attacks in Round 1 are inflicted and aborted units are set aside. **Players can voluntarily abort any of their air units at this time.**
- E. Round 2: Repeat the 1st round.
- F. Losses from the attacks in Round 2 are inflicted and additional aborted units are set aside. Air-to-air combat is now concluded. Fighter-Bombers that had remained in the Bomber role may “dump ordnance” and revert to the Fighter role.

4.8.4 Attack Procedure

Each fighter attacks individually against a specific enemy air unit (target). The target is declared immediately before the attack is made. Targets can be declared one at a time in air-to-air combat involving multiple planes on both sides.

Hit is <T, Abort=T, Miss >T

To attack, add the quality rating and combat strength of the attacking fighter. Subtract the quality rating of the target unit (Any air unit without a printed quality Rating is a “0”). The result is the target number for that attack. Roll one die.

1. If the die roll is higher than the target number, the attack has no effect.
2. If the die roll and the target number are equal, the target unit is aborted but suffers no damage.
3. If the die roll is less than the target number, the target unit suffers a step loss. If that loss does not eliminate the target unit, it is also aborted at the end of the round.
4. Rolls of 1, 5, or 6 might be automatic results.

4.8.5 Air-to-Air Combat Modifiers

Apply these strength modifiers to attacking fighters:

4.8.5.1 Fighting Over Own Base

Add 1 to the combat strength of a fighter if the combat occurs in the fighter's base hex.

Exception: Naval air units do not get this bonus when flying above their carrier bases.

If an air unit is changing base, it receives the bonus at intermediate bases as well as the origin and final destination.

4.8.5.2 Fighters Escorting Bombers

Add 1 to the strength of a fighter that is not itself being attacked, if its target is an enemy fighter that is attacking a bomber.

4.8.5.3 Doubling Up

In each round of air-to-air combat, each unaborted enemy air unit must be attacked once before any enemy unit can be attacked twice. Each unit must be attacked twice before any unit can be attacked three times, and so forth.

4.8.6 Combat Effects

An air unit can be aborted, depleted, or unaffected as a result of air-to-air combat. No other results are possible.

An aborted air unit remains in the combat hex until all air units return to base. It can neither attack nor be attacked in subsequent rounds, nor can it participate in air-naval combat, ground support, or installation bombing. Aborted air units can fly normally in future steps.

Flip a depleted air unit to its reverse (depleted). It is also aborted. If the unit has already been depleted, or if

the reverse is blank, it is eliminated. A depleted unit can perform all missions a full-strength unit can, only at reduced strength.

Eliminated air units are returned to the Force Pool of the owning country. Exception: Japanese Air Losses.

4.8.6.1 Japanese Elite Pilot Losses

When a 3-quality Japanese air unit is eliminated, it is not returned to the force pool until the following Winter seasonal turn, regardless of when the loss occurred.

This rule is in effect from the start of the game until Japan gets a 4-quality air unit on an airbase on the game map. Then the above rule applies to 4-quality air units until the end of the game. From this point on, any 3 quality air unit losses (including those already set aside under this rule) are immediately placed in the force pool like any other losses.

4.8.6.2 Automatic Results

- A roll of a 1 always aborts and depletes the target air unit, even if a 1 would not normally be a hit.
- A roll of a 6 never affects the target unit, even if it would normally cause a depletion or abort the unit.
- A roll of a 5 never depletes the target unit. If the target number is 5 or more, a roll of 5 simply aborts the target.

4.8.6.3 Bomber Quality Rating

- A. Bombers with a circled quality rating receive a benefit when they are attacked by fighters. The

QR is subtracted from the fighter's target number, just as if a fighter were being attacked.
B. use 1D6 + B Q- F Q, If Result > F Q, then F hit.

4.9 Strafing Airbases and Airstrips

During the Naval and Air Phase (only), any Fighter-type air unit(s) may fly to an enemy airbase or airstrip (within range) to attempt a Strafing Attack. Additional Fighter-type air units that are intending to attack the same target hex must be "collected" per the normal Coordinated Air Interceptions procedure normally.

EXCEPTION: An aircraft carrier may never be strafed.

Any Fighter-type air unit that is conducting a Strafing Attack is susceptible to enemy air interceptions normally (including from any enemy Fighter-type air units based at the target airbase or airstrip itself).

No single airbase or airstrip hex can be strafed more than once in the same Phase.

However, if an enemy player deems an air interception to be particularly disadvantageous (if numerically and/or qualitatively disadvantaged), he may simply decline to do so. As such, when any Fighter-type air unit(s) enter a target airbase or airstrip hex (to conduct a Strafing Attack), the enemy player (if not intercepting) must then announce his intention to either "evacuate" or "ride out" the Strafing Attack.

NOTE: Air units that participate in air combat in the target hex (i.e., conduct an air combat attack) are **not** eligible to conduct a Strafing Attack.

4.9.1 Air Evacuation

If a player chooses to "evacuate" (with any air unit), he must determine the number of friendly controlled land hexes overflown by the closest enemy strafing Fighter-type air unit(s) en route to the target airbase or airstrip (including the target airbase or airstrip hex itself). The evacuating player must then roll one die (6-sided) per each evacuating air unit - of any type - that is attempting to "evacuate".

Roll 1D6

If the die roll is equal-to or less-than the number of friendly land hexes over-flown by the enemy strafing Fighter-type air unit(s), then that based air unit successfully "evacuates".

If the die roll result exceeds the number of friendly land hexes over-flown by the enemy strafing Fighter-type air unit(s), that air unit cannot "evacuate".

NOTE: A die roll of "6" is always a failed evacuation.

If any air unit successfully "evacuates", it must immediately transfer* to another friendly airbase (or perhaps airstrip, if it is a Fighter-type air unit) within its own transfer range (i.e., up to twice the air unit's printed

range, weather permitting). If no eligible airbase (or airstrip, if a Fighter-type air unit) is currently available, no evacuation may then occur. *Not subject to enemy air interception.

NOTE: Air unit(s) that successfully "evacuate" become marked as Currently Committed (or become Previously Committed if evacuating within, into or out of a weather zone affected by inclement weather).

4.9.1.1 Air Evacuation Restrictions

No air unit (including Naval-Air units) may ever evacuate to any naval unit (e.g., an aircraft carrier).

No evacuating air unit may ever over-stack at any base as a result of an evacuation.

No air unit may ever "evacuate" to the same hex it is evacuating *from*, even if to a different base within the same hex (although an air unit may evacuate to another base where another air unit had evacuated from).

A nation's air units may not evacuate while that nation is subject to the Sneak Attack Bonus.

If a Fighter-type air unit is unable (or fails) to evacuate, it is eligible to participate in air combat normally. However, if any Fighter-type air unit *unsuccessfully* attempts to "evacuate" (and subsequently participates in air combat), it is **not** entitled to any combat strength bonus if fighting *over its own base*. (i.e., the base from where it is evacuating from).

4.9.2 "Riding Out" a Strafing Attack

After resolving all air interceptions and counter-interceptions (if any) preceding a Strafing Attack, any other air unit(s) presently remaining based at a targeted airbase or airstrip must then "ride out" an impending Strafing Attack (i.e., if unable to "evacuate", and/or if intending to avoid air combat). In such a case, those air unit(s) simply remain based at the targeted airbase or airstrip (i.e., on the ground), and are then subject to a Strafing Attack (see below).

4.9.3 Strafing Attack

After resolving any air interceptions and counter-interceptions (if any) preceding a Strafing Attack, each surviving* Fighter type air unit that did not participate in air combat in the target hex (i.e., did not conduct any actual air combat attack) may then conduct one Strafing Attack upon one enemy target air unit - presently based at the targeted airbase or airstrip - (i.e., if not presently aloft).

*Neither aborted or eliminated.

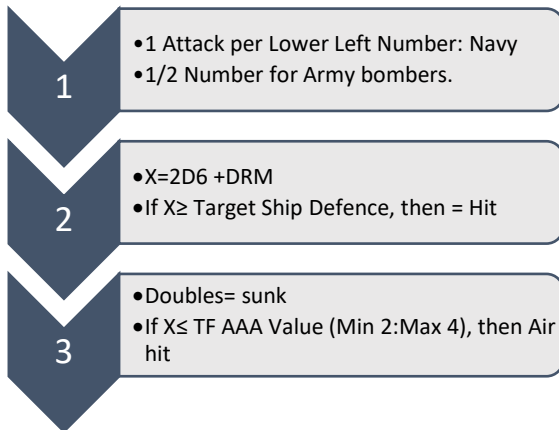
EXCEPTION: Any air unit(s) presently based in any nation box may not be strafed.

Each Strafing Attack is calculated and resolved exactly like a normal air combat attack procedure,

although the on the ground air unit has a quality of zero (0)

4.10 Air Naval Combat

4.10.1 Air to Naval Summary



Air-naval combat occurs between unaborted bombers and enemy naval units and/or STPs in the same hex, after air-to-air combat has been resolved in that hex.

Air-naval interception can only occur in a hex, not in a sea space without a hex grid.

Exceptions: Naval air units and the Gulf of Panama.

As any intercepting Bomber-type air unit(s) move toward a located enemy naval unit, stack or task force, they may "collect" any additional (if eligible) Bomber-type air unit(s) - if over-flying their base hex - while en route to a located enemy naval unit's, stack's or task force's hex. Of course, each of the collected friendly Bomber-type air units must also be within allowable air range of the located enemy naval unit, stack or task force.

4.10.2 Air-Naval Combat Sequence

Individual air units attack specific enemy naval units one or more times, using this procedure:

- The bombing side can examine all the enemy naval units in the hex to choose its targets.
Exception: A naval air unit defending its CV stack against interception can only attack enemy naval units in the specific group that has intercepted the carrier.
- The bombing side selects one of its air units and rolls two dice for each of that bomber's attacks. Each attack is directed against a specific naval unit; however, a bomber entitled to more than one attack can designate a new (or the same) target before each attack. Damage is inflicted on naval units as it occurs.

- Anti-aircraft hits against bombers are marked after all bombing attacks have been made.

4.10.3 Air-Naval Combat Procedure

A bomber can attack as many times as its combat strength.

Exception: Army Bombers can attack only half as many times, rounded down, to a maximum of four attacks. Thus, even a 10-strength bomber with underlined combat strength is limited to four attacks.

Roll two dice per attack. The attack hits the naval unit or STP if the number rolled is equal to or higher than the ship's armor rating. As with naval combat, a hit rolled with doubles automatically sinks the naval unit, but does not cause extra damage to an STP. No side is ever required to make air-naval attacks.

- $X=2D6 +DRM$
- If $X \geq$ Target Ship Defence, then = Hit
- Doubles= Sunk
- If $X \leq$ TF AAA Value (Min 2:Max 4), then Air hit
- Kamikaze +4 DRM

4.10.4 Air-Naval Combat Modifiers

These DRMs apply to air units attacking specifically named naval units (BB, CV, CB, CA). They do not apply when attacking squadrons (CL, DD, DE, CVE, SS) or STPs.

- +3 NAV AIR attacking any Naval Ship
- +2 LBA (with no underscore!) attacking named ship
- -1 If Army Bomber
- -1 Jap vs Sub
- +2 kamikaze

Reduce a BB unit's armor rating by 1 in a coastal hex.

4.10.5 Anti-Aircraft Effects

When determining an "anti-aircraft value", the total current gunnery rating of all naval units in the same target location* is added as a sum, and then divided by 10 (always rounding down). The resulting number is the "anti-aircraft value".

if any Air-Naval attack roll (not including any Air-Naval attack modifiers) is equal-to or less-than the determined total "anti-aircraft value" for that location, the currently attacking Bomber-type air unit is then considered hit by the anti-aircraft fire (and is consequently depleted), although any anti-aircraft hit(s) are not implemented until after all pending Air-Naval attacks (during that air-naval

Anti-aircraft results apply against only the unit currently designated as bombing. If a particularly unlucky bomber suffers more hits than are needed to destroy it, excess hits are ignored and do not apply against other bombers.

AA hits take effect after all bombing attacks have been made.

4.10.5.1 Modifiers

- +2** : Anti-aircraft value if the targeted naval units, stack or task force is presently docked in a friendly Major or fortified port (including an enlarged port).
- +1** : Anti-aircraft value if the targeted naval units, stack or task force is presently docked in a friendly Minor Port.
- +1** : Anti-aircraft value if the *total* number of friendly Destroyer* (DD) chits **equals or exceeds** the total number of *all other* friendly naval unit chits (in that same location, to include each STP *chit, not point*) - **OR** - if there is at least **one undamaged** friendly named aircraft carrier (in that same location).

*And/or any US 1-7-45 "A" or Dutch 0-3-33 "A" Light Cruiser (CL) (if an Allied stack or task force), which is considered equivalent to a Destroyer for purposes of this modifier.
- +1** : Anti-aircraft value if the targeted naval units, stack or task force contains at least **50%** US naval units as of **1944** or later.

If a target's "anti-aircraft value" is at least one, (even if only because it is in port), or if any Destroyer* (DD) chits are present, an Air-Naval attack dice roll of "2" (i.e., a "snake eyes") is always considered an anti-aircraft "hit". Conversely, a single hex's "anti-aircraft value" never exceeds "4", regardless of the total number of naval units and/or modifiers therein (i.e., even if the net anti-aircraft value exceeds "4").

4.10.6 Kamikazes

Starting after the summer 1944 seasonal turn, Japan can declare that air-naval attacks are kamikaze attacks. Kamikaze attacks cannot begin until after Summer

1944, and only if one of the following has occurred:

1. The US controls a hex in the Mariana Islands.
2. The US controls a hex in the Philippines.
3. The US controls a hex in the 36xx hex row or north that is within ten hexes of Japanese home islands.

Any unaborted bombers surviving one round of air-to-air combat can be designated as kamikazes.

Kamikaze units attack before the second round of air-to-air combat is fought. Each unit makes a number of attacks equal to its strength (halved for bombers with underlined strengths). A +4 DRM applies to each attack roll. A hit with doubles is not an automatic sinking; it is treated as a damage result.

Exception: Double 6s do sink a ship.

The kamikaze is destroyed after the attack.

Japanese 4-2/(5) bombers added to the 1945 force pool are special kamikaze units, subject to unique rules:

- Each unit can fly only one mission and is automatically destroyed at the conclusion of that mission.
- The units can be transported by ATPs (as one-step infantry) or STPs.
- These are one-step units, despite their 4 SPs. They must be placed on airbases. They do not count toward airbase stacking limits; an unlimited number can be placed at a given base together with the air units that can normally stack there.
- They cannot be aborted in air-to-air combat; a roll that would abort one is ignored. However, a single hit against one eliminates it.
- An attacking fighter does not suffer a step loss when it rolls a 6.
- A kamikaze can launch its mission from a base when a target is within two hexes, or it can be carried by any two-step bomber with an underlined attack strength, as long as the bomber and kamikaze began the mission on the same airbase. The kamikaze takes off and flies with the bomber up to the bomber's full range.

At any point during its flight, the bomber can release the kamikaze, which can fly an additional two hexes before attacking enemy naval units. If the bomber is intercepted by enemy fighters, it can declare that the kamikaze has been released before the air-to-air combat is resolved; if the bomber is hit or aborted before the kamikaze is released, the kamikaze is destroyed.

A bomber that carries a kamikaze cannot perform a bombing mission, though it can perform a kamikaze attack.

4.10.7 Carrier Coordination

Unlike airbases (which comprise numerous runways, ample hangers, equipment, workspace, etc) aircraft carriers are often beset by everything from rough seas to logistical complications. As such, excessive multiples of aircraft carriers (CVs, CVLs, BBCVs and/or CVEs) that are presently stacked together in the same hex may or may not be eligible to launch all of the present Naval-Air units aboard them, collectively speaking, explained as follows:

Regardless of the Phase or designated mission type, if a stack of friendly aircraft carriers (regardless of their nationality) reside in the same hex (disregarding any aircraft carriers that are currently in port) at any instance whereby the owning player intends to launch multiple Naval-Air units (i.e., during the same Phase) from within that same hex, a "Carrier Coordination Check" is required to determine how many of those Naval-Air units can actually be launched during that same Phase.

To conduct a Carrier Coordination Check, the owning player must roll two (6-sided) dice. If that roll is greater than the quantity of friendly, undamaged/ undepleted aircraft carrier chits (with a Naval-Air unit aboard) currently present in that same hex, then every friendly

Naval-Air unit (that is presently aboard an undamaged/undepleted aircraft carrier chit) therein is eligible to be launched normally. However, if that roll is equal to or less than the quantity of those aircraft carriers, then each aircraft carrier in that same hex is subject to a mandatory "Launch Check" die roll.

4.10.7.1 Launch Check

To conduct a Launch Check die roll, the owning player must roll one (6-sided) die per each aircraft carrier (immediately after a failed Carrier Coordination Check). If that die roll (i.e., per each aircraft carrier in that same hex) is equal to or greater than that aircraft carrier's Aircraft capacity rating then that particular aircraft carrier is not permitted to launch any Naval-Air unit(s) it is currently carrying (during that same Phase only).

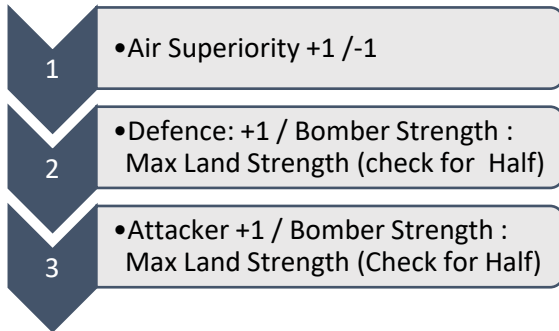
NOTE: If any Admiral (except Admiral Tanaka) chit is currently present in that same hex, a -1 die roll bonus automatically applies to each aircraft carrier's Launch die roll (non-cumulative, even if multiple Admirals are present in that same hex).

If any particular aircraft carrier's Launch Check is unsuccessful, its Naval-Air unit(s) cannot be considered aloft, and thus is assumed to remain aboard that aircraft carrier throughout that current Step (as if "Currently Committed").

4.11 Ground Support

Ground support is used during offensives, whenever unaborted air units fly over a hex that is the target of a land attack.

4.11.1 Ground Support Summary



Ground support is not a separate game process; it is part of the land attack procedure and provides both additional land Strength Points and DRMs.

4.11.2 Air Superiority

The presence of an unaborted air unit (fighter or bomber) in the combat hex gives that side the air superiority combat DRM: + 1 for the attacker, - 1 for the defender.

Major concept: +1/-1 DRM

If both sides have an unaborted air unit in the hex, air superiority is contested and the modifiers cancel each other.

ATPs cannot establish air superiority, even if no enemy air units are present in the hex.

4.11.3 Adding Bomber Combat Strength

Each Bomber-type air unit (which had not been aborted or eliminated hitherto) is eligible to add its full combat strength* (ignoring an underscore, if any), unless "halved" as a result of inclement weather effects, forest or jungle terrain, swamp terrain and/or forts (see below). The attacker and the defender are each entitled to add the total combat strength of all present (unaborted) Bomber-type air units (i.e., whether flying offensively or defensively), regardless of which side is actually conducting the Land Offensive.

4.11.3.1 Halving Bomber Ground Support Combat Strength

Halve the Bomber Strength when:

- supporting any land combat attack upon a fortified hex
- Bomber is a Heavy Strategic Bomber []
- land combat (as the attacker or the defender) occurring in a forest, jungle or swamp hex.
- if inclement weather effects currently apply
- Round fractions down.

4.12 Air Transport

A nation's capacity to move units and supply by air is measured in ATPs. Movement by air occurs during the friendly Naval and Air Phase. ATPs can also carry paratroops during an offensive.

4.12.1 Air Transport Points

Although they are not air units, ATP markers move like air units when performing missions or changing base. Like STPs, each marker represents a specific number of ATPs. Points can be transferred between markers in the same hex at any time except when the ATPs are airborne.

An ATP marker (or a stack of markers) counts as one air unit for basing purposes, regardless of how many points are represented, but ATPs and combat air units are counted separately for airbase stacking; they do not interfere with each other.

An ATP marker in air-to-air combat cannot be attacked unless every friendly escorting fighter is also being attacked.

An ATP marker in air-to-air combat is treated like a bomber. If aborted, the marker must return to its base, even if it is a two-point marker. If it is hit, one ATP is lost and the remaining one (if it had two points) is aborted. Multiple ATP markers function as multiple air units in the air.

A unit or supply marker carried by an aborted ATP returns to its base of origin when the ATP returns to its base.

A unit or supply marker carried by a destroyed ATP marker is also destroyed.

4.12.2 Air Transport Procedure

- During the friendly Naval and Air Phase, an ATP marker may move, pick up a land unit or

air supply marker on an airbase hex, and move again, so long as the total distance moved is not greater than 12 hexes (10 for Japan).

- B. During Step 4 of the friendly Naval and Air phase, the transported unit or supply marker is landed in its destination hex. The ATP marker can remain there or return immediately to its original base.
- C. Air transport is subject to air interception by enemy fighters.

4.12.3 Air Transport Unit Eligibility

Paratroops, infantry, and marines can be transported by air.

- One ATP is required to transport a one-step unit.
- Two ATPs can transport a two-step infantry or marine.
- Three-step and four-step units may not be transported by air.

Units need not be in supply to be transported by air. The transporting ATP marker itself must be in supply, however.

Land units transported by air are not considered activated; they can be activated for offensives during the current turn or perform normal land movement if not activated for an offensive. They cannot move by rail on the same turn.

4.12.4 Paratroops and Drops

Paratroops can move and fight like normal infantry units and are subject to all movement and combat rules that apply to infantry.

They can also move by air transport, and they can perform paradrops during a friendly **Offensive Phase**. Paradrops allow paratroop units to move directly into enemy-controlled hexes, either in support of other attacking land units or as an unsupported attack.

Paratroops have 1 SP and count as one step, whether they are at full or depleted strength. They never count against land unit stacking limits.

4.12.4.1 Requirements

Before making a drop, a paratroop unit must be in supply and must occupy an airbase that is also occupied by an ATP. That ATP cannot have moved previously during the current turn.

The hex attacked must be in the operation zone of the offensive.

4.12.4.2 Paratroop Procedure

- A. The ATP marker and paratroop are moved when indicated during the SOP (under the Offensive Phase, Combat Step). The ATP marker moves like a bomber with a range of 10 or 12. It can be intercepted like any other air unit.
- B. The drop is made in the hex that is under attack, occurring after air-to-air combat. The drop does not occur if the ATP has been aborted at any point during the mission.
- C. When the drop is made (and before rolling for land combat), the owner rolls a die on the table below.

Result	Effect
≤ 2	Eliminated
3-4	Depleted
5+	No Effect

D. Apply relevant DRMs to the roll:

DRM	Condition
+2	friendly air superiority in the combat hex
-1	landing in jungle or mountain hex
-2	landing in jungle/mountain hex (both in the hex)
-2	enemy air superiority in the combat hex
-2	combat hex not adjacent to a friendly land unit*

*Land units occupying the hex in preparation for an amphibious assault qualify as adjacent as do paratroop units dropped any time previously.

E. Apply the result immediately.

4.12.4.3 Paratroop Effects

A paratroop landing (and surviving) in an unoccupied, enemy-controlled hex makes that hex friendly controlled. The paratroop cannot make any attacks during the turn.

A paratroop landing on an enemy-occupied hex (including a fort or coastal fort) must attack that enemy unit, stack, or fortification. It must do so in conjunction with other attacking land units, if any are present during the current step, adding its SP to the total attacking strength.

If no other friendly units are attacking the hex, the paratroop must attack alone; perhaps aided by ground support or naval bombardment.

The land SPs of attacking units (1 in this case) can never be more than doubled by such additions (to 2, for a paratroop attacking with naval or air support).

An undamaged paratroop, attacking the hex it has just dropped into, contributes a +1 DRM to the combat die roll.

A depleted paratroop uses its 1 SP, but no DRM.

The paratroop does not negate terrain considerations, such as a river barrier or amphibious assault, that impose negative DRMs on other attacking ground units. Example: An attack across a river suffers a -2 DRM when all attacking units are across a river. An undamaged paratroop dropping on the defending stack provides its +1 DRM to the attack is rolled, plus 1 SP to the attacking units. It does not negate the -2 DRM, as all other attacking units must still cross the river.

4.12.4.4 Paratroop Restrictions

A paratroop cannot move on the ground during the turn it drops. It must end the turn in the drop hex. Exception: It can retreat during enemy offensives.

A depleted paratroop unit cannot make a drop. it can be moved by air transport normally.

A paratroop cannot be depleted to satisfy a required land unit step loss. Removal of a full-strength or depleted paratroop unit does count as a step loss.

If an enemy unit remains in the hex after the paratroop attacks it, the paratroop is automatically eliminated.

This counts as an attacker step-loss for purposes of combat results.

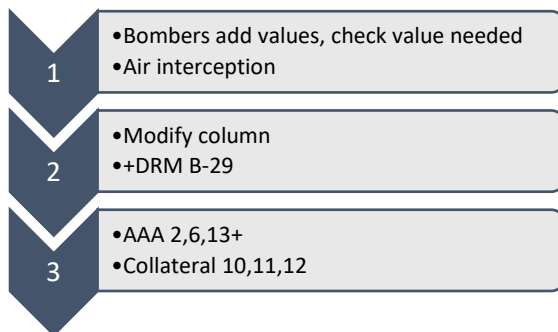
4.13 Bombing Installations (Strike)

Dice Roll	2-5	6	7-11	12-16	17-24	25-39	40-59	60-89	90-119	120+
2	-	-	-	-	-	-	-	-	-	-
3	*	*	*	*	*	*	*	*	*	*
4	-	-	-	1	2	2	3	4	5	5
5	-	-	-	1	2	2	4	4	6	8
6	*	*	1*	2*	3*	3*	7*	8*	10*	10*
7	-	1	2	4	5	7	8	10	12	14
8	1	1	2	3	6	7	8	11	12	14
9	2	2	3	5	6*	8*	9*	11*	13*	15*
10	2	3	4	6	7	8	9	12	13	15
11	3	4	5	7	8	9	10	13	14	16
12	4	5	6	8	9	10	11	14	15	17
13+	5*	6*	7*	9*	10*	11*	12*	16*	17	18*

* = 1 bomber step loss
 # = EP loss to target (1-18)
 Add 1 to the dice roll for every full-strength U.S. B-29 bomber unit participating in the attack.

4.13.1 Bombing Installations Summary

During an **Air Offensive (only)**, any Bomber-type air unit(s) may fly to an enemy installation hex (within range) to attempt to bomb any installation(s) there (even if "under-construction").



Any Bomber-type air unit that is conducting an Air Bombing mission is susceptible to enemy air interceptions normally (including from enemy Fighter-type air units based at the target location, if an airbase or airstrip is located there).

However, if an enemy player deems an air interception to be particularly disadvantageous (e.g., if numerically and/or if qualitatively disadvantaged), he may simply decline to do so. As such, when any Bomber-type air unit(s) enter the target installation hex (to bomb it), the enemy player must then announce his intent to either "evacuate" or "ride out" the Air Bombing, per the same procedure as if during a Strafing Attack).

NOTE: A Fighter-Bomber or Naval-Air units (flying as Bombers) that reverts to a Fighter-type air unit (i.e., "dumping ordnance") cannot bomb any installation.

4.13.2 Air Bombing Mission

After resolving any air interceptions and counter-interceptions (if any) preceding an Air Bombing mission, each surviving* bomber-type air unit in the target installation hex may then participate in one single Bombing attack (upon that targeted installation hex).

*Neither aborted or eliminated.

To resolve the Air Bombing mission, the bombing player must first specify precisely which Bomber-type air unit chits are attacking which installations (if there are multiple Bomber-type air units and/or installations within the same target hex).

The bombing player may bomb one installation with any specific Bomber-type air unit(s), bomb some of the installations with any specific Bomber-type air unit(s), or bomb all installations with any specific Bomber-type air unit(s) there. As such, the bombing player must determine the total bombing strength (i.e., the total combat strength of all the participating Bombers) that will be bombing each targeted installation. Each bombing (whether targeting one installation or multiple installations) must be resolved separately (i.e., as a single, separate dice roll), but adjusting the "target computation", if necessary, after each previously successful bombing result, if any.

The bombing player resolves each bombing attack, as follows:

Add the total bombing strength of all attacking unaborted Bomber-type air units, comparing it with the appropriate strength point column on the Bombing Table (e.g., if the total bombing strength is 13 points, it is therefore compared with the 12-16 column).

Determine the "target computation":

See Tables Air Bombing Installations

The bombing player then rolls two dice (6-sided)* once and compares that dice roll result with the corresponding strength point column on the Bombing Table. If the bombing dice roll result is equal-to or greater-than the "target computation", the targeted installation is thus destroyed. If the dice roll result is less than the "target computation", there is no effect.

*The B-29 Superfortress +1 modifier is **not** applicable when bombing any installation.

NOTE: When calculated, each Bombing mission is resolved as a single attack (one dice roll), regardless of the number of participating Bomber-type air units or their combat strength.

If the bombing result includes an asterisk (*), then one Bomber unit is considered hit by anti-aircraft. As such, one Bomber unit (per attack roll) in the target hex suffers an immediate step-loss. The player with the Initiative always chooses which Bomber is "hit", if multiple Bombers are participating in the attack. Fighters, Fighter-Bombers and Naval-Air units (as escorts) are never hit by any anti-aircraft result. Likewise, Bombers that did not actually participate in the Air Bombardment mission are immune from anti-aircraft, even if they are in the target hex at the time of the attack. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

If the targeted installation is destroyed, place a "Destroyed Installation" chit (as printed on the reverse side of the "Out-of-Supply" chits) in that hex, atop that destroyed installation (however, a destroyed Dirt Airstrip

is removed from the map instead). The destruction of any particular installation has no effect upon any other installation(s) in the same targeted hex, even if that destroyed installation also functions as another installation (e.g., such as a port, which also functions as an airbase).

NOTE: If the target hex contains multiple map-printed installations (e.g., a Major Port, which also functions as a Small Airbase or a Large Airbase if a resource symbol is printed in that same hex), the owning player must maintain an accessible* record of which installation is destroyed in a particular hex. Otherwise, an effective *house-rule* is to simply write "port", "airbase" and/or "fort", et cetera on some extra "Destroyed Installation" chits from the counter-mix, and place them as needed.

**All players are entitled to know such information.*

A destroyed installation is not eliminated (i.e., it remains on the map*), but is considered functionally non-existent for all intents and purposes (e.g., air units may not operate from a destroyed airbase), until repaired. Land units and/or supply chits in the same hex are not ever ipso-facto affected by a bombardment result. If a port is destroyed, all naval unit(s) presently docked there are automatically (and immediately) considered to be displaced into the port's coastal hex (they are not considered to be in port) but are not ipso-facto subject to enemy naval interception. If an airbase is destroyed, any air unit(s) that are presently based there (aside from any air units eliminated by collateral damage; see below) are immediately subject to a Forced Rebase but are not ipso-facto subject to enemy air interception.

***Except a destroyed Dirt Airstrip, which is eliminated (removed from the map) if destroyed, or if currently "under-construction" (see below).**

EXCEPTION: If a **Major Port** is destroyed, it is to be considered reduced to a *Minor Port* thereafter (until repaired), and functions like a normal Minor Port. If that Major Port is destroyed *again* (i.e., before it is repaired), it is considered destroyed normally (i.e., as if a destroyed Minor Port). A Major Port is repaired normally, however, even if destroyed as a Minor Port. A destroyed Major Port is **not** first repaired to a Minor Port, and then to a Major Port, but - rather - is fully repaired per the normal rules (i.e., at a cost of 1 EP).

Collateral Destruction Effects: Airbase/Airstrip

If an airbase or airstrip is destroyed, any air units presently based there (i.e., riding out the attack) are subject to collateral effects.

If the Air Bombing mission's physical die roll (not the result on the Bombing Table) is a 10, one air unit step* based there is eliminated.

If the die roll is an 11, two air unit steps* are destroyed.

If the die roll is a 12, then three air unit steps* are destroyed. If multiple air unit steps are eliminated, the defending player chooses the first air unit step loss, the attacking player then chooses the second air unit step loss, the defending player chooses the third.

**Or an ATP "point".*

NOTE: An Air Bombing mission does **not** cause collateral destruction effects upon ports.

4.13.3 Avoiding Air Base Attacks

When an airbase with one or more air units on it is attacked by an airstrike (during an enemy air offensive), those air units do not necessarily participate in the combat. If they are already committed, or if they are uncommitted and the owner wishes to avoid committing them at this time, they can attempt to avoid the interception in the air or on the ground.

The avoiding units cannot make any attacks. Their chances of suffering damage depend upon whether they suffer the attack on the ground or in the air. This decision is made before attacking fighter-bombers are declared as bombers or fighters.

4.13.3.1 On the Ground

The air units remain on the ground. Enemy fighters can make no attacks against them.

The base is bombed normally. For every # result on the Bombing Table, one step of air on the ground is eliminated, whether or not the base is destroyed. Alternate selecting the steps to be eliminated, starting with the defender.

4.13.3.2 In the Air

The defender declares its air units to be in the air. Each attacking fighter can make one attack against one defending air unit. Subtract for the defending unit's quality rating, though the defending unit makes no return attacks. The defending air unit can then abort after the first round of air-to-air combat.

4.13.4 Under-Construction Destruction Effects

An engineer unit can be bombed during an Bombing installation as if it were an airbase with a capacity of one (cumulative with other bases in the hex). If a destroyed result is obtained, the engineer unit cannot be used to build an airbase that turn, though the unit suffers no other effect.

**Except for Dirt Airstrips, which are automatically eliminated when destroyed.*

4.14 Committing Air Units

Commitment markers are used to show air units that have been committed during the current turn. Air units without markers are uncommitted; they can be used for air missions during the current phase, though such use may cause the air units to become committed.

4.14.1 Placing Committed Markers

Air units with **Committed Markers** are **Committed** limiting (although not necessarily fully prohibiting) its eligibility to conduct (or participate in) other air operations or missions during the same Phase and/or monthly game-turn.

Naval air units based on carriers are committed exactly as air units on land bases (see .

4.14.1.1 Strategic Warfare phase

Air units flown here are marked PC (this is a APTO rule).

4.14.1.2 Naval and Air Phase and End phase

PTO: No units become committed during the Naval and Air Phase.

APTO: Air units used during the **Naval and Air Phase** have committed marker on **their air base/CV** to show the air is aloft and not at the air base. Once the air returns to base, removed the **Committed Marker**.

4.14.1.3 Own Offensive

An **Air** unit performing a mission during a **friendly** land, sea, or air **Offensive** is considered aloft and its base is marked **Committed** when it first moves.

A committed unit can fly one mission when committed for an offensive.

4.14.1.4 Enemy Offensive

PTO: An uncommitted air unit must be committed if it flies any mission (possible exceptions below).

4.14.1.5 Using Committed Units

A committed, land-based air unit can fly during subsequent offensives, but only to defend its own hex against an airstrike or ground attack.

If an air unit is already committed and its airbase is attacked, it can either remain on the ground or avoid combat in the air with procedure

APTO:

During an **Enemy Land Offensive** (i.e., during an enemy land combat attack), eligible friendly combat air units may be launched and flown to defend any friendly land unit(s), if within range. Eligibility is tabulated as follows:

- Friendly **“Currently Committed”** combat air unit(s) are eligible to be flown in defence of any friendly **Activated** land unit(s) during any enemy land combat attack(s). Only Activated! *Why is this allowed, it seems an unwelcome complexity. While I am fine with committed F and N type being able to fly again in emergency defence, I don't see why friendly committee bombers get to fly another mission.*
- Friendly **Uncommitted** combat air unit(s) are eligible to be flown in defense of any friendly

Activated land unit(s) during an enemy land combat attack (i.e., during an enemy Land Offensive), but become **“Currently Committed”** as a result.

- Friendly **uncommitted** combat air unit(s) are eligible to fly in defence of friendly **unactivated** land unit(s) during an enemy land combat attack (i.e., during an enemy Land Offensive). Any uncommitted combat air unit that is flown in defence of any friendly unactivated land unit(s) is **not committed*** as a result, however.

During an **Enemy Air Offensive** (regardless of the mission type), any friendly Fighter-type air unit (i.e., whether it is Currently Committed or uncommitted) may be launched - if flying as a Fighter. Any friendly Fighter-type air unit that is flown during any enemy Air Offensive is never committed as a result, however.

4.14.2 Removing Commitment Markers

Commitment markers are normally removed at the end of the turn. However, a committed air unit aboard a CV has its marker removed if the CV is activated after the unit has been committed. The marker is removed the moment the CV is activated, whether the carrier moves or not.

5 Naval Offensives

See Naval Operations Rules.

Pay 1 Offensive for each Sea Area.

6 Air Offensive

See Air Operations rules. Pay 1 Offensive for each Sea Area.

6.1 Eligible Units

A. Friendly, uncommitted land-based and carrier-based air units not marked out of supply can be committed for an air offensive. Each committed unit can perform one mission during the air offensive.

B. Air units from a nation performing an air offensive can be committed anywhere on the map; there is no command radius restriction as in a land or sea offensive.

C. Only uncommitted enemy fighters can intercept air units flying during a friendly air offensive (Exception: See using committed Units).

6.2 Air Offensive Procedure

A. The procedure for conducting an air offensive is explained under the SOP (C0.1.7).

B. Up to two target hexes can be designated for the offensive; each must contain an enemy naval unit or installation.

6.2.1 Movement in Air Offensives

A. The rules regarding air movement (10.0) apply to all units moving during an air offensive.

B. Changing base is allowed for air units that are committed during this offensive but do not attack.

6.3 Combat In Air Offensives

A. Three types of combat are possible during air offensives: air-to-air combat, air-naval combat, and bombing installations (airstrikes). The first two follow the same procedures and restrictions that apply during the Naval and Air Phase.

B. Airstrikes can occur only during an air offensive.

Air Stikes (see Air Rules :Air Strikes)

7 Activating Land Units: for Land Offensives

At the beginning of the Offensive Phase, the player that controls the Initiative may decide (and must declare) which side (i.e., Allies or Axis) will perform the first Offensive of the Offensive Phase. Moreover, the player controlling the Initiative *may* choose to perform the first Offensive before all other allied players, or he may confer the first Offensive to be performed to any particular allied player of his own choosing. If the player controlling the Initiative allows the enemy side to perform the first Offensive, the onus is then upon the *enemy* player that began the season with the most Offensives as to which player will perform the first Offensive.

7.1.1 Activation and Command Agents

To conduct or cooperate in a Land Offensive, all participating land units must be Activated via *one* of the following Command Agents:

- As a single Stack (i.e., a Stack Activation)
- By a General (i.e., a General Activation).
- Via a Minor Nation Offensive (i.e., a Minor Nation Activation).
- Via a Headquarters (i.e., an HQ Activation).

After expending the requisite Offensive(s), the owning player must first specify which land unit(s) he intends to Activate during that current Offensive (and also via which activating Command Agent). Each type of Activation is limited to a specific Activation proximity (i.e., an area within a specific vicinity of the Command Agent), although a player need not Activate any particular land unit(s) simply because they may be Activated; the Activation of any unit(s) is never automatic or mandatory. **Each** land unit may be Activated **once** per monthly game-turn only (i.e., during the Offensive Phase).

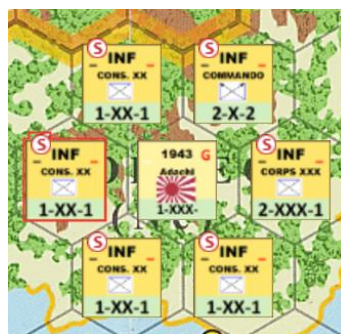
Once Activated, all participating land units may move and/or attack via that activating Offensive. Then, immediately after the Offensive, however, all participating land units are committed for the duration of the current monthly game-turn, and thus cannot move again or conduct any other actions or movements during the same monthly game-turn. Any such unit(s) are marked with an "Active" chit to denote their activation status.

7.1.2 Stack Activation (1 Attack)

A player may expend a single Offensive and declare a Stack Activation, in which all of the eligible friendly land units in the same land hex (and within the same location) may be Activated to conduct a Land Offensive as a single stack. As such, all of the Activated eligible friendly land units in that hex (only) may be moved normally (within legal movement limits) and/or attack **one** legal enemy target hex. Multiple land units (Activated as a Stack Activation) may split up as they move, move together (as a component or as an entire stack), or may simply decline movement (collectively or individually). Regardless of the land unit's (or units') movement posture, each Stack Activation may only foment one land attack. A Stack Activation **cannot** be part of any Combined Offensive.

7.1.3 General's Activation (1 Attack)

A player may expend one Offensive and then declare a General Activation, in which all of the eligible friendly land units in the same hex (with the General game piece) **and in any adjacent hex*** (regardless of terrain) may be Activated to conduct a Land Offensive.



As such, all of the eligible friendly land units in or adjacent to the General's hex (only) may be moved normally (within legal movement limits) and/or attack **one** legal enemy target hex **per Step**. Multiple land units (Activated via a General Activation) may split up as they move, intermix, move together (as components or as stacks), or may simply decline movement (collectively or individually). Regardless of the land unit's (or units') movement posture, however, each attack (via a General Activation) must occur from the General's hex or from a hex that is adjacent to the General's hex (whether or not the General's own stack moves and/or attacks) at the moment of the attack(s).

**Including any eligible friendly land units that are presently embarked aboard transporting naval units in an adjacent coastal hex.*

A General Activation cannot ever Activate any other Generals, although a General Activation may Activate any friendly land unit(s) in the same hex as another friendly General. In such a case, a stack of friendly land units with another General may be Activated normally by the Activating General (and may thus move and/or attack normally as part of the General Activation), although the other General cannot move, attack or otherwise participate in that same Offensive.

A General Activation may Activate land units of an ally and/or a minor partner, although at least **50%** (half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating General. A General Activation **cannot** be part of any Combined Offensive.

7.1.4 Minor Nation Activation

Each minor nation (i.e., any non-Commonwealth minor nation that possesses a distinct Order-of-Battle, but no EP income), if at war, automatically possesses 2 inherent Minor Nation Offensives (but never more) per each monthly game-turn. Minor Nation Offensives may not, however, be saved or accumulated from turn to turn.

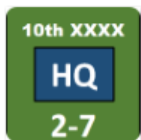
If a minor nation is at war, the controlling player may announce a Minor Nation Offensive (expending one of the two available Offensives) and declare a Minor Nation Activation. A Minor Nation Activation may either Activate any and/or all of the minor nation's land units inside of the minor nation (i.e., within the minor nation's home borders) or one stack of minor nation land units outside of the minor nation (i.e., beyond the minor nation's home borders). When Activated, the land unit(s) may attack one legal enemy target hex per Offensive, whether inside or outside of the minor nation. In either case, the Activated land unit(s) may move in and/or out of the minor nation (if politically legal), split up, intermix, move together (as components or as stacks), within legal movement limits, or decline movement (collectively or individually). Regardless of the minor nation's land unit's (or units') movement posture, however, each such Minor Nation Activation (whether inside or out of the minor nation) may only foment one land combat attack.

A Minor Nation Activation may Activate land units of an allied major partner, although at least **50%** (half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating minor nation. A Minor Nation Activation may **not**, however, Activate any units of another *minor* nation, even if currently allied.

A Minor Nation Activation may never be part of any Combined Offensive.

7.1.5 Headquarters Activation (N Attacks)

Each HQ chit possesses a command *rating* (the leftmost printed number on the HQ chit) and a *command radius* (the rightmost printed number on the HQ chit).



2= Number of Attacks

7=Range from HQ that can be activated.

As such, a player may expend **one (1) Offensive** and then nominate a specific HQ chit and declare a Headquarters Activation, in which any and/or all of the eligible friendly land units within the command radius* of the HQ chit may be Activated to conduct a Land Offensive.

As such, all Activated eligible friendly land units within that HQ's command radius may be moved normally (within legal movement limits) and/or attack any legal enemy target hex(es). Multiple land units (Activated via an HQ Activation) may split up as they move, move together (as a component or as an entire stack), or may decline movement (collectively or individually). Regardless of the land unit(s') movement posture, however, each Headquarters Activation may foment up to as many attacks as is equal to the HQ chit's command rating (per Step).

**An HQ's "command radius" is a radius of hexes (equal to the number printed on the HQ chit) disseminating outward from the HQ chit. An HQ command radii may disseminate across any terrain (including sea hexes), even if the HQ is presently embarked on an STP (although not aboard an ATP). Enemy units, ZOC, lines of supply and terrain have no effect upon an HQ's command radius.*

A Headquarters Activation may Activate any unactivated friendly land units within the Activating HQ's command radius*, including Generals, ally and/or minor partner land units, although at least **50%** (half) of the total land unit chits Activated for that Offensive must be of the same nationality as the Activating HQ.

**Including any land unit(s), if eligible, that are presently embarked aboard transporting naval units in a proximal coastal hex.*

NOTE: HQs may Activate friendly land units, then move, and then Activate *additional* friendly land units subsequently within the HQ's command radius after that HQ's movement (see [5.1] below).

Once Activated, any and/or all friendly land units Activated by an HQ chit may **conduct a number of land attacks equal to the HQ chit's command rating**, per each Step of that Offensive Phase (if otherwise eligible to operate and/or participate during a given Step).

EXAMPLE: Land units Activated by an HQ with a "2" command rating may conduct up to **two** land attacks per Step (i.e., per the Breakthrough, Combat and/or Exploitation Step, if eligible to participate in combat during any such Step).

7.1.5.1 Moving HQ's

HQs are not required to move before Activating units, although an HQ *may* move to encompass other eligible friendly land units within its printed command radius

During an Offensive, all HQ chits possess an inherent movement rating of **3** hexes (i.e., not 5, as is normally permitted during the Movement Phase).

An HQ chit may be moved up to three hexes **before** Offensive land movement (Activating any eligible friendly land units - within the HQ's command radius - as the HQ chit moves), and then again **after** Offensive land movement, up to three more hexes (Activating any additional eligible friendly land units - subsequently within the HQ's command radius - after the HQ chit has completed its additional movement), although land units activated **after** Offensive land movement obviously cannot be **moved**.

7.1.6 HQ Intervals

An HQ chit may never occupy the same hex as any other HQ chit. Additionally, an HQ chit may **not** operate or function while *adjacent* to any other friendly HQ (of the same nationality), regardless of any Activation status, terrain or ZOC.

EXCEPTION: The Chinese 5th and 6th, as well as the UK Burma and India HQ chits (i.e., with a command radii of "1") **may** operate while adjacent to one another, without restriction (although, nonetheless, they may not ever stack together in the same hex).

7.1.7 HQs in Combat

HQs have no printed combat strength, and hence may not ever attack (although they may *accompany* an attack). Additionally, HQs stacked with other friendly land units do **not** contribute any combat strength to the defense of that stack, **nor** may any HQ be depleted or expended to comply with any mandated step loss(es).

7.1.8 Marking of Activated Units

Unactivated land units exist on the map without any signifying markers, and are considered eligible to be Activated normally (within the rule's parameters). As a rule of thumb, however, land units - as they are Activated - are marked with a "Standby" chit, thereby indicating their impending movement(s) and/or attack(s) during the current Offensive.

Such units are then considered to be Activated as they move and/or attack. Therefore, after the completion of the current Offensive, all of those Activated land units are then marked with an "Active" chit (i.e., by simply flipping the "Standby" chit), indicating that they had been Activated, and cannot be Activated again during that same monthly game-turn.

Such chits should simply be used whenever the status of a unit is unclear or may be forgotten. For example, "Standby" chits may also be used to mark any land units that are or will be within the command radius of an Activated HQ (but have not themselves been Activated), or may also be used to delineate the

boundary of a particular Offensive, especially when several HQs are present in the same area.

All "Active" and/or "Standby" chits are always removed at the end of each monthly game-turn (see the Sequence of Play).

8 Combined Land HQ Offensives

During an Offensive Phase, an activating player may orchestrate two (or more) HQs to coordinate a simultaneous Activation of multiple land units as part of a Combined Offensive. A Combined Offensive, however, may not include a Stack Activation, General Activation or Minor Nation Activation.

To conduct a Combined Offensive, a player must Activate each participating HQ, and expend a normal Land Offensive per each Activated HQ. Additionally, the Activating player must also then expend 2 EPs (from his EP Track) per each additional HQ being Activated (i.e., beyond the first participating HQ) as part of that Combined Offensive.

9 Joint Offensives

A player may expend **2** (or more) Offensives to coordinate **two** types of Offensives (either as a Joint Air-Land Offensive, a Joint Air-Sea Offensive, or as a Joint Land-Sea Offensive). A Joint Offensive may **not**, however, entail an all three types (Air-Sea- Land Offensive.)

- A Joint Air-Land Offensive enables the Activating player to conduct an Air Offensive simultaneously with a Land Offensive.
- A Joint Air-Sea Offensive enables the Activating player to conduct an Air Offensive simultaneously with a Sea Offensive.
- A Joint Land-Sea Offensive enables the Activating player to conduct a Land and Sea Offensive simultaneously (as part of a conjunctive Amphibious Assault).

10 Impromptu Offensives

An Impromptu Offensive is an Offensive (of any type) that is not extant on the Offensive Track of the asserting major power, but rather is purchased outright (with EPs) during the Offensive Phase of that same monthly game-turn (usually in the event that a player has expended all or most of his remaining Offensives from the Offensive Track).

To assert the usage of an Impromptu Offensive, the Activating player must expend **double** the EP cost of a normal Offensive (as if purchased during a Seasonal Turn).

EXAMPLE: The normal cost of a Chinese *CCP* Offensive is 1 EP. Thus, a Chinese *CCP* Impromptu Offensive will cost 2 EPs.

When purchased, an Impromptu Offensive is conducted like any other normal Offensive, although an Impromptu Offensive may **not** be part of any Combined Offensive. Joint Offensives can be conducted with Impromptu Offensives, although the asserting player is required to pay the Impromptu **and** Joint Offensive EP cost.

11 Land Operations

11.1 Land Movement

When Activated, land units may move a number of contiguous land hexes up to or equal to their own printed movement ratings. A land unit's own movement allowance may never be increased (during an Offensive), although land movement can be *reduced* by out-of-supply effects, specific terrain MP costs, inclement weather, and/or enemy ZOC, if applicable during any movement.

11.1.1 Terrain Effects

See TEC

11.1.2 Stacking Limits

See Land Stacking Limit Table (8 steps max, 1(0 in a city))

11.2 Control of Hexes

Each land hex (including any coastal hex and island hex) is either friendly, enemy or a neutral hex to each nation and its units at the outset of any game or scenario. Friendly hexes are defined as those belonging to the controlling nation and/or units. Neutral hexes are defined as any hex that is neither controlled by a friendly nation and/or units or an enemy nation and/or units. Enemy hexes are defined as those belonging to the controlling enemy nation and/or units.

When any combat land unit* enters any land hex, that hex immediately reverts to the control and ownership of that (and any other affiliated) unit, and hence **remains** owned by the unit's nationality (unless the unit is out-of-supply and behind a "Front"; see [5.12] below) until entered by any other enemy combat land unit. Players may use Control chits (i.e., rising suns, tri-color roundels or stars) to mark the control of any particular hex(es), as needed.

11.2.1 Defining a Front

Throughout the ebb and flow of a campaign, an assemblage of combat land units may possibly create a "Front", whereby all of the vacant land hexes behind

that "Front" are automatically considered friendly to the units forming the "Front" (i.e., even if formally enemy-owned, though not any hex actually occupied by any enemy unit). A "Front" is only ever created when all of the unoccupied enemy hexes behind that frontage cannot trace a line of supply to any valid enemy supply source.

NOTE: An Isolated supply source only functions as a supply source while it actually contains supply chits.

At anytime during the Offensive or Movement Phase, a "Front" will automatically be created if a player can demonstrate any contiguous line of friendly combat land units, friendly-owned hexes and/or connecting Zones of Control (but without any infiltrating enemy lines of supply intruding beyond that frontage). In such a case, all of the hexes behind that "Front" then become friendly to the demonstrating player and his units (i.e., if such hexes are not already friendly). Of course, any enemy unit(s) that are isolated behind a "Front" will still retain control of their own hex. Moreover, enemy combat land units behind a "Front" will still project a ZOC normally.

11.2.2 The Front Line

The "Front Line" itself consists of any hexes occupied by friendly land units, any hexes within friendly uncontested or uninhibited ZOC, and/or any vacant hex that was already friendly owned (i.e., friendly land units were the last to occupy the hex). The "Front" does not extend ahead of the "Front Line" itself (i.e., hexes ahead of the "Front Line" do not *automatically* become friendly to the player demonstrating the "Front"), although ZOC and ZOC effects into such hexes apply normally.

11.2.3 Behind the Front

When a "Front" is demonstrated, all hexes behind that "Front" automatically become friendly to the unit's creating the "Front", with the following exceptions:

Any hex that is occupied by any enemy unit(s) remains as enemy controlled (though only while such a hex is actually occupied by an enemy unit).

11.3 Zones of Control (ZOC)

All land units (except any type of land unit marked with a "o" symbol near the center of the chit) automatically exert a "Zone of Control" into each of the six land hexes surrounding the unit (notwithstanding ZOC Restrictions; see below). All Zones of Control automatically impose restrictions on enemy movement, supply lines and retreat eligibility, et cetera (see below) (and TEC).

No land unit ever exerts any ZOC **into** any jungle or mountain hex

A land unit's ZOC never extends across any all-lake or any all-sea hex or hexside, even if bridged by a ferry symbol.

A land unit's ZOC never extends across any all-lake or any all-sea hex or hexside, even if bridged by a ferry symbol.

11.3.1 ZOC Effects

11.3.1.1 Movement

All land units (except for armor, commando, mechanized and motorized units) must immediately stop moving when entering any enemy land unit's ZOC

However, a land unit that *begins* the Offensive or Movement Phase within an enemy land unit's ZOC may leave that hex, and may thus move normally after moving out of the enemy land unit's ZOC (provided it does not enter another enemy unit's ZOC).

11.3.1.1.1 Armor, Mechanized and Motorized ZOC Exception

Unlike other units, all armor, mechanized and motorized units may move into an enemy land unit's ZOC, and then move one additional hex, even if the additional hex is also within an enemy land unit's ZOC (whether contested, inhibited or not).

11.3.1.1.2 Commando ZOC Exception

Like armor, mechanized and motorized units, a commando unit may move into an enemy land unit's ZOC, and then move one additional hex

11.3.1.2 Retreat

Land units may never retreat into any un-negated enemy ZOC, even if contested. Retreating land units may retreat into an enemy ZOC if the hex is occupied by any other friendly land unit(s) or any friendly fortification (an inhibited enemy ZOC hex).

11.3.2 Negating Enemy-ZOC's

An enemy ZOC occupied by a friendly land unit Negates the Enemy ZOC for Supply and Rail movement.

Friendly supply lines and rail movement is permitted into or through a hex within an enemy land unit's inhibited ZOC.

11.4 Armor Breakthroughs

11.4.1 Breakthrough Summary

Armor Breakthroughs occur before the Combat and Exploitation Steps of the **Offensive Phase**, which - if successful - may allow other land units to follow-up each Armor Breakthrough attack (presumably to capitalize upon a breach in the enemy's present positions).

Only **activated** armor, mechanized and/or motorized units are eligible to conduct any Armor Breakthrough (although paratrooper units may participate as an affiliated Paradrop). A General that is stacked with an armor, mechanized and/or motorized unit(s) may contribute its combat and exploitation capability during the Breakthrough Step normally.

11.4.2 Breakthrough Procedure

Any eligible General(s) stacked with any eligible armor, mechanized, motorized and/or other eligible types of unit(s) may exploitatively move and/or attack. Afterward, any participating General(s) are flipped to

their reverse (ineligible to exploit) side(s). Any air unit(s) that were launched during the Exploitation Step are then returned to base.

11.5 Generals

11.5.1 General Movement

A General may ride pick-a-back with any combat land unit(s) it is stacked with, and may switch between any other friendly land unit(s) in the same hex, even if another friendly combat land unit simply passes through the General's hex. However, a General may only move or ride as pick-a-back within the parameters of the Offensive being used to move or collect the General (and the movement limit of the unit or units it is moving with). In such a case, the General is Activated via that Offensive normally, and cannot be voluntarily moved again after the conclusion of that activating Offensive (until the next monthly game-turn).

A General may move alone during either the Offensive Phase or the Movement Phase with an inherent movement of "5" MPs

11.5.2 Generals Combat

One General chit per hex may add its printed combat strength rating to one land unit (of the same nationality) in the same hex (i.e., stacked with the General). The General's combat strength rating must be applied *after* any halving effects (e.g., rivers), but *before* adding any bomber and/or naval gunfire combat strength points.

General pieces possess no combat capability unless presently stacked with at least one friendly combat land unit (of the same nationality), although a General may stack and move with other allied combat land units.

A General may only contribute its combat strength to one land unit (that is stacked with that General in the same hex) which is added to the collective total of the stack normally. In addition, a General's Exploitation capability (if any) may be applied to any eligible armor, mechanized and/or motorized unit(s) stacked with that General.

NOTE: In Advanced PTO, only General Zhukov, General Kravchenko, General Merrill and General Yamashita possess an Exploitation Capability

11.5.3 Eliminating Generals

Generals are only ever affected during an enemy attack that eliminates every land unit in the General's same hex (i.e., stacked with the General chit). If every land unit stacked with a General is eliminated (as a result of a combat elimination, but not due to an elimination as a result of being out-of-supply), the defending player must then immediately roll one die (6-sided): On a die roll of 1-2, the General is eliminated (permanently) and removed from the game. The

following Generals, however, are subject to a die roll modifier when checking for their elimination:

- +1 : General MacArthur
- 1 : General Buckner
- 1 : General Wingate
- 2 : Any Japanese General

Nonetheless, on a net die roll of 3-6, the subjected General is removed from the map and returned to the force pool. Then, that General is eligible to arrive in play again as of the following Seasonal Turn normally (during the Unit Arrivals and Removals Step).

11.6 Land Combat

DIE ROLL	COMBAT ODDS RATIO (1D8)							
	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1
-	AE	AE	AE	3/-	3/-	2/-	2/-	1/-
1	AE	AE	3/-	3/-	2/-	2/-	1/-	1/-
2	AE	3/-	3/-	2/-	2/-	1/-	1/-	[-/1]
3	3/-	3/-	2/-	2/-	1/-	1/-	[-/1]	[-2*]
4	3/-	2/-	2/-	1/-	1/-	[-/1]	[-2*]	[-3*]
5	2/-	2/-	1/-	1/-	[-/1]	[-2*]	[-3*]	DE
6	2/-	1/-	1/-	[-/1]	[-2*]	[-3*]	DE	DE
7	1/-	1/-	[-/1]	[-2*]	[-3*]	DE	DE	DE
8	1/-	[-/1]	[-2]	[-3*]	DE	DE	DE	DE
+	[-/1]	[-2]	[-3]	DE	DE	DE	DE	DE

AE = Attacker eliminated
DE = Defender eliminated
-# = Defender loses this # of steps.
#- = Attacker loses this # of steps.

[/1] = Defender loses 1 step. If attacking any fort, this becomes a "1/1" instead.
[*] = Retreat check* (if this combat result eliminated at least 1/2 of the defender's "steps").
*The defender must roll 1D8: if the defender's roll is equal or higher than the CRT result, the defender must retreat all remaining land units 1 hex, even if such retreat will be detrimental.

Note: If an attacker chooses to advance after combat, he must eliminate 1 land unit of those that participated in the attack to do so. This never applies to a DE.

11.6.1 Land Combat Summary

All land units activated for an offensive can attack during that offensive.

Attacking units must be adjacent to the enemy hex being attacked.

Exceptions: Units making amphibious assaults and paratroops occupy the hex they are attacking.

Up to two enemy hexes can be attacked per offensive.

Friendly units in several different hexes can combine to attack a single enemy hex.

Attacks are made against hexes containing enemy land units or fortifications.

An amphibious assault attack must still attack, even if no enemy units occupy the intended landing hex.

11.6.2 Combat Procedure

The attack sequence indicates when land combat is resolved. Use this procedure for each land attack:

- A. Total the SPs of all attacking land units. Add SPs contributed by bombers or naval bombardment (under amphib section).
- B. Total the SPs of all defending units in the same way as A, above, also adding SPs for fortifications if the defender's hex is fortified.
- C. Divide the attacker's SPs by the defender's, rounding the odds in the defender's favor, to reach one of the ratios on the Combat Results Table (CRT). **Example:** 10 SPs attacking 4 SPs becomes a 2:1 attack.

D. Odds worse than 1:3 are treated as 1:3; odds better than 5:1 are treated as 5:1.

E. The attacker rolls one die, adding all die modifiers that apply. Find the modified result on the appropriate column of the CRT.

F. Implement the result immediately. If both sides are affected, the attacker's losses take effect first.

11.6.3 Strength Points

Attackers and defenders gain SPs for the following conditions:

11.6.3.1 Land Units

Each attacking or defending unit contributes the number of SPs printed on the counter.

11.6.3.2 Fortification Markers

Only one unit in a hex with a fortification may have its strength doubled; the SPs of other units are not affected.

If the fort is unoccupied, it has a combat strength of 2.

11.6.3.3 Coastal Hex Defenses

A coastal hex occupied by defending land units defends according to the strengths of those units.

If no enemy land units occupy the hex and it is the target of an amphibious assault, it defends with an intrinsic strength of 1.

A coastal hex with a fortification marker (either coastal or standard fort) unoccupied by a land unit adds the 2 SPS for the marker to the hex's intrinsic defense of 1 (before doubling for bombers and naval units is calculated).

The conditions above form the basic attacking or defending strength. The following types of SPs are added to this base, but can never exceed it. The final SP total of an attacking or defending force can never be more than twice its basic strength.

11.6.3.4 Ground Support Bombers

Unaborted attacking and defending bombers over the defender's hex contribute SPs. See Ground Support

11.6.3.5 Naval Bombardment

See Naval Bombardment

11.6.4 Combat Restrictions

Attacking units must be activated in order to attack.

A unit may move out of the country of activation and attack a hex outside of that country, as long as it was within the country at the moment of activation. Example: Japan takes an offensive in China, activating Japanese units there. Some of these units attack a Chinese unit in China, while others move into Burma and attack a British unit.

An attacker can cancel an announced attack at any point before the actual die roll

Exceptions: Once a paratroop drops into an enemy Occupied hex, it must attack. Likewise, once amphibious assaulting units have debarked, they must attack.

All units in a hex must be attacked together, as a single combat strength.

A single attack is always directed at a single defending hex, regardless of the number of attacking units and the number of hexes they occupy.

All units in an attacking stack need not attack. Units in a stack can attack different enemy hexes, but each target hex must be identified during step C of the attack sequence (C0.1.5.3.C).

The same defending hex can be attacked only once per offensive, but possibly several times during a turn by different attacking units.

11.6.5 Combat DRMs

All DRMs are cumulative. They are summarized on the Player Aid Cards with the CRT.

11.6.5.1 Air Superiority

Apply a +1 DRM or -1 DRM, if any unrivalled friendly air unit(s) currently occupy the airspace (i.e., are "aloft") over a land combat hex.

11.6.5.2 Weather

Apply a -1 DRM if monsoon (1.2) or conditions (1.3) winter weather exists in the defender's hex.

11.6.5.3 Paratroops

If a paratroop dropped into the hex as part of this combat without becoming depleted, apply a +1 DRM.

11.6.5.4 Supply Status

If the defending hex cannot trace a supply line at the moment of combat, apply a +1 DRM.

If any attacking units cannot trace a supply line, apply a -2 DRM.

11.6.5.5 Terrain

These types of terrain can impose die roll penalties on the attacker: See TEC (Appendix)

11.6.5.6 Concentric Attack Bonus

Any land combat attacks from at least two diametrically opposite land hexes (i.e., from at least two opposite sides) upon the same target hex (during the same land combat attack) are entitled to a +1 land combat die roll bonus. Dual Amphibious Assaults upon opposite sides of an island or a peninsula is not considered a Concentric Attack.

11.6.5.7 Chinese Communist Combat Bonus

Chinese Communist Combat Bonus Any Chinese Communist land combat attacks against any enemy units (within China or Manchukuo) are entitled to a +1 land combat die roll bonus. Conversely, any enemy land combat attacks against Chinese Communist units (within China or Manchukuo) must suffer a -1 land combat die roll penalty.

11.6.5.8 Sneak Attack Bonus

Sneak Attack Bonus If the Sneak Attack Bonus is currently in effect, any Japanese land combat attacks are entitled to a +2 land combat die roll bonus during the first Sneak Attack monthly game-turn, and then a +1 land combat die roll bonus during the second consecutive Sneak Attack monthly game-turn.

11.6.5.9 Amphibious Assault Penalty

Amphibious Assault Penalty Any land unit(s) that are performing an Amphibious Assault land combat attack upon an enemy's coastal hex (even if not occupied) must suffer a -3 land combat die roll penalty (-4, if a

Soviet Amphibious Assault), **unless that Amphibious Assault includes at least 50% "Marine" (if a US Amphibious Assault) or "SNLF" (if a Japanese Amphibious Assault) combat strength points. If an Amphibious Assault includes at least 50% "Marine" or "SNLF" combat strength points, that Amphibious Assault land combat attack must only suffer a -1 land combat die roll penalty.** An assaulting player may abrogate the Amphibious Assault penalty if the Amphibious Assault is coordinated with a normal land combat attack upon the same target coastal 93 Advanced Pacific Theater of Operations-Book 2 92 hex (i.e., from any connecting land hex or hexes). The coordinating land combat attack, however, must consist of at least 50% of the total land combat strength points attacking the target coastal hex (i.e., where the Amphibious Assault is occurring). In such a case, the Amphibious Assault penalty is nullified (and the attack is not considered an Amphibious Assault for re-roll purposes).

11.6.6 Land Combat Effects

Every time a combat die roll is made, one or more units will be affected. Specific results on the CRT and their effects are explained here.

The results listed on the CRT have the following effects. If several effects are listed (e.g., D2x), they all take effect, with the attacker implementing its results first. All results on the CRT affect land units only.

DIE ROLL	COMBAT ODDS RATIO (1D8)						
	1-3	1-2	1-1	3-2	2-1	3-1	4-1 5-1
-	AE	AE	AE	3/-	3/-	2/-	2/- 1/-
1	AE	AE	3/-	3/-	2/-	2/-	1/- 1/-
2	AE	3/-	3/-	2/-	2/-	1/-	1/- [-/1]
3	3/-	3/-	2/-	2/-	1/-	1/-	[-/1] -/2*
4	3/-	2/-	2/-	1/-	1/-	[-/1]	-/2* -/3*
5	2/-	2/-	1/-	1/-	[-/1]	-/2*	-/3* DE
6	2/-	1/-	1/-	[-/1]	-/2*	-/3*	DE DE
7	1/-	1/-	[-/1]	-/2*	-/3*	DE	DE DE
8	1/-	[-/1]	-/2	-/3*	DE	DE	DE DE
+	[-/1]	-/2	-/3	DE	DE	DE	DE DE

AE = Attacker eliminated
 DE = Defender eliminated
 -/ = Defender loses this # of steps.
 +/ = Attacker loses this # of steps.

[-/1] = Defender loses 1 step. If attacking any fort, this becomes a "1/1" instead.
 **Retreat check* (if this combat result eliminated at least 1/2 of the defender's "steps", the defender must roll 1D8; if the defender's roll is equal or higher than the CRT result, the defender must retreat all remaining land units 1 hex, even if such retreat will be detrimental.

Note: If an attacker chooses to advance after combat, he must eliminate 1 land unit for those that participated in the attack to do so. This never applies to a DE.

Land Combat Results In all cases, the defending player is required to implement his applicable combat result effects first.

All land combat results are only ever applicable to land units.

AE = All of the attacking units are eliminated (i.e., removed from the map).

3/- 2/- 1/- [-/1] = The attacker loses (i.e., must eliminate) three land steps / The defender is unaffected. = The attacker loses (i.e., must eliminate) two land steps / The defender is unaffected. = The attacker loses (i.e., must eliminate) one land step / The defender is unaffected. = The attacker is unaffected / The defender loses (i.e., must eliminate) one land step, unless the defending hex contains a fortification symbol or chit (or is a Soviet home city hex; see [10.10]), in which case the attacker loses (i.e., must eliminate) one land step instead, but the defender is unaffected. EXCEPTION: If the Japanese

Sneak Attack Bonus is currently in effect, a Japanese [-/1] land combat attack result upon any enemy fortification chit is considered a normal -/1 result instead (i.e., a defender step loss).

-/2□ = The attacker is unaffected / The defender loses (i.e., must eliminate) two land steps. If this combat result eliminated at least 1/2 (i.e., half) of the total defending land unit steps in the combat target hex, the defender is subject to a Retreat Check / Banzai Check (see below).

-/3□ = The attacker is unaffected / The defender loses (i.e., must eliminate) three land steps. If this combat result eliminated at least 1/2 (i.e., half) of the total defending land unit steps in the combat target hex, the defender is subject to a Retreat Check / Banzai Check (see below).

DE = All of the defending units are eliminated (i.e., removed from the map).

11.6.6.1 Implementing Step Losses

A step loss is indicated by flipping a unit over to its reduced strength side (reverse), or by removing a unit that has already suffered a step loss. Some units (those with blank backs and paratroops) must be removed if they suffer a step loss.

Eliminated land units are placed in the owner's force pool.

Some units have more than two steps.

- Units Breakdown and build up is included. 2XXX=2*XX=9*III=6*X) as regimental equivalents. Army Groups XXXX breakdown to 2 XXX.
- Units with a "Sec" for Security Units breakdown to 1 XX=2III.

Chinese, Japanese, Australian, and Indian infantry units that are destroyed within the borders of their home country can be placed in the Replenishment Box).

11.6.7 Retreats

On any Combat Results Table result with a " " (dot) symbol (if the combat result eliminated at least 1/2 of the total defending land unit steps), the defender must conduct a Retreat Check. In such a case, the defending player must roll one die (8-sided) immediately following that combat result die roll.

If the defender rolls a number that is equal-to or greater-than the attacker's net land combat die roll attack result (i.e., the combat result that caused the retreat check), the defender must then immediately retreat (i.e., move) all defending (i.e., surviving) land units (in the target combat hex) one hex (closer* to a friendly supply source) into any legally accessible adjacent land hex that is not occupied by any enemy chit (although the retreating unit or units can force a lone enemy HQ to be "bumped"; see [5.2]). All retreats are mandatory, even if detrimental (unless a Banzai Attack occurs instead; see below). No units may ever retreat more than one hex, however, regardless of any other present circumstances.

Land units may never retreat into any uninhibited enemy ZOC, even if contested. Retreating land units

may retreat into an enemy ZOC if the hex is occupied by any other friendly land unit(s) or any friendly fortification (an inhibited enemy ZOC hex).

Retreating unit(s) may not retreat into or across any hex that is otherwise prohibited to land movement. Retreating unit(s) may retreat into an unoccupied enemy-owned hex (if not within any enemy unit's uninhibited ZOC), although any such hex is not then considered friendly to the retreating (or compatriot) unit(s). If the retreating unit(s) remain in the hex unto the beginning of the next monthly game-turn, however, such a hex will then become controlled by the retreating unit(s), and is considered friendly to them (and any compatriot units). A stack of multiple retreating units may be split up and retreated in different directions, if desired, provided that each retreat hex is closer to a friendly supply source than the combat hex (and, of course, an eligible retreat hex, as explained above).

NOTE: If possible, any retreating unit(s) must always choose to retreat without over-stacking (if any other valid retreat hexes exist).

If no other valid retreat hex(es) exist, retreating unit(s) may temporarily* over stack with other non-retreating land units (if eligible) in a retreat hex. In such a case, the owning player may not subsequently attack and/or defend with any units in excess of the legal stacking limits, however. Any retreating land unit(s) that are currently out-of-supply, though, must always prioritize a retreat path that is closer to a friendly supply source - even if such a hex would become over-stacked - rather than a hex that would not become over-stacked, but is further from a supply source. *Until the end of the Movement Phase.

If any retreating unit(s) retreat into a hex with any other friendly land unit(s), the retreating unit(s) may not contribute combat strength to the defense of that same hex if that hex is attacked during the same Step - in which the retreating unit(s) retreated - nor may any retreating unit(s) be eliminated or depleted to comply with any enemy's combat result upon that same hex. However, if an enemy's combat result causes more step losses than actually exist in that same combat hex (notwithstanding the retreated units), then enough of those retreated unit(s) must be expended to settle any excess step losses. Furthermore, any DE result upon any hex with any retreated land unit(s) always eliminates all of the units in that same combat hex (including those that had retreated therein). Retreated units are not applicable when determining if "1/2" of the units in a combat hex have been eliminated (subjecting such units to a Retreat Check, if such is the case). Retreated units are, however, subject to any additional retreat result upon their hex, and must retreat again if the other unit(s) therein are required to subsequently do so. Any unit(s) that are unable to retreat (e.g., because of terrain restrictions) are immediately eliminated instead). Voluntarily Retreat If at least 1/2 of the land steps in a combat hex are eliminated (requiring a Retreat Result), the owning player may voluntarily retreat all of the surviving land units, even if not required to do so. In such a case, however, the owning player must retreat every unit therein. A player may not voluntarily retreat only some units, but not others.

Japanese land units may never voluntarily retreat, if optional rule [11.8] is in effect.

Banzai Attack Checks If any Japanese (only) combat land unit (or stack) is required to retreat (i.e., as a result of a mandatory Retreat Result), the Japanese player must first (i.e., before conducting that

required retreat) conduct a "Banzai Attack Check". In such a case, the Japanese player must roll another die (8-sided) immediately following that mandatory Retreat Result. If the Japanese player rolls less than the preceding Retreat Check die roll, then that Japanese combat land unit (or stack) must immediately conduct a mandatory Banzai Attack instead (i.e., instead of a retreat), as explained below. If the Japanese player rolls any other number, no Banzai Attack can occur, and that Japanese combat land unit (or stack) must then immediately retreat normally, per above. To resolve a required Banzai Attack, the Japanese player must immediately conduct a normal land combat attack (upon any one adjacent enemy occupied hex of the enemy player's choice, provided at least one enemy combat land unit in that hex participated in the original fomenting land combat attack). Only the abovementioned mandated Japanese combat land unit(s) (and any accompanying General, if any) may participate in that Banzai Attack (if within stacking limits), regardless of their own Activation status (if otherwise eligible to do so). A Banzai Attack does not require the expenditure of any Offensive. Terrain, weather and supply considerations do apply normally, although air units and/or naval units may not participate in any Banzai Attack, nor may any Banzai Attack involve any Paratroop. Also, an Armor Reaction Attack is not permitted against any Banzai Attack. The combat result of any Banzai Attack is always implemented immediately. If a Banzai Attack combat result is a DE, or causes a retreat (whether voluntarily or not), the attacking Japanese unit(s) may then Advance After Combat normally (i.e., into the adjacent vacated hex), though they are never required to do so.

11.6.8 Advance After Combat

11.6.8.1 Attacking Units

A player may choose to advance some land units (of those that attacked), and not others, if he prefers. However, a player is never required to Advance After Combat. A land unit that is eligible to Advance After Combat may never advance into any other hex, however (i.e., other than the hex it attacked).

Advance After Combat Attrition If the land combat die roll is a -1, -2 or -3 result (and if that result eliminated or forcibly retreated all of the enemy land units in that target combat hex), the attacking player - if choosing to Advance After Combat - must eliminate one friendly land unit step* (only from among those that participated in the attack), regardless of how many of the attacking land units actually Advance After Combat. However, the attacking player may simply decline to Advance After Combat altogether (and thereby avoid the required step loss). In that case, none of the attacking units may Advance After Combat during that monthly game turn. *Of the attacking player's choice, provided that the step to be eliminated had participated in that attack. If the attacking player chooses not to Advance

After Combat, any subsequent move (e.g., during the Exploitation Step) into that same hex (during that same monthly game-turn) requires a step to be eliminated nonetheless (from among the unit or units subsequently entering that hex, whether or not the entering unit or units participated in the original attack).

If the land combat die roll is a DE result, the attacking land unit(s) are never required to eliminate any land unit step to Advance After Combat. When any land unit(s) Advance After Combat, the advancing land unit(s) then automatically capture any installation(s) in the target hex (although any fort is automatically eliminated when captured). If an Amphibious Assault eliminates or forcibly retreats all of the defending enemy land units in the assault hex, the assaulting land unit(s) may then occupy that assault hex as a normal Advance After Combat, and capture any installation(s) in that hex (though any fort is automatically eliminated when captured). If the combat result is a [-1] (if not against a fortified hex; see [5.18]), a -2 or a -3 result, the assaulting land unit(s) must then eliminate one land unit step upon their occupation of the targeted assault hex, even if the assault hex was defended by an Intrinsic Garrison. However, if the combat result is a DE result, the assaulting land unit(s) are simply landed in that targeted assault hex, and no mandatory step loss is incurred. Unoccupied enemy control of a hex or enemy ZOC therein has no effect upon any Advance After Combat. Immediately after any Advance After Combat, however, enemy ZOC (if any) is projected into the combat hex normally. Defending units never Advance After Combat.

11.6.8.2 Secondary Advance

Friendly units can perform a secondary advance if they:

Are activated for this offensive,

Did not advance into the defender's hex, and

Did not attack a different enemy hex.

They must move into the hexes exited by the initial advancing units. Other activated units can move into hexes left by secondary advance, and so forth. An entire stack can perform secondary advance if it is not in an enemy ZOC. If it is in an enemy ZOC, it must leave at least one unit behind as it advances; it can still advance from ZOC to ZOC. Lone units in an enemy ZOC cannot perform secondary advance.

Bounding Overwatch Unlike Advance After Combat, a Secondary Advance is subject to the normal enemy ZOC effects, inasmuch as a lone land unit currently within an enemy ZOC may not conduct a Secondary Advance. However, a stack of land units may also conduct a Secondary Advance, although - to do so - the stack must leave at least one land unit behind in any hex it advances from. Per compliance thereto, any secondary advancing land unit(s) may then be moved from an enemy ZOC to an enemy ZOC, even if inhibited. A Secondary Advance may be employed following a successful Armor Reaction Attack(s), normally.

11.6.8.3 Eliminating Generals

Generals are only ever affected during an enemy attack that eliminates every land unit in the General's same hex (i.e., stacked with the General chit). If every land

unit stacked with a General is eliminated (as a result of a combat elimination, but not due to an elimination as a result of being out-of-supply), the defending player must then immediately roll one die (6-sided): On a die roll of 1-2, the General is eliminated (permanently) and removed from the game. The following Generals, however, are subject to a die roll modifier when checking for their elimination: +1 : General MacArthur - 1 : General Buckner - 1 : General Wingate - 2 : Any Japanese General Nonetheless, on a net die roll of 3-6, the subjected General is removed from the map and returned to the force pool. Then, that General is eligible to arrive in play again as of the following Seasonal Turn normally (during the Unit Arrivals and Removals Step). A lone General cannot be attacked, and thus is never subject to a combat elimination. However, if any enemy land unit enters a lone General's hex, the General chit is simply removed from the map and returned to its force pool.

11.6.9 Combat Effects on Installations

Airfield markers in the defender's hex are captured if all defending units retreat or are eliminated.

Installations marked on the map (ports and cities) are captured by the attacker.

Supply bases and fortifications are destroyed and returned to the force pool if captured by enemy forces.

11.6.10 Replenishment Box

When infantry units of China, Japan, Australia, and India are eliminated within their respective home countries, they are placed in the Replenishment Box when removed from the map.

Exception: If marked with an out of supply marker, an infantry unit of one of these countries goes immediately to the force pool if eliminated.

During the End Phase, some of these units may be eligible to return to the map

Any units in the Replenishment Box during the End Phase that are not replenished must be moved to the force pool at that time.

11.7 Armor Exploitations

Any eligible General(s) stacked with any eligible Armor, mechanized, motorized and/or other eligible types of unit(s) may exploitatively move and/or attack. Afterward, any participating General(s) are flipped to their reverse (ineligible to exploit) side(s). Any air unit(s) that were launched during the Exploitation Step are then returned to base.

See Special Forces Generals that allow Infantry and Commandos to Exploit.

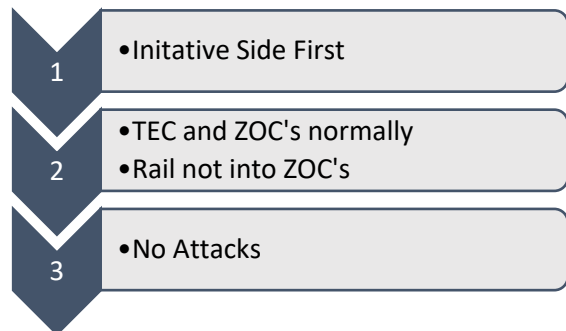
12 Movement Phase

Go to Manila. Go around the Japs, bounce off the Japs, but go to Manila.

-- General Douglas MacArthur, February 1945

During the Movement Phase, land units that were not activated for an offensive during the current turn can

perform land movement. Nations can use rail capacity to move units long distances. Units embarked on STPs in ports can debark



12.1 Un-activated Land Unit Movement

The rules that apply to movement of land units during offensives also apply during the Movement Phase. Units are not activated during the Movement Phase; all unactivated units are eligible to move.

12.1.1.1 Movement Allowances

Infantry and armor units can move their full MAs, subject to terrain & weather ect..

All ZOC effects apply normally during the Movement Phase.

Paratroops moving on the ground move as infantry.

12.1.1.2 Naval Transport

Transported land and air units can debark during the Movement Phase.

12.2 Rail Movement

Rail movement is used to move a unit a distance that exceeds its MA.

Rail movement can be used on the rail lines shown on the map.

Only unactivated units can use rail movement.

A unit moving by rail cannot leave the country in which it begins rail movement.

Rail Cap is marked on the map.

12.2.1 Eligible Units

Infantry, marine, armor, engineer, and paratroops can be transported by rail, within the restrictions of 24.3. One unit can be moved in any country in which a two or more cities are controlled.

12.2.2 Rail Movement Procedure

- A. The moving side picks up the unit from its location at the start of the Movement Phase and traces a path of hexes to its destination, placing the unit there.
- B. A unit moving by rail can follow any path of friendly hexes, as long as all hexes are within the same country and all hexes are friendly-controlled.

- C. Subject to the restrictions below, the path of rail movement can be of any length. There is no maximum MA for units moving by rail.

12.2.3 Restrictions

A unit activated during an Offensive Phase cannot move by rail during the same turn.

A unit cannot use rail movement if it starts the Movement Phase adjacent to an enemy unit unless the two units are separated by an impassible or all-water hexside.

A unit's rail movement must end as soon as it moves into an Enemy ZOC.

A unit moving by rail can pass through friendly controlled hexes (20.3) only.

13 Supply and Replenishment

13.1.1 Supply

All units in the game must be sustained by supply while moving and/or the moment of combat to avoid adverse consequences during play. Furthermore, the supply status of all units in the game must be audited during the Supply Step of the End Phase.

13.1.2 Replenishment

During the Replenishment Step of a monthly game-turn's End Phase, some eliminated infantry units (if any) will be eligible to become automatically replenished. Some depleted air units will be eligible to be rebuilt, and some destroyed installations will be eligible to be repaired.

13.2 Supply Sources and Creating Supply

Supply for every land and air unit automatically originates in any friendly home city/resource hex. Any unit(s) that can trace an unobstructed path of passable land hexes to a supply source (which can also be supply chits) is automatically considered to be "in supply". No other mechanics or game pieces are involved. ATPs and STPs (as well as CL/DD combinations) may possibly be used to ferry supply chits to tenable locations that are not accessible from any supply sources.

13.2.1 Map Supply Sources

Australia: UK and/or US unit(s) in Australia may also draw supply from any Australian supply source(s) normally.

China: In addition to home city hexes, the Chinese Supply hex (W 5109) functions as a supply source for Chinese units.

France: French (or Vichy) units in Indochina may also draw supply from Saigon (W 2713).

Japan: In addition to home city/resource hexes, Mukden

(W 5022) functions as a supply source for Japanese units.

Japanese units in New Britain may draw supply from Rabaul (E 4229), if Rabaul is captured. Formosa (W 3621), Iwo Jima (W 3733), Okinawa (W 3825), Paramushiro (W 0327) and Truk (W 3628) themselves are never considered supply sources, but are always in supply. Japanese units in Indochina may draw supply from Saigon (W 2713) as of the Summer Seasonal Turn of 1941 (see [8.0]).

Soviet Union: In addition to home city/resource hexes, the Soviet Supply hexes (W 5811 and W 6028) function as supply sources for Soviet and Mongolian units. Kamchatka and Sakhalin are never considered supply sources, but are always in supply.

UK: UK and Australian units may draw supply from the

India Box (or the supply source hexes on the "India" map, if in play; see [11.41]). Additionally, UK and Australian units in New Britain may draw supply from Rabaul (E 4229). UK and Australian units in Malaya may draw supply from Singapore (W 2112). The Maldives is never considered a supply source, but is always in supply.

NOTE: A maximum of **two** US units may also draw supply from the India Box (or any "India" map supply source, if in play) normally

US: US (and Free French) and UK units may draw supply from the United States Box, while US units in Hawaii may draw supply from Pearl Harbor (E 2501). Additionally, US units in the Philippines may draw supply from Manila (W 3021). Panama itself is never considered a supply source, but is always in supply.

Minor Nations: In addition to home city/resource hexes, any island hex or colony city (e.g., Palembang) owned by a minor nation is never considered a supply source; but is always in supply for any minor units (s) there

13.3 Supply Sea Supply Chits

Supply chits serve as portable, temporary supply sources. There are two types of supply chits; Air Supply and Sea Supply. Air Supply chits may be transported by ATPs. Sea Supply chits may be transported via STPs or CL/DD combinations.

13.3.1 STP Shipping

Supply chits are not built, per se, but are merely freely created in any friendly, **supplied*** port or airbase hex that currently harbors an STP, CL/DD combination, and/or ATP chit. Supply chits may not be created in any location without an STP, CL/DD combo or ATP (except in an "isolated" supply source. What is more, a player may only create as many supply chits as may be legally loaded aboard whatever STP(s), CL/DD combo(s) and/or ATP(s) are in that hex. Players may **not** create excessive supply chits expressly for the purposes of stockpiling supply chits in any hex. As

such, when created, all supply chits must be (and are always assumed to be) loaded aboard whatever STP(s), CL/DD combo(s) and/or ATP(s) are in that hex.

13.3.2 Coastal shipping

During the Naval and Air Phase, any supply chit in a hex may be expended to create another identical supply chit in *another* hex, provided that an unobstructed path of friendly controlled land hexes exists betwixt each location. For example, if the Australian player has a supply chit in Darwin, but an STP in Derby (and an unobstructed path in-between both cities), the supply chit in Darwin may be expended to create an identical supply chit in Derby (which is then assumed to be automatically embarked aboard the STP there).

13.3.3 Transporting Supply via Submarine

A full-strength (i.e., non-depleted) tactical submarine unit may be used to embark, transport and debark **one** Sea Supply chit (i.e., placing the supply chit itself *under* the submarine chit in doing so). While carrying the Sea Supply chit, however, the submarine unit is considered unarmed, and thus cannot attack any naval unit

13.3.4 Debarking Sea Supply Chits

During the Naval and Air Phase (only), an STP or CL/DD combo docked in a friendly, functioning port (not merely in a port hex) may debark a Sea Supply chit therein. SP's cannot be stockpiled there either (use them or loose them).

13.4 Air Supply Chits

During the Air Movement Step of the Naval and Air Phase, each Air Transport Point may transport one Air Supply chit from its current airbase to a functional destination airbase hex within the ATP's own printed range. Various ATPs have various printed ranges, but no ATP may transport an Air Supply chit any farther than its own printed range number (the lower right hand number on the chit). Of course, any applicable inclement weather effects apply normally (see [1.5]).

ATPs are subject to air interception and air combat normally. If air combat does occur, all air combat is thus resolved normally. Unlike Bombers, if an ATP is escorted by any friendly Fightertype air unit(s) - or if any friendly Fighter-type air unit(s) are counter-intercepting an enemy air interception -, the ATP cannot be attacked in air combat unless every friendly present Fightertype air unit (that is flying as a Fighter) is also concurrently being attacked during that same air combat engagement.

When a transporting ATP arrives in a destination airbase, that ATP may immediately return to its previous airbase, although it may - if the owning player prefers - remain at the airbase to where it had been flown (assuming that the airbase would not be overstacked as a result).

13.4.1 Airbase Supply Capacities

One Air Supply chit may be placed in a hex for each airbase capacity there (e.g., an airbase that may base three air units may also hold up to three Air Supply chits, but not more).

13.4.2 Emergency Air Supply Drops

Ordinarily, Air Supply chits (transported via ATPs) may only be unloaded into a friendly, functioning airbase hex. However, each major power is eligible to conduct an Emergency Air Supply Drop mission, in which one Air Supply chit may be "dropped" into a land hex from an aloft ATP - without the ATP chit being required to land in the drop hex - (during the Naval and Air Phase or Offensive Phase)

Die roll of **1 to 3** = Successful Air Supply Drop in ATP's present hex.

Die roll of **4 to 6** = Drop into an adjacent hex (i.e., of the closest enemy player's choice).

The accuracy die roll may be modified, depending upon the terrain in the intended drop hex: If the intended drop hex is a coastal, jungle (or forest, in Europe), mountain or swamp hex, a +1 die roll modifier (cumulative) is applied.

13.4.3 Tracing a Line of Supply

Any unit(s) in any legal supply source location are automatically assumed to be in supply (unless "isolated"). However, all combat units must be able to "trace" a "line of supply" to a valid supply source to be considered "in supply" at that moment.

A "line of supply" is defined as a contiguous path (of any length and course) of unobstructed friendly land hexes, which is not - at any point - within uninhibited enemy ZOC (even if contested). Friendly land units will automatically inhibit any enemy ZOC in their own hex, although contested ZOC (i.e., two opposing ZOCs into the same unoccupied hex) does not inhibit enemy ZOC.

A line of supply cannot enter into any desert hex or through any jungle or jungle-mountain hex (except via a rail line). A line of supply may also not cross any impassable hexsides, or water (except via a ferry symbol). However, a line of supply may enter a jungle or jungle-mountain hex normally).

EXCEPTION: Sea Island Chain Supply

13.5 Drawing Supply from Supply Chits

13.5.1 Supply Chits

Each Sea Supply chit can provide supply to a maximum of four air and/or land units per monthly game-turn, regardless of their size, strength, nationality (regardless of its port of origin) and/or type. Each Air Supply chit can provide supply to a maximum of one air and/or land unit per monthly game-turn, regardless of its size, strength, nationality (regardless of its port of origin) and/or type.

- SP=4
- AP=1

13.5.1.1 Combat Posture

Depending on whether they are attacking or defending, land combat units will consume supply somewhat differently: When defending against an enemy attack, any and all units that can trace a line of supply to any supply chit (even if only one chit) are considered to be automatically in supply during any enemy's attack (unless actually "marked" as "out-of-supply"). When attacking, however, each participating land unit (i.e., that is attacking) must be able to draw supply (from whatever available supply chit's supply capacity is existent) to avoid out-of-supply penalties. For example, if there is only one available Sea Supply chit (which can supply four units) in a particular locale, then only four land units may conduct an attack without incurring out-of supply penalties. If more than four land units participate in that attack, the attack must then suffer out-of-supply penalties.

Important Concept

Paradrops and Amphibious are in Supply the turn they drop/land.

13.5.2 Isolation Effects

If a home supply source becomes "isolated", the owning player must roll one die (6-sided) during the Supply Step of the End Phase to determine how much supply capacity still remains in that home supply source hex. The die roll result simply equals the number of Sea Supply chits that are then placed into that home supply source hex

Permanent fortresses are never subject to isolation, even if a port facility there (if any) is destroyed or blockaded.

13.5.3 Supply on Island Chains

To represent the variety of barges, sampans, pirogues and numerous other types of small craft that were commonplace among the various islands and atolls in the Pacific Theater, land and air units may draw supply across connected coastal hexes, explained as follows:

While present on any island in any island* (only) hex, any unit is eligible to trace a line of supply (of any length) from its present hex to any other friendly island* hex (i.e., even if not physically connected by any land depiction), but only via a continuous link of non-interrupted and connecting coastal (light blue) hexes.

*An island is defined (for purposes of this rule) as any singular island depiction that is enclosed by a coastal hex or hexes, but never encompassing more than 3 total hexes (as one island). For example, per this rule, Halmahara is considered an island, but Java is not.

NOTE: A line of supply may not ever be traced into or through any sea (dark blue) hex or sea depiction.

13.5.3.1 Interrupted Coastal Hexes

An island line of supply may be traced via any adjoining friendly (or unoccupied, if not friendly) island coastal (light blue) hexes, but never into or through any hex that is presently occupied by any supplied enemy air (non-aloft), land and/or naval unit with a printed combat strength number (even if only fractional) and/or a torpedo rating (but excluding General and/or Admiral chits).

13.6 Out of Supply

13.6.1 Land

If **any** unit (i.e., air, land or naval) *remains* out-of-supply into the Supply Step of the End Phase, it is then "marked" as "out-of-supply" with an "Out-of-Supply" chit.

13.6.1.1 Attrition

If any land unit remains "marked" as "out-of-supply" with an "Out-of-Supply" chit during two or more consecutive Supply Steps (during the End Phase), each out-of-supply land unit chit is then susceptible to possible depletion. As of the second consecutive monthly game-turn of being "marked" as "out-of-supply" (during the Supply Step of the End Phase), the owning player must roll one die (6-sided) for each land unit remaining "marked" as "out-of-supply", resolved and modified (cumulative) as follows:

Die roll of 1 = Two land unit steps are depleted.
 Die roll of 2 to 3 = One land unit step is depleted
 Die roll of 4 to 6 = No depletion.

- -1 : If the land unit is presently in a jungle or mountain hex.
- -1 : If there is more than one out-of-supply combat land unit chit (with a printed combat strength of 1 or greater) in that same hex (per chit).
- +1 : If the unit is a US land unit.
- +1 : If the unit is a Japanese land unit.
- +1 : If the unit is in a city.
- +3 : If the unit is a commando unit.

13.6.2 Naval

If any naval unit, stack or task force is not docked in a supplied, functional port during the Supply Step of the End Phase *and* is not "refueled" at sea, it will be "marked" as "out-of-supply" with an "Out-of-Supply" chit.

If any naval unit is "marked" as "out-of-supply" with an "Out-of-Supply" chit, it must - at the first movement opportunity - move toward the closest (in MPs) friendly, supplied, functional port.

13.6.3 Air

If an air unit is "marked" as "out-of-supply", it may operate (i.e., fly) over its own current base hex, or into any adjacent hex only. Furthermore, an air unit that is "marked" as "out-of-supply" may only change base to another friendly base (within twice its own printed

range, notwithstanding possible weather effects) during the Offensive Phase (*but not* during the Naval and Air Phase). An air unit that is “marked” as “out-of-supply” may only change base once (i.e., perform one “hop”) to one other friendly base, until the **instant** it is no longer out-of-supply.

13.7 Replenishment

During the Replenishment Step of an End Phase, Replenishment allows players to automatically (i.e., without EP cost) replace a limited quantity of *specified* infantry units that had been eliminated (as a result of land combat) within their own home nation during that same monthly game-turn*.

No player may replenish any units that had been eliminated outside of their home nation, including annexed and/or conquered territories (exception: India), nor after the unit’s home nation had been conquered, even if liberated.

Replenishment also allows nations to rebuild depleted air units (via Pilot Recovery) that had been depleted (as a result of air combat) within the unit’s home nation.

Players may also attempt to repair installations that had been destroyed

13.7.1 Automatic Infantry Replenishment

- Australia = Up to 1 eliminated infantry chit (maximum) anywhere within Australia proper.
- China = Up to 4 eliminated infantry chits (maximum, but not including 4-1 or 5-2 infantry chits) anywhere within China (but not Manchukuo).
- Japan = Up to 3 eliminated infantry chits (maximum) anywhere within Japan proper (i.e., not Formosa, or any Japanese island hex more than 4 hexes from Tokyo (W 45 33)).
- UK = Up to 1 eliminated infantry chit (maximum) anywhere within India (not in the India Box).
- USSR = Up to 1 eliminated infantry chit (maximum) anywhere within the Soviet Union in the Pacific Theater

13.7.2 Purchased Infantry Replenishments

In addition to the automatic (i.e., free) infantry Replenishments, any player may also *purchase* any number of **infantry** chits (of any type) eliminated as a result of land combat (during the same monthly game-turn) with EPs currently cached on the EP Track (per the normal EP cost, as listed on the EP Costs Table). In this case, there is no limit to the number of eliminated infantry chits that a nation may purchase (of its own nationality) from the Replenishment Box, provided that the purchased infantry chit(s) became eliminated (as a result of land combat) within their own home nation

13.7.3 Placing Replenishments on the Map

Whether free or purchased, all replenished chits must be placed in any friendly, supplied *home* nation hex (or

India, in the case of the UK), but **never** within any enemy unit’s ZOC

13.7.4 Home Guard

If Japan proper (which includes any island hex within 4 hexes of Tokyo) is physically invaded by *any* enemy land unit(s), Japan will automatically receive a certain number of “Home Guard” units (which are not listed in the Japanese order-of-battle but are included in the counter-mix; see counter-sheet #5).

13.7.4.1 Japanese “Home Guard” Mobilization

If any enemy (an enemy to Japan) land unit(s) actually occupy any Japanese hex (i.e., a Japanese homeland hex) during *any* monthly game-turn, the Japanese player may roll (during the Replenishment Step of that same monthly game-turn) one die (**8-sided**) to determine the quantity of Japanese “Home Guard” infantry **steps** that will immediately arrive within Japan (per the normal Replenishment placement stipulations). An automatic **+1** die roll modifier will apply, however, per *each* enemy home city/resource hex that is currently controlled by the Japanese player. The Japanese player is entitled to roll for “Home Guard” mobilization once per *each* monthly game-turn in which any enemy land unit(s) occupy any Japanese homeland hex.

13.7.4.2 Japanese “Home Guard” Deployment

During the Replenishment Step, the Japanese player may deploy any arriving Japanese “Home Guard” unit(s) in any friendly, supplied land hex(es) within Japan proper, but not in any enemy controlled or enemy ZOC hex(es).

13.7.5 Pilot Recovery (APTO)

Any air unit (except an ATP) that becomes depleted (but not eliminated) within its home nation - if depleted over a friendly controlled home hex (including over a friendly-controlled home coastal hex) - as a result of air combat*, a strafing attack, or collateral damage (regardless of the Phase) is eligible for Pilot Recovery during the Replenishment Step of the End Phase of that same monthly game-turn.

**Except any Kamikaze Attack.*

13.7.5.1 Pilot Recovery Procedure

During the Replenishment Step of any monthly game-turn (but not during any Seasonal Turn), a player may opt to “rebuild” any eligible, depleted combat air unit(s) to full-strength (via Pilot Recovery) at a cost of 4 EPs per air unit. Pilot Recovery may only be purchased with available EPs cached on the EP Track (whether these EPs are in Economic Reserve or not). No deficit spending is ever permitted.

13.7.5.2 US Submarine Pilot Recovery

Any US air unit (except an ATP) that becomes **depleted** (but not eliminated) as a result of air combat (regardless of the within 1 hex of any US submarine unit marked with a “**P**” (printed above the submarine’s depiction) is eligible for Pilot Recovery during the Replenishment

Step of the End Phase of that same monthly game-turn, per the same abovementioned Procedure

13.7.5.3 US PBV Pilot Recovery

Any US air unit (except an ATP) that becomes **depleted** (but not eliminated) as a result of air combat (regardless of the Phase) within 4 hexes of any US 4-12 (PBY) Bomber unit marked with a "P" (printed above the bomber depiction) is eligible for Pilot Recovery during the Replenishment Step of the End Phase of that same monthly game-turn.

13.7.6 Repairing Installations (Monthly Game Turn)

During the Replenishment Step of the End Phase, a player may attempt to repair any destroyed installation(s) - that he owns - if the destroyed installation(s) to be repaired are presently in a friendly hex (whether the installation was destroyed during the current monthly game-turn or any previous monthly game-turn).

Eliminated dirt airstrips cannot ever be repaired.

A destroyed installation may not be repaired if it is presently within any enemy unit's *uncontested* ZOC.

13.7.6.1 Procedure

To repair a destroyed installation (whether a chit or map-printed installation), the owning player must first expend 1 EP (per installation) with any available EP cached on his EP Track (whether the expended EP is in Economic Reserve or not), and then roll one die (6-sided), resolved and modified (cumulative) as follows:

Die roll of 1 to 3 = No repair.

Die roll of 4 to 6 = Successful repair.

- +1 : If the installation is presently within its home nation.
- 1 : If the installation is any type of fort.
- 1 : If it is currently Monsoon or Wet weather condition (in any weather zone).
- 2 : If the installation hex cannot currently trace a line of supply to any valid supply source.

If the specified installation is successfully repaired, it is thus considered repaired immediately.

14 Seasonal Turns

14.1 Seasonal Summary

During each Seasonal Turn, each of the players must manage his economy and production, attend to present political matters, and of course plan his military strategy, particularly with regard to the ensuing monthly game-turns, explained as follows:

14.2 Command Reassignments

During the Seasonal Turn, each player may opt to automatically remove any or all friendly Generals and/or HQs from the map (regardless of their current location anywhere on the map), even if currently isolated or surrounded by enemy hexes and/or units. After removing any or all friendly General(s) and/or HQ(s), the owning player may then freely re-deploy each available General and HQ chit at any time during the Seasonal Turn (ideally after all other arriving units have been placed on the map).

Any HQ chit(s) that had been eliminated in combat during any preceding monthly game-turn(s) are also now eligible to be redeployed during a Seasonal Turn. Eliminated Generals (but only if eliminated as a result of combat), however, are permanently removed from the game when eliminated, and cannot ever be re-deployed.

14.3 Political Relationships

See **Appendix 1**

14.4 Economy

Various nations possess an individual economic income, which is assessed as Economic Points (EPs). A nation's EP income is determined during each Seasonal Turn (see Player Aid Card "Table I"), and is used to build units and installations, purchase offensive capabilities, repair and rebuild damaged installations and units, and/or to refuel ships out at sea (i.e., Keeping Naval Units at Sea).

All nations are eligible to receive an EP income, as tabulated on "Table I" of the order-of-battle Player Aid Cards, during each Seasonal Turn. The United States does not receive any EP income until actually at war (which may occur before December of 1941, if invaded per any of the conditions specified under rule

A player cannot spend EPs in excess of his currently available EP income, for any reason. Players may not trade EPs among one another, except via the stipulations of the Economic Lend Lease rules

14.4.1 Determining Economic Point Income

When each major power's EP income for the current Seasonal Turn is determined, each major power's EP income is marked on the EP Track (after calculating all EP debits as a result of enemy conquests, if any). All EP losses inflicted by enemy Strategic Warfare, however, must then be subtracted from the calculated EP income.

14.4.2 Colonies and Minor Country Partner.

After marking the adjusted calculated EP income for each major power, add **+2** EPs for **each** colony's resource hex currently controlled by that nation (if currently in supply, and not within any enemy land unit's uninhibited Zone of Control). A nation, however, never collects any EPs for any resource hexes within its home borders; such resource hexes are already represented by that nation's seasonal EP income (e.g., Australia does not collect EPs for any resource hexes within Australia).

Minor Nations

Minor Nations have no EP income but \resource hex to its primary major power ally (provided that an EP-line-of-supply exists thereto, except any particular minor nation's resource hex(es) that are enemy-controlled. If any enemy nation controls any minor nation's home resource hex(es), that controlling enemy nation will, instead, gain +2 EPs per each minor nation's home resource hex that it currently controls

14.4.3 Convoy Routes

An undefined proportion of Australian, UK and US EP income is directly predicated upon various Convoy Routes. The Australian and US Convoy Routes may never be closed, though the Indian Ocean Route may be closed.

The Pacific Convoy Routes do not contribute any incarnate EPs to the Australian, UK or US income, however, the Convoy Routes are susceptible to Japanese Strategic Warfare, which can potentially eliminate Australian, UK and US EPs during the Strategic Warfare Phase

14.4.4 Japanese Merchant Routes

An undefined proportion of the Japanese EP income is directly predicated upon various Japanese Merchant Shipping Routes from China and the East Indies (as indicated by the coloured dashed lines from China and the East Indies to Japan). As such, the Japanese Merchant Shipping Routes may not be "closed". The Japanese Merchant Shipping Routes do not contribute any incarnate EPs to the Japanese income. However, the Japanese Merchant Shipping Routes are susceptible to some Western Ally Strategic Warfare, which can potentially eliminate Japanese EPs during the Strategic Warfare Phase of each monthly game Turn.



14.4.5 EP Income Variations

The EP charts also show additional EP and cost of losing locations.

Key Concept

14.4.6 Economic Lend-Lease

The UK may never send more than 1/4 of its net EP income

the US may never send more than 1/2 of its net EP income as lend-lease during a Seasonal Turn

14.4.6.1 UK

Only the United Kingdom and/or the United States may ever send EPs to another friendly nation (known as lend-lease), which may only be allotted during the Lend-Lease Step of a Seasonal Turn. With regard to the United States, lend-lease EPs cannot be sent to the UK or to the Soviet Union until the United States is actually at war with Japan or the Axis (the prewar lend-lease is already represented by the economic model of the game system).

Lend-lease EPs are subtracted immediately from the sending player's EP income, and then simply added immediately to the receiving nation's EP income

14.4.6.2 Australia

US may automatically send lend-lease EPs to Australia if any Western Ally nation presently controls a functional, supplied (non-isolated) port within Australia with an uninhibited overland line of supply to any Australian home city.

If the Indian Ocean Route is currently "open", the UK may send lend-lease EPs to Australia if any Western Ally nation presently controls a functional, supplied (non-isolated) port within Australia with an uninhibited overland line of supply to any Australian home city

14.4.6.3 China

The US and/or the UK may send lend-lease to China, provided that there is path (of any terrain) of land hexes (unobstructed by enemy land units) from the India Box (or from the "India" map, if in play) to any (non-isolated) Chinese-controlled Chinese home

14.4.7 Economic Reserve (ER)

During the Economic Income Phase of any Seasonal Turn, a player may allot (up to 20) EPs of a major power's EP income to Economic Reserve (ER). All EP(s) allotted to Economic Reserve are immune to any Strategic Warfare effects during the ensuing three monthly game-turns, even if that major power's current EP tally is reduced to negative numbers. EP deficits are to be paid during the ensuing Seasonal Turn, although any EP(s) in Economic Reserve will remain exempt from such EP deficits, thereby allowing a player to retain ER EPs for the purposes of purchasing Combined and/or Impromptu Offensives, Keeping Naval Units at Sea, Pilot Recovery, Purchasing Partisans and/or Repairing Installations during monthly game-turns

14.5 The Order-of-Battle and Force Pools

Each of the game's belligerents (i.e., any nation fielding actual combat units) is assigned a unique order-of-battle, which is tabulated on the order-of-battle Player Aid Cards (Table "R" through "V"). Each of the belligerent's order-of-battle lists every endemic combat chit it can potentially field during the game and sequences each chit's scheduled arrival or eligible construction year. During the Winter Seasonal Turn of every game-year, players must cross-reference the listed combat chits and the current year, and then retrieve those chits from the counter-mix. Such chits must then be placed into the pertinent Force Pool (and are thus eligible for construction), or as specified by the order-of-battle

If any chit is eliminated as a result of combat, it is returned to its own Force Pool again (and is eligible to be repurchased normally), unless that chit is denoted as "(cbr)" on the order-of-battle (or unless optional rule is in effect). Any chit denoted as "(cbr)" cannot be rebuilt if eliminated, and thus must be returned to the counter-mix.

Often, the order-of-battle of a particular belligerent may denote some chits as free "arrivals", indicating that those chits are **not** placed into the Force Pool, but rather arrive **free** on the game map. Some free "arrivals" will be specified to arrive during a Seasonal Turn, while others will be specified to arrive during a specific monthly game-turn

Key Concept:

Initially, most units arrive by Reinforcements, only a few go to the force pool for construction. Later, most air and lighter ships need to be constructed from the force pool.

14.6 Constructing Units and Facilities

14.6.1 General Construction Concepts

Construction is the procedure via which players build new units, rebuild depleted units, construct installations, repair destroyed installations, repair damaged naval units, perform specified tasks (e.g., Keeping Naval Units at Sea), and facilitate combat capabilities. Various construction and tasks are effectuated instantly, though some construction and tasks require a "delay". Each construction and/or task requires a specified EP cost, although the EP cost of certain construction and/or tasks will occasionally vary among different nations.

If any purchasable unit is listed with a concurrent construction "delay" (i.e., 1 season, 2 seasons, 3 seasons or 4 seasons), that unit (when purchased) must be placed in a Seasonal Turn Box ahead on the Turn Track a number of seasons (either one, two, three or four subsequent Seasonal Turns) per the indicated construction "delay". That unit, therefore, is not eligible to arrive in play (i.e., be placed) until that subsequent Seasonal Turn.

See the Tables for Costs.

14.6.1.1 Free Unit Entitlements. (previously Optional Rule)

Each eligible to receive an allotment of free units (per each specified Seasonal Turn) from his contemporary force pool during the game (allotted as tabulated on Player Aid Card "IV"), to be constructed (by the owning player) without any EP cost.

If the Japanese or the US player is eligible to select two or more free units during the same Seasonal Turn, each unit must be a different category (i.e., air, land or naval).

14.6.1.2 Dismantling the Bataan and Singapore Fortresses

If the Bataan and/or the Singapore hex is captured, Japan then automatically receives **two** free coastal fort chits (i.e., one if Bataan is captured, and one if Singapore is captured) to be constructed in any supplied Japanese-controlled coastal hexes (representing the redeployment of large guns from the Bataan and Singapore fortresses).

14.6.1.3 Dirt Air Strips

Dirt Airstrips differ from other normal "airbase" chits inasmuch as they may only be placed as "under-construction" as an "Offensive" during the Offensive Phase, (costs 1EP) and are thus completed during the End Phase of that same monthly game turn. (see Air bases)

14.6.1.4 Upgrading Small Airbases

A player may also "upgrade" any friendly, supplied (and completed) small airbase to a large airbase. To do so, the owning player must expend 1 EP, and place a large airbase (as under construction) in the same hex (with the small airbase*). The large airbase is completed normally during the subsequent Seasonal Turn, and the small airbase is then removed from the map. The small airbase is then considered to be functional normally until then.

14.6.1.5 Harbor Enlargement

At any time during the game, the Japanese and the US player may each enlarge an existing port location he currently controls into a Major Port, explained as follows:

If the Japanese or US player (only) currently controls a Minor Port or a Coastal City port location anywhere on the map (if that port is currently functional and presently in supply), he may then construct a single Major Port in that location, known as a Harbor Enlargement.

NOTE: An existing Major Port cannot be enlarged. Any port location that is enlarged does not add its existing port capacity to the Harbor Enlargement. That location, when enlarged, simply becomes a single Major Port.

However, the Japanese player is only ever permitted to enlarge one port at any time during the entire game, and the US player is only ever permitted to enlarge two ports throughout the game, and only ever in the Pacific Theater

To do, the enlarging player must simply spend 5 EPs during the Construction Step of any Seasonal Turn, and place a "Harbor Enlargement" chit in an existing, friendly and supplied port hex (as under construction), which will be completed per a single die roll (6-sided): The number rolled on that die is the number of Seasonal Turns that will be required to complete construction of that Harbor Enlargement, modified as follows:

+1 = before 1943

+1 = Japanese Harbor Enlargements

+1 = Coastal City port locations

If a player's die roll result is a "6", then no Harbor Enlargement is possible in that particular hex (by either side) for the duration of the current game. In the case of a "6" result (only), the rolling player will be refunded his 5 EPs. That player is eligible, though, to attempt another Harbor Enlargement in any other location, per the same stipulations above.

Once completed, a Harbor Enlargement permanently converts that port location into a Major Port, and it thus remains a Major Port for all intents and purposes. If destroyed, it is repaired as a Major Port normally.

If a port where a Harbor Enlargement construction is occurring is captured or destroyed, the Harbor Enlargement construction there is immediately ended (i.e., remove the under construction Harbor Enlargement chit from the map) and cannot be resumed (although a player may begin a new Harbor Enlargement there again, but he must begin the aforementioned procedure anew, including the requisite EPs, and the die roll).

If supply to that port location becomes interrupted before that Harbor Enlargement construction is

complete, the construction simply stops until that location is in supply again (whereby that Harbor Enlargement construction will resume, but as delayed by one Seasonal Turn for each season wherein any monthly game turn during

14.6.2 Air Units

Combat air units are two-step units (i.e., two-sided chits); they may be purchased as single-step or as double-step units, although double-step combat air units are generally more potent and survivable. Some air units are, inherently, only one-step air units (i.e., one-sided chits), and may only be purchased and constructed as single-step units. Many Naval-Air units, for example, are single-step combat air units

14.6.3 Land Units

Combat land units are two-step units (i.e., two-sided chits); they may be purchased as single-step or double-step units, although double-step combat land units are generally more survivable. Some combat land units are, inherently, only one-step land units (i.e., one-sided chits), and may only be purchased and constructed as single-step units. No combat land unit is ever more than a two-step unit.

14.6.4 Naval Units

Naval units are usually two-step units (i.e., two-sided chits), although naval units **cannot** be purchased as single-step units (except Japanese Destroyers, if playing with optional rule) a season that the port location was not in supply).

14.7 Naval Repair

Damaged named naval units and depleted unnamed naval units (including tactical submarines) that are docked in a friendly, supplied, functioning port are eligible to be "repaired" (during the Construction and Repair Step of any Seasonal Turn). To repair any *surface* naval unit (regardless of the class), the owning player must expend 2 EPs. To repair any tactical submarine unit, the owning player must expend 3 EPs

Roll on the Naval Repair Table.

14.7.1 Salvaging Ships Sunk in Port

If a named ship is sunk while it is docked in a friendly, supplied, functional port (unless sunk via a "doubles" dice roll result), it may be Salvageable. To determine the eligibility of a particular sunk ship to be salvaged, the owning player must immediately then roll one die (6-sided).

See Named Ship Salvage Table.

14.8 Placing New Units

14.8.1 Placing Land Units

Any available cavalry and/or Infantry unit(s) may be placed in any friendly, supplied mainland home nation land hex(es), but not within any enemy ZOC (even if

inhibited), or in excess of legal stacking limits. Any artillery, armor, commando, marine (and SNLF), mechanized, motorized, paratrooper and/or Soviet 7-2 Siberian Transfer unit(s) must be placed in any friendly, supplied mainland home city and/or home city/resource hex(es), but not within any enemy ZOC (even if inhibited), or in excess of stacking limits.

Units Breakdown and Buildup is included.

- $2XXX=2*XX=9*III=6*X$ as regimental equivalents. Army Groups XXXX breakdown to 2 XXX.
- Units with a "Sec" for Security Units breakdown to 1 $XX=2III$.

During the Seasonal Turn only, Units can be intentionally (not from combat losses) broken down and built-up.

A newly Built-up Unit will cost an extra EP to Deploy.

14.8.2 Placing Air Units

Any arriving air unit(s) may be placed in any friendly, supplied **home city** and/or any **home city/resource** hex(es) (i.e., with a functional base), but not in any enemy ZOC (even if inhibited), or in excess of any base(s') airbase capacity. Additionally, any available Naval-Air unit(s) may be placed directly aboard any friendly undamaged and/or undepleted aircraft carrier(s) - of the *same* nationality - if not exceeding the aircraft carrier(s') printed *aircraft capacity*, and provided that the aircraft carrier(s) are presently docked in a friendly, supplied, functional **home port**. Any available Naval-Air unit(s) may be placed in any friendly, supplied **home city** and/or any **home city/resource** hex(es) (with a functional base) normally as well.

14.8.3 Placing Naval Units

Any arriving naval unit(s) *must* be placed in a friendly, supplied, functioning **home port**, but not within any enemy ZOC (even if inhibited), or in excess of any port(s') port capacity.

14.8.4 Placing Partisans

A partisan - whether arriving during a monthly game-turn or during a Seasonal Turn - may be placed (by the owning player) in any **enemy-owned** (but not occupied) hex **within** its own home nation (e.g., a Chinese partisan may be placed in any unoccupied enemy-owned *Chinese* homeland hex). A partisan may be placed in any terrain-type hex (except an all-sea hex), although they may never be placed within enemy ZOC, nor placed into a hex with an enemy installation (although a partisan may move there normally, if the installation hex is unoccupied). Additionally, a partisan cannot be placed adjacent to an airbase or airstrip that contains any enemy air unit(s), nor into a hex with any other friendly unit, including any other compatriot partisan.

If a partisan chit cannot arrive because of any aforementioned restriction, its current arrival eligibility is disregarded, and it is simply returned to the Force Pool. If none of the aforementioned restrictions are applicable, any arriving or purchased partisan **must**

arrive (as stipulated above). The owning player **cannot** withhold the placement of arriving or purchased partisans to be placed during any subsequent turn.

14.9 Offensives and Initiative (APTO)

All combat operations on land require offensive provisions, as do some naval and/or air operations. Offensive provisions must be purchased with EPs in the form of "**Offensives**" (during the Seasonal Turn), which are then recorded numerically on the respective Offensive Tracks with "OFF" chits. Each major power is provided with a unique (nationally colored) "OFF" chit, to differentiate the quantity of Offensives that are purchased by each player during a Seasonal Turn. Accordingly, Japan, the Western Allies and the US are each provided with an individual Offensive Track on the map.

Aside from the combat capabilities provided by Offensives, the quantity of Offensives purchased by each side (i.e., Japan or the Western Allies and the Soviet Union, if at war with Japan) during each Seasonal Turn will automatically determine the "Initiative" for the duration of the ensuing season (i.e., three monthly game-turns). Whoever purchased a preponderance of Offensives during a Seasonal Turn will therefore "control" the Initiative during the ensuing season (i.e., during the ensuing three monthly game-turns until the subsequent Seasonal Turn). The player controlling the Initiative is advantaged in that he may choose (or compel) - during each monthly game-turn - which side (Allies or Japan) may conduct the first operation during the Naval and Air Phase and the Offensive Phase.

Because of the importance of Initiative, players should usually purchase Offensives secretly, thus denying the enemy player(s) any foreknowledge of offensive intent, and/or the potentiality of controlling the Initiative.

14.9.1 Resetting the Offensives Tracks

During a Seasonal Turn, before any Offensives are purchased, all players must adjust their "OFF" chits on the Offensive Track to indicate "0" Offensives. All Offensives are reduced to zero during the Construction and Repair Step, regardless of the number of unused Offensives still remaining from the previous season. All previously unused Offensives are lost.

14.9.2 Purchasing Offensives

During the Purchase Offensives Step, each player must decide the quantity of Offensives that he will purchase for each major power that he officiates (to be available for usage during the ensuing three monthly game-turns). If any player intends to conduct many offensive operations, or to vie for control of the Initiative, he should purchase a liberal quantity of Offensives. Partners may discuss this decision with each other, but this information should obviously not be shared with opponents.

There is no limit except EP's available.

A major power is always eligible to receive 1 free Offensive, provided that no Offensives were actually purchased for that major power during that Seasonal Turn.

14.9.3 Japanese Interservice Rivalry

Because of the periodic uncooperativeness of the Japanese services, the Japanese player must purchase his Offensives in the form of "Army" and/or "Navy" Offensives. The Japanese player may purchase both types, and both types of Offensives are counted together when determining the Initiative. However, "Army" Offensives may not be used to Activate naval units, and likewise "Navy" Offensives may not be used to Activate land and/or air* units.

NOTE: Japanese SNLF may be Activated by "Army" or "Navy" Offensives

14.9.4 US Interservice Rivalry

See Special Rules on events.

14.9.5 Inherent Minor Nation Offensives

Each minor nation (i.e., any non-Commonwealth minor nation that possesses a distinct Order-of-Battle, but no EP income), if at war, will always automatically receive 2 free Offensives per each monthly game-turn. Minor nations may not purchase or receive additional Offensives from any major power, even if a current minor partner. Additionally, minor nation Offensives may not be saved or accumulated from turn to turn; if a minor nation's Offensives are not used during any particular monthly game-turn, they are simply lost.

14.10 Costs of Offensives

14.10.1 Cost of Offensives

- Japanese ("Army" and "Navy") and Soviet Offensives cost **2**
- EPs each. Western Allied Offensives cost **3** EPs each.
- Chinese Offensives also cost **3** EPs, although Chinese Communist (i.e., Cost 1 EP)

14.10.2 Joint Offensives

A player may expend **2** (or more) Offensives to coordinate **two** types of Offensives (either as a Joint Air-Land Offensive, a Joint Air-Sea Offensive, or as a Joint Land-Sea Offensive). A Joint Offensive may **not**, however, entail an Air-Sea- Land Offensive.

14.10.3 Impromptu Offensive

To assert the usage of an Impromptu Offensive, the Activating player must expend **double** the EP cost of a normal Offensive (as if purchased during a Seasonal Turn).

15 War Status

Beginning in July 1937, Japan is automatically considered at war with China.

Japan may declare war on any other nation at any time during the game, unless specifically restricted otherwise.

The Western Allies cannot initiate war with Japan, although the Soviet Union may initiate war with Japan after the United States has conducted one A-Bomb Strategic Warfare Attack on Japan

If Japan intends to invade any (currently) neutral minor nation(s), the Japanese player must announce his intention to invade during the same Phase in which any invading event will occur, but always before any such event actually occurs.

NOTE: Previously conquered minor nations are to be disregarded

If any invasion of a neutral minor nation occurs (i.e., as of an announcement of intent to do so), an opponent (i.e., an enemy of Japan) must be designated to officiate control of that minor nation, and must then set-up the minor nation's game pieces (if any) in accordance with the order-of-battle, if stipulated. A minor nation's game pieces (again, if any) must be set up within that minor nation's home borders (defined on the map with a specific colour), deployed to be strategically viable by the officiating player, but observing all stacking and base capacity limits. Furthermore, unless specified otherwise, all minor nation naval unit(s) - if any - must be set-up in any home port(s).

Each friendly home city/resource hex within any minor nation automatically functions as a supply source (i.e., for that minor nation's units, if such units can trace an unobstructed path of passable land hexes thereto).

If the Japanese player has announced his intention to invade a minor nation, war is then considered effectuated and intractable, even if no physical invasion of that minor nation ensues.

15.1.1 Minor Nation Invasion Effects

When Japan invades any neutral minor nation, that invaded minor nation's political alignment (pursuant to the circumstances of the invasion) is stipulated as listed below:

Any invasion of Australia is considered to be an invasion of the UK and the US

Any invasion of Burma is considered to be an invasion of the UK (and Australia) and the US.

An invasion of any Dutch territory in the Pacific is considered an automatic invasion of the UK (and Australia) and the US

Any invasion of India is considered to be an invasion of the UK (and Australia) and the US.

An invasion of Indochina prior to July 1941 is considered an invasion of the UK, US and Dutch. As of the Summer Seasonal Turn of 1941, however, Indochina becomes an automatic and immediate Japanese conquest

Any invasion of Malaya is considered to be an invasion of the UK (and Australia) and the US.

Any invasion of Mongolia does not initiate war with any other nation, nor does Mongolia become a minor partner to any major power

Any invasion of New Zealand is considered an invasion of the UK (and Australia) and the US

Any invasion of the Philippines is considered an invasion of the US, UK and Dutch.

If Japan invades any US-owned territory(ies)* and/or conducts any attack upon any US unit(s), it is considered to be an automatic declaration of war upon the United States by Japan

15.2 Conquest and Victory

Only Japan can be conquered, although the Soviet Union and/or the UK can possibly be “Knocked Out of the War”

Japan is considered immediately conquered when every city/resource hex within Japan proper has been captured by enemy combat land units, although the US player may enforce an automatic capitulation of Japan by inflicting sufficient Strategic Warfare EP losses upon Japan

15.2.1 EP Victory

Notwithstanding an actual conquest of Japan (per above), Japan will automatically surrender (immediately ending the game) if Japan suffers a loss of EPs (i.e., as a result of Strategic Warfare*) equal to -100 below Japan's preceding Seasonal Turn EP Income (disregarding any EPs saved from previous Seasonal Turns, any EPs in Economic Reserve, or any EPs acquired subsequent to the last Seasonal Turn).

However, for each Japanese home city that is presently* occupied by any supplied US combat land unit, that EP surrender integer (i.e., 100) is reduced 10 EPs (e.g., a single captured Japanese home city only requires a loss of EPs equal to -90 below Japan's preceding Seasonal Turn EP Income).

In addition, the first US A-Bomb Strategic Warfare Attack upon any eligible Japanese home city reduces the EP surrender integer 15 EPs, and the second US A-Bomb Strategic Warfare attack upon another eligible Japanese home city reduces that EP surrender integer 30 more EPs. Thus, both A-bomb Strategic Warfare Attacks reduce the EP surrender integer 45 EPs (to -55 instead of -100, if no Japanese home cities have also been captured).

15.2.2 Victory

The Allied players will collectively be considered the victors of the game if Japan becomes conquered **before** the end of the **August 1945** monthly game-turn. However, if Japan remains unconquered **after August 1945**, but **before** the end of the **December 1945** monthly game-turn, then the game is to be considered to be a draw. If Japan remains unconquered **after December 1945**, then the Japanese player is to be considered the victor of the game.

15.2.2.1 Japanese War Aims

If the Japanese war aims are not been met (100 EP Income) before the end of 1942), the Japanese government falls and is replaced by a more moderate government which surrenders unconditionally and game ends early with an Allies Win.

Note: An invasion of any Dutch territory in the Pacific is considered an automatic invasion of the UK (and Australia) and the US

15.2.3 Special Events causing change in victory conditions.

See Special Event that may alter when victory must be achieved by.

16 Special Forces and Weapons Rules

16.1 Commando

An Activated commando unit, if occupying any installation hex, is eligible to automatically destroy any one installation* in any one hex during the Offensive Phase - at no MP cost - (even if the commando unit is merely moving through that hex). No EP cost is required to do so, and neither the commando unit nor the installation is required to be in supply.



16.1.1.1 Transporting Commando's

Tactical submarine unit may be used to embark, transport and debark **one** commando unit of the same nationality (i.e., placing the commando unit itself *under* the submarine chit in doing so), regardless of the strength of the commando unit. While transporting the commando unit, however, the submarine unit is considered unarmed, and thus cannot ever attack any naval unit, even if it is intercepted and/or attacked. Obviously, if a commando-transporting submarine unit is sunk, both the submarine unit and the commando unit are eliminated. Moreover, if a commando-transporting submarine unit becomes depleted, the commando unit is eliminated as a result

16.2 Paratroopers

See Air Transport Rules

16.3 Partisans

16.3.1 Partisans Summary

Specific nations are subject to possible partisan activity if invaded by any enemy power (but not before; except India). Partisan activity is interminable, even after the invaded nation has been conquered. Partisans are represented by specific chits, which (if eligible) will arrive on the map (in their own invaded nation) during the End Phase.

An invaded nation that is eligible for partisan activity is subject to a specified partisan *limit*, indicating the maximum number of partisan chits that may exist in that nation at any one time.



National Partisan Limits Table.

16.3.2 Partisan Special Event

See the Special Event Rules.

16.3.3 Seasonal Limits

During each season, the arrival of partisans is somewhat limited, depending upon the current game-year.

See Seasonal Limits Table

16.3.4 Purchasing Partisans

Partisans may be purchased by any unconquered abetting major power* during a Seasonal Turn.

The cost to purchase (i.e., construct) each partisan chit is in the EP Cost Tables

16.3.5 Placing Partisans

A partisan may be placed (by the owning player) in any enemy-owned (but not occupied) hex within its own home nation.

A partisan may be placed in;

- any terrain-type hex not within enemy ZOC,
- into a hex with any enemy installation.
- adjacent to any airbase or airstrip that contains any enemy air unit(s),
- into a hex with any other friendly unit, including any other compatriot partisan.

16.3.6 Partisan Movement

Each partisan may move a maximum of one hex per monthly game-turn (during the Movement Phase only)

A partisan, however, may always ignore supply considerations, terrain MP costs, weather effects, and any enemy ZOC when moving.

They never leave their country*.

*Except Chinese, Vietnamese and Siberian partisans, which may enter Manchukuo, Thailand, and Mongolia respectively.

If a partisan enters any hex that is occupied by any friendly land and/or air unit (or vice versa), that partisan is then immediately eliminated. The owning player may do so purposefully (e.g., to eliminate a particular partisan so that it may potentially arrive in a different location during a subsequent turn).

A partisan may not enter a hex containing any fortification or land unit (including any lone HQ or General), though a partisan may enter any other type of unoccupied (i.e., unoccupied by any enemy land unit) enemy non-fortification installation hex (which includes any enemy airbase or airstrip presently basing any enemy air unit or units; see below).

16.3.7 Partisan Effects

A partisan causes any hex it presently occupies to become friendly to itself and any allied power.

Additionally, a partisan will inhibit enemy ZOC into its own hex exactly as if it is a normal land unit.

A partisan will not ever reduce or affect any nation's Rail Capacity, although no enemy unit(s) may ever rail into or through any rail line hex presently occupied by a partisan.

No enemy line of supply may ever be traced into or through any hex presently occupied by an enemy partisan.

An intrinsic garrison is considered automatically negated if that hex is occupied by an enemy partisan.

Partisans have no combat ability (as signified by the "X" combat rating on all partisan

16.3.8 Eliminating Partisans

Any enemy land combat attack (during the Offensive Phase) upon any partisan will automatically eliminate it (with no loss to the attacker). No land combat attack die roll is ever required when conducting a land combat attack upon any partisan.

Any enemy combat land unit's movement (during the Movement Phase) into any partisan's hex will automatically eliminate it.

A partisan will be automatically eliminated if its home nation is "liberated" and if there are presently no enemy land units, air units or installations existing within that partisan's home nation.

16.4 Kamikazes

16.4.1 Allowing Kamikazes

As of 1944, the Japanese player may opt to conduct Kamikaze Missions against any Western Allied naval unit(s) that move within an unknown (i.e., unknown to the Allied player) hex range of Japan proper, requiring a secret (Japanese) dice roll (during any single monthly

game-turn of the Japanese player's choice, during 1944), explained as follows:

At any time during any monthly game-turn of 1944 or 1945, the Japanese player may declare a "Kamikaze Check" (only ever once per game), and roll three (6-sided) dice, secretly.

3D6=Range from Japan that allow optional Kamikaze

16.4.2 Kamikaze Attack Procedure

If any Western Allied surface task force enters within the 'tripwire' range of hexes (known only to the Japanese player) permitting Kamikaze Missions (during any Naval and Air Phase and/or Offensive Phase), the Japanese player may launch any Japanese air unit(s) - if possessing a sufficient printed range - as designated Kamikazes (which may include Fighter-type air units, but never ATPs, nor any air units with an "Elite Pilots" chit) to conduct Air-Naval attacks upon that Located Western Allied task force. (

The Japanese player must declare that he is conducting a Kamikaze Mission, and then reveal his "Kamikaze Check" dice roll result to the Western Allied player.

Any convoked air interception(s) will then occur normally (if any), although any Japanese air unit(s) that have been launched to conduct a Kamikaze Mission are not eligible to conduct any air combat attack (even if intercepted).

Japanese air unit(s) that have been launched to conduct a Kamikaze Mission are immune to any air combat abort result.

Accordingly, the Japanese player may also not voluntarily abort any Japanese air unit that is designated to be conducting a Kamikaze Mission.

A flat +2 Air-Naval attack dice roll bonus is automatically applied to each Kamikaze Air-Naval attack's roll (regardless of the target type, or the type of air unit).

A Japanese Fighter-type air unit (including any Fighter-Bomber) may conduct a number of Air-Naval attacks equal to its own current printed combat strength number (e.g., a full-strength 45/3 Fighter is eligible to conduct four Air-Naval attacks). A Japanese Bomber-type air unit may also conduct a number of Air-Naval attack rolls equal to its own current printed combat strength number, but always disregarding any underscore (if any) attack limit (e.g., a full-strength 2-6 Bomber is eligible to conduct two Air-Naval attacks, not 1).

16.4.3 Naval Anti-Aircraft

Unlike normal Air-Naval attacks, Kamikaze Mission attacks are susceptible to anti-aircraft results immediately (i.e., before conducting any additional Air-Naval attacks). As such, if any attacking Japanese air unit (specifically conducting a Kamikaze Mission attack) suffers an anti-aircraft "hit", it is depleted

immediately (i.e., its efficacy becomes immediately diminished, if relevant, as a result).

16.4.4 Kamikaze Fate

After any Japanese air unit has concluded its eligible Air-Naval attack(s) as a Kamikaze Mission, regardless of the results, it is then eliminated automatically (even if a full-strength air unit).

NOTE: Any Japanese air unit that conducts a Kamikaze Attack is not eligible for Pilot Recovery.

"Betties and Bakas"

A Japanese 2-1/5 "Ohka" (MXY7) Bomber unit may only ever be employed to conduct a Kamikaze Mission type of attack. A 2-1/5 (MXY7) Bomber only possesses a printed range of 1, but is unique among Bomber units inasmuch as it must be launched with and thus carried along with (and then launched from) an aloft 3-16 "C" (G4M) Bomber air unit to conduct a Kamikaze Mission attack. Accordingly, the targeted naval unit, stack or task force must be no farther than one hex from that launching 3-16 Bomber. Once launched, however, a 2-1/5 Bomber unit is considered a normal Bomber (except that it may only conduct a Kamikaze Mission type of attack). As such, it may be intercepted normally (but is immune to any abort result), and is also subject to naval anti-aircraft results normally, as well as Kamikaze fate after conducting a Kamikaze Mission attack.

Until launched, however, a 2-1/5 Bomber is considered to be the same air unit as its carrying 3-16 Bomber (and is therefore depleted or eliminated if its carrying 3-16 Bomber is depleted or eliminated). Furthermore, while at any airbase, a 2-1/5 Bomber is assumed to possess a quality rating of "0" (i.e., not 5).

NOTE: A 2-1/5 Bomber unit may never be launched except to conduct a Kamikaze Mission attack. However, a 2-1/5 Bomber may be transported with any 3-16 "C" (G4M) Bomber air unit during any normal Change Base mission. Likewise, a 2-1/5 Bomber unit is eligible to be transported aboard (although never launched from) a Japanese aircraft carrier.

16.5 Soviet Armor Advantages

As of January 1944 (and every monthly game-turn thereafter), Soviet armor units receive a +1 land combat die roll bonus when conducting any land combat attack in any clear terrain hex,

16.6 Japanese City Defender Bonus

16.6.1 Fortification of the Home land Cities

During each Seasonal Turn, in 1944 only, the Japanese player is eligible to roll one die (6-sided) to determine the quantity of free fortifications* that may be placed (as "under construction") on the map by the

Japanese player in any Japanese-controlled, supplied hex(es) (i.e., exactly per the normal installation and construction rules). Each placed fortification chit is completed normally as of the following Seasonal Turn.

1D6

16.7 General Blamey, MacArthur & Stilwell

The Australian General Blamey, the US General MacArthur, and the Chinese General Stilwell chits are unique among General chits inasmuch as they each lack a standard combat strength rating and an exploitation rating. However, the General Blamey, MacArthur and Stilwell chits each possess a special +1 combat strength rating (MacArthur a +2), which is applicable to attacking and defending Australian, US and Chinese combat land units, respectively, within the command radius of their adjutant HQ, explained as follows:

NOTE: Neither General Blamey, MacArthur nor Stilwell may participate in any breakthrough or exploitation.

If the General Blamey, MacArthur and Stilwell chit, respectively, is presently stacked with any Australian, US and Chinese HQ chit, respectively, their +1 (+2 if MacArthur) combat strength rating is automatically projected to every stack of Australian, US and Chinese land units, respectively, that is within the printed command radius of their adjutant HQ chit

NOTE: General Blamey's, MacArthur's and Stilwell's combat strength rating is applied after decreasing or increasing any particular land unit stack's combat strength as a result of other strength point variations (e.g., forts, rivers, et cetera).

16.8 General Merrill, Wingate & Yamashita

The Merrill, Wingate and Yamashita General chits are normal Generals in most respects, although they are unique among Generals in that they are each eligible to conduct Exploitation Movement and/or attacks (only) during the Exploitation Step while stacked with **infantry units**. As such, the General Merrill, Wingate and Yamashita chits are each printed with parenthetical Exploitation ratings.

EXCEPTION: The Merrill General chit does not possess any Exploitation capability unless stacked with the US "5307th" commando unit. Likewise, the Wingate General chit does not possess any Exploitation capability unless stacked with the UK "Chindits" commando unit (while in the Pacific Theater).

16.8.1.1 Exploitation Eligibility

If there are no adverse weather conditions (W or M) in the hex occupied by the unit and General.

If the Activated unit conducted a normal land attack, and successfully vacated the target hex

If the unit and General began the Exploitation Step stacked together (although they need not have necessarily been stacked together before then).

16.8.1.2 Exploitation Movement

When beginning Exploitation Movement, the unit (stacked with General Merrill, Wingate or Yamashita, respectively) may move up to the extent of that General's printed exploitation rating. The moving unit may split off as it moves (within the aforementioned movement limits), even if it does not actually remain with the actuating General chit. All MP costs and movement restrictions apply normally to Exploitation Movement.

NOTE: The unit that began its Exploitation Movement as supplied is considered to be in supply for the duration of its movement (and any subsequent Exploitation attack that it conducts). Supply considerations are only applicable to the unit at the beginning and end of the current Exploitation Step.

Exploitation Attacks

After conducting Exploitation Movement, the exploiting unit may then conduct an Exploitation attack, if adjacent to an eligible target hex (although Exploitation movement is not a requisite to conduct an eligible Exploitation attack). The Exploitation attack is conducted and resolved like a normal land combat attack, although the Exploitation attack is not required to be within the command radius of any activating Command Agent. Both the attacker and the defender may then contribute Ground Support and/or Naval Bombardment (if available) per the normal rules, resolving all interceptions and combat normally.

After resolving the Exploitation attack, the successfully attacking unit may then Advance After Combat normally. Any land unit(s) (if not Activated during a previous Offensive) may conduct a Secondary Advance normally as well.

16.9 Midget Submarines and SS-238

16.9.1 Midget Subs Summary

Japan will receive (as an arrival in Winter 1941 and 1942) a special submarine chit (Midget). Similarly, the US receives (as an arrival in Autumn 1941) a special submarine chit (SS-238). Each such special submarine chit imbues a submarine harbor infiltration bonus, and a special submarine attack capability to one specified tactical submarine chit, explained as follows:

16.9.2 IJN Midget Submarines

If any Japanese tactical submarine unit attempts to infiltrate an enemy port, the Japanese player may then declare the usage of each "Midget" chit (once per game). As such, that Japanese submarine unit (attempting to infiltrate the enemy port) is then entitled to a -2 die roll bonus to its submarine harbor infiltration attempt (i.e., that submarine unit's submarine harbor infiltration attempt die roll of 1-3 permits the infiltrating

Japanese submarine unit to enter that enemy port, immune to the port's screen).

1D6, Need 1-3 to Infiltrate. Midget is -2DRM

If successful, the Japanese submarine unit is then considered to be in that enemy port. Accordingly, the enemy player must then disclose the exact quantity, types and names (if any) of every naval unit presently in that port, whereupon that Japanese submarine unit may then conduct two special submarine naval combat attacks (see below) upon any enemy naval unit (or one attack each upon any two enemy naval units) in that same port, immune to any enemy screening attacks.

The Japanese player may always observe the result of his first special submarine naval combat attack before choosing and attacking the same or another target.

16.9.3 Special Submarine Attacks

The submarine unit (employing the "Midget" chit) is entitled to automatically double each of its naval combat attack dice rolls (and add the submarine unit's gunnery rating normally). For example, if the Japanese player rolled a "7" (plus the submarine unit's gunnery rating of "2"), that submarine unit's final combat result is 16 (i.e., $7 \times 2 + 2 = 16$).

Per the normal rule, if the submarine's net attack result is equal to or greater than the targeted naval unit's printed armor rating, the target naval unit is considered to be "hit" (and sunk, if the target is currently damaged or depleted). Thereafter (regardless of the results), the submarine chit is considered to be outside of the port location (although still in the port hex), and cannot be pursued for the remainder of that same Phase.

After the submarine unit's attacks (regardless of the results), the "Midget" chit is then removed from the game (permanently) and thus cannot be rebuilt or employed thereafter.

16.9.4 SS-238

Similarly, if a US tactical submarine unit attempts to infiltrate a non-large enemy port, the US player may declare the usage of the "SS-238" chit (once per game). As such, that US submarine unit (attempting to infiltrate the enemy port) is entitled to a -3 die roll bonus to its submarine harbor infiltration attempt (

1D6, Need 1-3 to Infiltrate. SS238 is -3DRM

If successful, the US submarine unit is then considered to be in that enemy port. Additionally, the enemy player must then disclose the exact quantity, types and names (if any) of every naval unit presently in that port, whereupon that US submarine unit may then conduct two special submarine naval combat attacks (see above)

After the submarine unit's attacks (regardless of the results), the "SS-238" chit is then removed from the game (permanently), and thus cannot be rebuilt or employed thereafter.

16.10 Atomic Bombs

The US order-of-battle features two "A-Bomb" chits, which arrive during the Summer Seasonal Turn of 1945 in the US Box. Each of these A-bomb chits may be transported (free) by any nonsubmarine US naval unit normally, but must be transported to any supplied, functional US-controlled airbase (if that airbase is also a functioning port hex) to be employed during a Strategic Bombing attack.

A US A-Bomb chit may only ever be employed to conduct a Strategic Bombing attack. An A-Bomb chit does not possess any range, and therefore must be launched with and then carried along with a US 20-20[4] (B-29) bomber air unit to be employed as an "A-Bomb Strategic Warfare Attack". Hence, the carrying 20-20[4] Bomber and A-Bomb unit(s) must be aloft in the same hex as the intended Strategic Target to conduct an A-Bomb Strategic Warfare Attack there. An A-Bomb chit itself cannot ever be intercepted, and nor is it ever subject to any antiaircraft results.

Until an A-Bomb Strategic Warfare Attack has been conducted, however, a carried A-Bomb chit is considered to be the same unit as its carrying 20-20[4] Bomber (and is therefore eliminated if its carrying 20-20[4] Bomber is eliminated, only). While at any airbase, however, an A-bomb chit is invulnerable, unless that airbase is actually captured by any enemy land unit (in which case, that A-Bomb chit is eliminated permanently).

16.11 A-Bomb Strategic Warfare Attack

Each A-Bomb Strategic Warfare Attack is resolved as a separate Strategic Bombing attack on the 120+ column of the Bombing Table (which is not ever column shifted, though only one A-Bomb Strategic Warfare Attack may be conducted upon any single Strategic Target). Regardless of the A-Bomb attack dice roll, an A-Bomb Strategic Warfare Attack is always considered successful (per victory determination).

The *first* US A-Bomb Strategic Warfare Attack upon any eligible Japanese home city reduces the EP surrender integer **15** EPs, and the *second* US A-Bomb Strategic Warfare attack upon another eligible Japanese home city reduces that EP surrender integer **30** more EPs

In addition to an A-Bomb's Strategic Bombing attack, every nonaloft unit in that attacked hex is automatically damaged or is depleted (or eliminated if already damaged or depleted),

If playing with optional rule, a Strategic Target that has been attacked by an A-Bomb unit is not eligible to be "Fire Bombed" thereafter, and vice versa.

16.12 Coastwatchers

The Australian order-of-battle features two Coastwatchers units, which (upon their arrival) may be placed on (and removed from) the map during any

Seasonal Turn, exactly like an HQ. A Coastwatchers unit functions exactly like an HQ

Coastwatchers units have no command ability, and possess a set movement rating of "3"

16.12.1 Capabilities

A Coastwatchers unit is unique among land units insofar as it may conduct a reconnaissance attempt upon any enemy naval unit, stack or task force, exactly like an air unit with an assumed range of "0" (i.e., only in that Coastwatchers unit's same hex), thereby requiring a Flotilla Sighting Report normally (see Player Aid Card "I"), using the "1" range column.

Eliminated Coastwatchers units are not permanently destroyed, regardless of the circumstances of their elimination. Eliminated Coastwatchers units must simply be returned to the force pool, and are eligible to arrive again during any subsequent Seasonal Turn normally (at no EP cost), in accordance with the normal unit placement rules

16.13 Defective US Torpedoes

Prior to the July monthly game-turn of 1943, any successful US (only) submarine and/or "PT-Boat" DE naval combat attack upon any enemy naval unit (in any Theater, even if playing a Combined Game) is subject to a "Dud Check" dice roll (before implementing the results of that naval combat attack).

2D6:: Dud if 2-7

To conduct a "Dud Check", the US player must roll two (6-sided) dice; if that "Dud Check" dice roll result is a 2-7, the preceding successful submarine or "PT-Boat" DE naval combat attack roll is considered unsuccessful instead (and therefore has no effect upon the targeted enemy naval unit whatsoever)

As of the July monthly game-turn of 1943, this rule is abrogated permanently, and never reinstated.

16.14 X-7/0 (B-25) Bomber

The X-7/0 (B-25) Bomber unit is unique insofar as it is the only Bomber unit that may ever be based aboard (and launched from) a CV naval unit (signified with a red printed "B" identifier). The X-7/0 Bomber unit specifically arrives aboard the US CV "Hornet" (or any other US CV if the CV "Hornet" had been sunk hitherto) during any monthly or Seasonal game-turn (of the US player's choice) during 1942. The CV "Hornet" (or other) must presently be "in port" in the US Box, however.

NOTE: While the X-7/0 Bomber unit is based aboard the CV "Hornet", the CV "Hornet" may also base any single US Naval-Air unit normally (though the Hornet's aircraft capacity is assumed to be replete). However, the CV "Hornet" may not ever launch a Naval-Air unit while the X-7/0 Bomber is also currently aboard. If necessary, the US player may voluntarily eliminate the X-7/0 Bomber unit at any time during any turn (for example, to allow a Naval-Air unit to be launched),

though the X-7/0 Bomber unit is considered eliminated permanently in that case.

As mentioned, the X-7/0 (B-25) Bomber unit may be based aboard (and launched from) a US CV, but it cannot ever land (i.e., return to base) aboard any CV (once launched). As such, the X-7/0 is the only Bomber unit that is not required to be returned to base after it has been launched (from a CV). In fact, after conducting the "Doolittle Raid", the X-7/0 Bomber unit may not be returned to any base, and is automatically eliminated immediately thereafter.

16.14.1 Procedure

To conduct the "Doolittle Raid" Strategic Bombing Attack, the US player - during any Strategic Warfare Phase - simply launches the X-7/0 Bomber unit (i.e., from the CV it is currently based aboard) towards any Japanese home city target hex (currently within range), which thus requires that basing US CV naval unit to be 7 hexes (7 being the X-7/0's range) or closer to the intended Japanese home city target hex. Once launched, the X-7/0 Bomber unit (only) is automatically immune to any air interception, though the "Doolittle Raid" - when the X-7/0 Bomber unit is aloft in a Japanese home city target hex - is not resolved as a normal Strategic Warfare attack.

The X-7/0 Bomber unit cannot ever be used to conduct any air reconnaissance, nor be launched to attack any naval unit, attack any installation, or contribute air superiority to any land combat.

When eliminated, the X-7/0 Bomber unit is not eligible to be rebuilt, and thus is listed as "cbr" (cannot be rebuilt) on the US order-of-battle.

If the CV "Hornet" is damaged or sunk before the X-7/0 Bomber unit has been launched, the X-7/0 is eliminated.

During the "Doolittle Raid", the X-7/0 Bomber unit may not be escorted by any friendly air unit.

The "Doolittle Raid" has no effect whatsoever upon the targeted Japanese home city, nor any units or installations therein.

See: [Japanese Home Fighter Command Deployment after a Doolittle Raid.](#)

16.15 Dummy Task Forces (APTO)

In the Pacific Theater (only), the UK and the US (only) may each secretly designate up to three particular task force chits as "dummy" task forces

16.16 Elite Aircrews



Prior to 1942 (only), Japan will annually receive numerous "Elite Pilots" chits (10 in all), which may be

assigned by the Japanese player to extant Japanese air units (of any type - except ATPs - of the Japanese player's choice). During any Seasonal Turn (before Japan is at war with the United States) the Japanese player may assign any of his allotted "Elite Pilots" chits to any supplied Japanese combat air units (a maximum of one "Elite Pilots" chit per each air unit). The Japanese player may assign his "Elite Pilots" chits to any Fighter(s), Fighter-Bomber(s), Bomber(s) and/or Naval Unit(s) as he deems sensible (even if depleted). However, once any air unit has been assigned an "Elite Pilots" chit, that "Elite Pilots" chit must remain with that particular air unit permanently. If that particular air unit becomes eliminated (by any means), its "Elite Pilots" chit is eliminated (permanently) and removed.

NOTE: Eliminated air units that that had been assigned "Elite Pilots" chits may be rebuilt normally, if otherwise eligible, but without the removed "Elite Pilots" chit (which is required to be eliminated permanently when its assigned air unit was initially eliminated).

16.16.1.1 Elite Pilots Advantages

Regardless of the type of Japanese air unit that is assigned an "Elite Pilots" chit, that air unit's printed combat strength is simply increased +1 (even if it is depleted or becomes depleted). For example, a Japanese 3-5/3 Naval-Air unit is considered to be a 4-5/3 Naval-Air unit; if that Naval-Air unit becomes depleted to 2-5/3, it is considered to be a 3-5/3 with an "Elite Pilots" chit.

If an assigned Japanese air unit is a Fighter-Bomber or Bomber unit with an underscored combat rating (e.g., the 3-7/2 Ki-45), that air unit is not considered to be underscored (so long as it retains an "Elite Pilots" chit).

16.16.1.2 Training Difficulties

If any "Elite Pilots" air unit becomes depleted (or is already depleted when assigned an "Elite Pilots" chit), it will lose its "Elite Pilots" chit permanently if that air unit is rebuilt to full strength. As mentioned, if that particular air unit then becomes eliminated, its "Elite Pilots" chit is thus eliminated permanently. In either case, the "Elite Pilots" chit is removed from the game, and may never be reassigned to any other air unit.

16.16.1.3 Restrictions

Any "Elite Pilots" chit(s) may be assigned by the Japanese player during any Seasonal Turn(s) that he chooses, but only if before 1942. As of 1942, no "Elite Pilots" chit may ever be assigned to any air unit. If any "Elite Pilot" chit is still unassigned as of 1942, it is removed from play and returned to the counter-mix permanently.

- No air unit assigned with an "Elite Pilots" chit may ever conduct a Kamikaze Mission.

17.1 Japanese Sneak Attack Bonus

The first and the second monthly game-turns of a physical Japanese invasion of any neutral nation are considered to be Sneak Attack Turns, and thereby afford a Sneak Attack Bonus to specified Japanese units

All nations (except China) are considered neutral, even if at war with the Axis in Europe (except the US, which is **not** considered neutral if already at war with the Axis in Europe).

17.1.1 Sneak Attack Bonus (Land Combat Attacks)

During the first monthly game-turn of a physical Japanese invasion of any neutral nation (except the Soviet Union), all Japanese (only) land units are entitled to a +2 land combat attack die roll bonus when conducting any land combat attack(s) against any of that nation's land units (even if not presently in their home nation when attacked).

During the second consecutive monthly game-turn of a physical Japanese invasion of the same enemy nation, all Japanese (only) land units are entitled to a +1 land combat attack die roll bonus when conducting any land combat attack(s) against any of that nation's same land units (even if not presently in their home nation when attacked).

17.1.2 Sneak Attack Bonus (Land Combat Attacks) Considerations

A Sneak Attack Bonus die roll modifier is cumulative with any other applicable land combat die roll modifier(s).

A land combat result of [-/1] upon a fortified hex is not backfired if the Sneak Attack Bonus is applicable, and is thus considered to be a normal -/1 result instead (i.e., a defender step loss).

17.1.3 Sneak Attack Bonus (Air Combat Attacks)

Yes there is a combat during the first monthly game-turn (but not the second monthly game-turn) of a Japanese invasion of a neutral nation (except the Soviet Union) when the Sneak Attack Bonus is in effect, that Japanese Fighter-type air unit will automatically receive a -1 air combat die roll bonus to its own air combat attack die rolls during both air combat rounds.

A nation's air units may not evacuate while that nation is subject to the Sneak Attack Bonus.

Sneak Attack Bonus (Air-Naval Attacks)

Japanese Naval-Air units are entitled to a +1 Air-Naval attack die roll bonus (in addition to other applicable die roll modifiers, if any) when conducting any Air-Naval attack(s) during the **first** Sneak Attack Naval and Air Phase (only; i.e., never the second).

17 Special Event Rules

17.1.4 Sneak Attack Bonus (Paradrops)

Any Japanese paratrooper unit is entitled to a +1 Paradrop modifier (in addition to all other applicable die roll modifiers, if any) when conducting any Paradrop(s) during the first Sneak Attack Turn (only; i.e., never the second).

17.1.5 Sneak Attack Restrictions

The Sneak Attack Bonus is never applicable against any Soviet units (regardless of their location on the map).

The Sneak Attack Bonus is never applicable during the Strategic Warfare Phase or to any Strategic Warfare attacks.

The Japanese player may not withhold application of the Sneak Attack Bonus for use during a later monthly game turn. The Sneak Attack Bonus is only applicable during a valid Sneak Attack Turn, as stipulated above.

The Sneak Attack Bonus applies for the duration of both

Sneak Attack Turns (unless stipulated to be applicable during the first Sneak Attack Turn or Naval and Air Phase only), but is never reinstated again (upon that same nation) thereafter during the same game.

17.2 US Naval Evasion

As of the Winter Seasonal Turn of 1942, the US player receives an allotment of "Evasion" chits, which may be applied to specified US naval units, stacks or task forces to automatically "evade" successful enemy interceptions.

17.2.1 Allotment

During the Force Pool Additions Step of the Winter Seasonal Turn of 1942 (only), the US player must roll one die (6-sided) to determine the quantity of "Evasion" chits that the US will receive, resolved as follows:

1=2 allotted Evasion chits, 2 to 4=3, 6 to 6=4

When the US player has received the prescribed allotment of "Evasion" chits, he is entitled to apply each chit (as stipulated below) once during any monthly game-turn (and at any time throughout the game), except as restricted below:

17.2.2 Application

After any successful enemy air search or naval interception upon any particular individual US naval unit, stack or task force*, the US player may simply declare the application of one "Evasion" chit, which therefore prohibits any enemy air attacks and/or naval interception attempts upon that naval unit, stack or task force (throughout the duration of that current Phase), except as restricted below. As such, the US player must then immediately place an applied "Evasion" chit atop the designated naval unit, stack or task force (i.e., on the map). That "Evasion" chit will thus remain with that US naval unit, stack or task force throughout the

duration of the current Phase (only), even as it is moved.

For purposes of this rule, a US stack or task force is defined as any stack or task force comprising at least 50% (i.e., half) US naval gunnery points. If that stack or task force includes any US aircraft carrier(s), any such carrier's Naval-Air unit's combat strength is applicable in such a case.

Only one "Evasion" chit may be applied to any individual US naval unit, stack or task force. Accordingly, if an evading US naval stack or task force splits off into multiple naval units, stacks and/or task forces, that "Evasion" chit is therefore only applicable to one of them. Thus, the US player must immediately (i.e., before the naval stack or task force actually splits off) designate and declare which individual US naval unit, stack or task force is retaining application of that "Evasion" chit. The designated naval unit, stack or task force therefore remains immune to any enemy air attacks and/or naval interceptions normally for the duration of the current Phase, although the other naval unit(s), stack(s) or task force(s) are not thereafter benefited by that "Evasion" chit. If available, however, the US player may subsequently declare the application of any other "Evasion" chit(s) as needed, if he desires.

At the end of the current Phase (in which any "Evasion" chit is applied), the applied "Evasion" chit(s) are removed from the map (permanently), and returned to the counter-mix. They are never eligible to be procured again during that same game.

17.2.3 Evasion Restrictions

"Evasion" chits are never applicable in any large sea area.

"Evasion" chits are never applicable within one hex of any Japanese home coastal hex. If an evading US naval unit, stack or task force subsequently moves within one hex of a Japanese proper home coastal hex, that "Evasion" chit's effects are then immediately abrogated, and that "Evasion" chit is removed from the map (permanently).

"Evasion" chits may not be applied to submarine units.

Tropical Disease Effects

After Japan is at war with the US, the Japanese player and the Western Allied player is each individually subject to one separate mandatory die roll (6-sided) to determine the effect of tropical diseases upon the Japanese and Western Allied forces in the Pacific Theater, resolved as follows:

Die roll of 1 = Must deplete 2 air Steps
Die roll of 2 = 4 infantry Steps
Die roll of 3 = 1 air Steps
Die roll of 4 = 3 infantry Steps
Die roll of 5 = 2 infantry Steps
Die roll of 6 = 1 infantry Steps

The rolling player may choose any particular unit(s) of the type (air or land) specified by the die roll, although any such unit(s) **must** be presently within a **jungle or**

jungle-mountain hex during the occurring Replenishment Step. The rolling player **cannot** deplete any coastwatchers, commando, marine (and SNLF) or paratrooper unit in lieu of an infantry unit, although the rolling player **is** permitted to deplete a cavalry unit in lieu of an infantry unit.

If there are no units presently occupying a jungle or jungle mountain hex, or if the die roll result specifies more depletions than are currently present in jungle or jungle-mountain hexes, the result is ignored beyond what that player can implement.

Rach side can Spend EP's (Medical Corps) worth the lost steps top negate the loss.

17.3 Special Events Causing Changes in Victory Conditions

During the EP Income Step of the Seasonal turn,

Roll 2D6 and consult the table below.

End of the Game: Extension (APTO) (11.5 original rules Optional) not used

2D6 Result	Event
2	US Progress of War
3	US Interservice Rivalry
4	Democratic Ideals motivates Western Societies
5	Casualties
6	Tropical Disease Effects
7	Free Partisans
8	Japanese Atrocity in last invaded country (China if none)
9	Japanese Fuel Oil Shortages
10	Greater East Asia Co-prosperity Sphere
11	
12	

17.3.1 Atrocity

If there is no Japanese General in the last country invaded or the Allies have counter attacked and taken a named location in the last three(3) months in the last invaded country (used by IJA as an excuse for brutal repression), an Atrocity occurs, place an "Atrocity" chit

somewhere within that nation to indicate the Atrocity status there.

Note: for example, after the 1940 Communist 100 Regiment Offensive the Japanese initiated the 3 All (Kill all, loot all, burn all policy)

An Atrocity has the effect of negating partisan Seasonal Limits, doubling maximum partisan limits, and automatically applying a +1 die roll modifier to each monthly Partisan Arrival die roll in that nation.

Atrocity effects the Victory conditions. Add one Month to the Limits for Allied Victory for every Atrocity Chit in play.



17.3.2 Greater East Asia Co-prosperity Sphere.

Anti-Western Colonial movements gain support in conquered countries if Japan spends 10EP.

Remove one (any) non Chinese Atrocity marker.



17.3.3 Casualties.

For the next three (3) months complete loss at least one Western allied Corps XXX by any means, causes bringing the Victory conditions forward one (1) month.

Add a marker to the Tun Track



17.3.4 Democratic Ideals motivates Western Societies

Remove 1 Casualty Marker from the turn Track at a Cost of 10EP.

17.3.5 China Civil War Event

1st Time: Nationalist and Chinese Communist may never participate in attacks from this point on.

2nd and subsequent times rolled. Japan reduces any one Nationalist or Chinese unit. Elimination is not allowed, only reduction.

17.3.6 US Interservice Rivalry

If the Macarthur +2 leader is on the Map, for the next three (3) months USA Offensives must only activate either;

Naval Units (including subs), Naval Air, Marines, ATP's/APD's, and Special Forces (including army special forces such as Commando's and Paratroopers).

Or

Army Land, Army Air, Subs, CVE's ,DE's, ATP's and Special Forces.

Allied (UK, Commonwealth) and Minor Offensives are unaffected.

17.3.7 US Progress of War

If the USA is in the war, The Allies must liberate ≥ 3 Japanese Controlled Named Locations this next season of the Home population demands action. If unable to take three (3), then add one Marker to the Turn Track which will bring the Victory conditions forward one (1) month.

Add a marker to the Turn Track



17.4 Free Partisans



Partisans appear in the country of choice of the allied player. Roll one die (6-sided), resolved and modified (cumulative) as follows:

Results 1-4 = No Partisan, 5= 1 Partisan, 6=2

Partisans

DRM's

+2 : China.

+1 : Philippines.

+1 : Per each EP spent by an abetting major power.

+1 : If an Atrocity has occurred.

17.4.1 Tropical Disease Effects

After Japan is at war with the US, the Japanese player and the Western Allied player is each individually subject to one separate mandatory die roll (6-sided) to determine the effect of tropical diseases upon the Japanese and Western Allied forces in the Pacific Theater, resolved as follows:

Die roll of 1 = Must deplete 2 air Steps

Die roll of 2 = 4 infantry Steps

Die roll of 3 = 1 air Steps

Die roll of 4 = 3 infantry Steps

Die roll of 5 = 2 infantry Steps

Die roll of 6 = 1 infantry Steps

The rolling player may choose any particular unit(s) of the type (air or land) specified by the die roll, although any such unit(s) **must** be presently within a **jungle or jungle-mountain** hex during the occurring Replenishment Step. The rolling player **cannot** deplete any coastwatchers, commando, marine (and SNLF) or paratrooper unit in lieu of an infantry unit, although the rolling player **is** permitted to deplete a cavalry unit in lieu of an infantry unit.

If there are no units presently occupying a jungle or jungle mountain hex, or if the die roll result specifies more depletions than are currently present in jungle or jungle-mountain hexes, the result is ignored beyond what that player can implement.

Important:

Each side can Spend EP's (Medical Corps) worth EP to the lost steps to negate the loss.

17.4.2 Japanese Fuel Oil Shortages

If, during any Seasonal Turn, Japan's net EP income is reduced to a single-digit numeral or less (i.e., when tallied during the EP Income Determination Step of the current Seasonal Turn) as a result of excessive EP losses (caused by Strategic Warfare), Japan is subject to "Fuel Oil Shortages", which disallows the movement of some types of Japanese capital ships.

During that same EP Income Determination Step of the current Seasonal Turn, the Japanese player randomly draws **three** "Fuel Oil Depleted" chits, and places each drawn chit (randomly) on each of the three ensuing monthly game-turn Boxes on the Turn Track, without revealing the variant effect of each chit to any other player (though, once placed, the *Japanese* player is permitted to view and know the effect of each placed "Fuel Oil Depleted" chit).

As of the beginning of each following monthly game-turn (i.e., during that ensuing season), the Japanese player must note the directive printed on the reverse side of the "Fuel Oil Depleted" chit, indicating what types of naval unit(s) may not be moved* during that current monthly-game turn. Accordingly, that type of Japanese naval unit (either all Japanese BBs, or all Japanese CVs and CVLs, or all Japanese named ships) may not be moved during the Naval and Air Phase, nor may be moved during the Offensive Phase of that monthly game-turn (although Japanese Fuel Oil Shortages effects never prohibit **any** naval movement during any End Phase). If a "Fuel Oil Depleted" chit is printed as "No Effect", all Japanese naval units may operate normally without restriction during that monthly game-turn.

17.5 Japanese Manchukuo Mandatory Border Garrison (The “Khalkin Gol” rule)

The Japanese player must maintain a land unit border garrison along the Manchukuo-Soviet border prior to a war with the Soviet Union if Japan does not currently control Nomonhan (W 5420). As such, **at least ten Japanese 3-1 infantry units must garrison (i.e., occupy) any ten Manchukuo-Soviet border hexes** (from hex W 5719 to hex W 5227) until Japan is at war with the Soviet Union. Prior to a war with the Soviet Union, up to two of the 3-1 garrisoning Japanese infantry units may be moved from their garrison hex(es) to enter Mongolia if desired, although any such unit(s) may then not exit Mongolia until Japan is at war with the Soviet Union (except to reoccupy the former garrison hex(es) along the Manchukuo Soviet border). If any Japanese infantry unit(s) enter Mongolia, they may then stack or deploy freely therein (i.e., they are not required to maintain a border garrison within Mongolia).

NOTE: Any combat (land and/or air combat) that occurs anywhere within Mongolia does not initiate war among the combating nations. As such, combat occurring among Japanese and Soviet units in Mongolia does not qualify as a war for purposes of abrogating the Japanese Manchukuo Mandatory Border Garrison.

The Japanese Mandatory Border Garrison is abrogated if Japan currently controls Nomonhan (W 5420), or as of the instant that Japan is at war with the Soviet Union (regardless of which nation initiated the war), disregarding any combat occurring within Mongolia, as explained above.

NOTE: As of the December monthly game-turn of 1941, the Japanese player may replace any garrisoning 3-1 infantry unit(s) with any other Japanese infantry units.

17.6 The Burma Railway

The Japanese player is eligible to construct railway installations exactly as if any other normal installation (requiring the standard one-season delay to complete; known as the “Burma Railway”). Each Burma Railway installation, when complete, functions exactly like a normal rail line hex, assuming it is connected to another rail line. Additionally, each functional Burma Railway installation that is constructed in a jungle or jungle-mountain hex will nullify the supply prohibition through therein. Furthermore, any land unit(s) that enter any jungle or jungle-mountain hex containing a Burma Railway installation therein from an adjacent and adjoining rail line hexside (whether a map printed rail line, or another Burma Railway installation) need only expend 1 MP to enter that jungle or jungle-mountain hex, regardless of the type of moving land unit. In any case, though, a Burma Railway installation does not modify the terrain of the hex where it is built,

and thus does not change any combat occurring therein, if any.

Each Burma Railway installation is constructed exactly like a Small Airbase (at a cost of 2 EPs), although each constructed Burma Railway installation must be built in a supplied hex that is either adjacent to an existing rail line (whether a map printed rail line, or another Burma Railway installation), or in any city.

NOTE: Constructed Burma Railway installations do not generate any Rail Capacity anywhere they are built.

No Burma Railway installation is required to be built exclusively within Burma proper, although the Japanese player is limited to constructing a maximum of six Burma Railway installations per game, regardless of where they are constructed. Furthermore, a constructed Burma Railway installation chit must be constructed adjacent to an existing friendly rail line hex (not within contested or uninhibited enemy ZOC), or another Burma Railway chit (not within contested or uninhibited enemy ZOC). In any case, only one Burma Railway installation may be built in the same hex, even if any previously built Burma Railway installation there is currently destroyed.

All Burma Railway installations are destroyed and also repaired exactly identically to an airbase. If destroyed, a Burma Railway installation ceases to function as a rail line (until it is repaired) in every respect.

17.7 Shock of War. Bombing of the Japanese Home Islands

The first time Japan is bombed by a strategic attack (including the X-7/0 B-25 Bomber unit) the following effects immediately occur:

he “Japanese Home Fighter Command Deployment” rule must be enacted.

The US player receives two additional (to be randomly drawn) “Magic” chits (only if playing with optional rule .

The US player may roll 2 dice (6-sided), and thus receive an immediate EP recompense equal to that dice roll (to be added to the US EP Track immediately).

The Japanese player must eliminate one current Japanese Offensive, if any, from the Japanese Offensive Track (if no present Japanese Offensives remain, this is disregarded).

The US immediately receives two additional free Offensives on the US Offensive Track.

During that same Season, the US controls the Initiative.

17.8 Reinforcement Unit (The “Tokyo Express” rule)

If the Admiral Tanaka chit is currently aboard any Japanese DD naval unit chit, that Japanese DD naval unit may function exactly like an STP in every respect.

Any such DD naval unit is hereafter known as the “Tokyo Express”.

EXCEPTION: The “Tokyo Express” DD naval unit is not automatically depleted when conducting an Emergency Sea Supply Debarcation although only one Emergency Sea Supply Debarcation is permitted per each monthly game-turn nonetheless.

A full-strength “Tokyo Express” DD naval unit is equivalent to a 2-point STP (i.e., two Sea Transport Points), whereas a depleted “Tokyo Express” DD naval unit is equivalent to a 1-point STP (i.e., one Sea Transport Point). A “Tokyo Express” DD naval unit may still participate in naval combat normally, though any cargo it is currently carrying is also eliminated if that “Tokyo Express” DD naval unit is sunk. If a full-strength “Tokyo Express” DD naval unit is depleted, any excess cargo (i.e., beyond what can be carried by one Sea Transport Point) must be eliminated as well.

If the “Tokyo Express” DD naval unit is eliminated, any other Japanese DD naval unit in that same hex (i.e., also stacked with the Admiral Tanaka chit) may immediately be nominated as a “Tokyo Express” DD (assuming Admiral Tanaka was not also eliminated), although any newly nominated “Tokyo Express” DD naval unit may not recover any cargo previously sunk along with the original “Tokyo Express”.

17.9 Japanese Home Fighter Command Deployment (Recommended)

If the US player has conducted the “STRATEGIC Bombing of Japan, the Japanese player must deploy (i.e., retain) at least one full-strength Japanese Fighter unit within Japan proper. That Japanese Fighter unit must possess a quality rating of at least “3”, but cannot be a Naval-Air unit. Any air interception or movement beyond any Japanese border coastal hex is considered to be a violation of the deployment requirement unless another eligible Japanese Fighter unit is concurrently deployed within Japan proper (thus complying with the Japanese Fighter deployment requirement).

If the deployed Japanese Fighter unit is depleted or eliminated in violation of the Japanese Fighter deployment requirement (i.e., assuming that there is no other eligible Japanese Fighter presently deployed in Japan proper), that Japanese Fighter unit must be rebuilt, or another Japanese Fighter unit must be purchased for construction before any other type of Japanese air unit may be rebuilt or purchased, so as to comply with the deployment requirement.

NOTE: The Japanese Fighter deployment requirement is automatically abrogated if Midway (E 2112) and Wake (E 2720) are current Japanese conquests (but is reinstated if either becomes US-controlled again).

17.10 Magic Intelligence

The counter-mix includes a total of eighteen “US Magic” chits, which collectively will become available to the US player as of the Winter Seasonal Turn of 1942, and must be randomly set aside from the Western Ally Force Pool, out of view (ideally, in a small cup). Each US Magic chit is denoted with a specific capability, indicative of a specific combat application (i.e., a “context”), and a die (or dice) roll modifier.

17.10.1 Drawing US Magic Chits

The US player is eligible to draw a US Magic chit seasonally and annually, stipulated as follows:

17.10.1.1 Seasonal US Magic

As of the Winter Seasonal Turn of 1942 (and each Seasonal Turn thereafter) the US player is eligible to draw one US Magic chit from his (i.e., set-aside) US Magic counter-mix during the Initiative Step (of each Seasonal Turn). The US player must draw randomly from all eighteen US Magic chits. The US player may not choose any specific US Magic chit.

When a Seasonal US Magic chit has been drawn, the US player may then inspect the reverse side of that chit to see what specific capability it possesses. The US player should never reveal his drawn US Magic chit’s capability to the Japanese player (or even to any other Allied player, if he desires), but should simply place that US Magic chit (with the denoted capability face-down) on the Turn Track (in the current Seasonal Turn Box) to indicate that the US player may apply that US Magic chit (one time) during any single monthly game-turn within the ensuing season.

17.10.1.2 Yearly US Magic

As of the Winter Seasonal Turn of 1942 (and each Winter Seasonal Turn thereafter), the US player is eligible to draw an additional US Magic chit from his (i.e., set-aside) US Magic counter-mix during the Initiative Step (of each Winter Seasonal Turn). The US player must draw randomly from all remaining US Magic chits (i.e., except the Seasonal US Magic chit). The US player may never choose any specific US Magic chit.

As above, when a Yearly US Magic chit has been drawn, the US player may then inspect the reverse side of that chit to see what specific capability it possesses, and places it on the Turn Track (in the Winter Seasonal Turn Box) to indicate that the US player may apply that US Magic chit (one time) during any single monthly game-turn within the ensuing game-year.

NOTE: A Seasonal and Yearly US Magic chit (of the same context) may be applied as a combined modifier, if otherwise eligible.

17.10.2 Magic Capabilities

Eleven of the US Magic chits possess a positive and a negative number, and a parenthetical context. The printed numbers are singular die (or dice) roll modifiers that may be applied (by the US player) to one specific combat die (or dice) roll during a monthly game-turn

within the current season (or current year, if it is a Yearly US Magic chit) such that it behaves the US units presently engaged. The parenthetical context will indicate the permissible combat application (i.e., the type of combat to which the modifier may be applied). Each US Magic chit type is defined as follows:

17.10.2.1.1 (AIR) US Magic Any

US Magic chit with an "Air" context may be applied to any air combat engagement*, regardless of the current Phase. After resolving any pertinent air interception(s), the US player, if intending to apply his "Air" US Magic, must announce his intention to use his "Air" US Magic chit to modify one particular air combat die roll before the air combat roll (and then reveal the "Air" US Magic chit to the Japanese player). The US player may either enforce a (+) die roll penalty upon an enemy's air combat die roll, or apply a (-) die roll bonus to his own air combat die roll (but never both). However, the US player must decide which air combat engagement and which air unit will derive the die roll modifier before the intended combat die roll is resolved. 142 Advanced Pacific Theater of Operations-Book 2 140

*The US player is eligible to apply his "Air" US Magic chit during any single air combat engagement involving US and/or UK (and Australian, as well as Commonwealth) air units (only).

The US player may apply his "Air" US Magic chit during either round of air combat, provided that he announces his intention to do so before the die roll (to be modified) is rolled. An "Air" US Magic chit may be applied to a Heavy Bomber's "return fire" as well, if so desired.

The US player may apply his "Air" US Magic chit to modify* an enemy or friendly bombing of an installation, an enemy or friendly Air-Naval attack upon a naval unit (including any submarine unit), or an enemy or friendly air reconnaissance search roll. After declaring the pertinent bombing attack or reconnaissance, the US player must announce his intention to use his "Air" US Magic chit to modify one (only) particular bombing, Air-Naval attack, or air reconnaissance search roll before that bombing, attack or reconnaissance roll (and then reveal the "Air" US Magic chit to the Japanese player). The US player may either enforce a (-) die roll penalty upon an enemy's bombing, Air-Naval attack or reconnaissance search die roll, or apply a (+) die roll bonus to his own bombing, Air-Naval attack or reconnaissance search die roll.

*The US player is eligible to apply his "Air" US Magic chit during a bombing, Air-Naval attack or during a reconnaissance die roll involving US and/or UK (and Australia, as well as Commonwealth) air units (only).

In all cases, an "Air" US Magic is cumulative with any other applicable modifiers normally.

17.10.2.1.2 (LAND) US Magic

The US Magic chit with a "Land" context may be applied to any land combat attack*. The US player, if intending to apply his "Land" US Magic, must announce his intention to apply his "Land" Magic chit to modify one particular land combat die roll before the land attack

begins (and then reveal the "Land" US Magic chit to the Japanese player). The US player may either enforce a (-) die roll penalty upon an enemy's land combat attack die roll, or apply a (+) die roll bonus to a friendly land combat attack die roll (but never both).

However, the US player must decide which land combat attack will derive the die roll modifier before the intended land combat die roll is resolved. *The US player is eligible to apply his "Land" US Magic chit during any single land combat attack involving US and/or UK (and Australia, as well as Commonwealth) land units. A "Land" US Magic is cumulative with any other applicable land combat modifiers normally. The Japanese player may never cancel any land combat attack to which a "Land" US Magic had been applied.

NOTE: If any "Land" US Magic chit is applied to a particular land combat attack, neither player is eligible for a Re-Roll option (even if the Re-Roll option was declared first).

17.10.2.1.3 (NAVAL) US Magic

Any US Magic chit with a "Naval" context may be applied to a friendly naval engagement, naval interception, Naval Mine or Sea Mine Attack die roll*, regardless of the current Phase. During any naval engagement, naval interception or Sea Mine Attack die roll, the US player, if intending to apply his "Naval" US Magic, must announce his intention to apply his "Naval" US Magic chit to modify one particular Allied naval combat, naval interception or Sea Mine Attack die (or dice) roll immediately before the naval combat, interception or attack roll (and then reveal the "Naval" US Magic chit to the Japanese player). The US player may apply a (+) die or dice roll bonus (only) to his own naval combat, interception or Sea Mine Attack roll. A "Naval" US Magic cannot ever be applied to modify any Axis roll.

*The US player is eligible to apply his "Naval" US Magic chit during any single naval combat, naval interception, Naval Mine or Sea Mine Attack die or dice roll involving US and/or UK (and Australia, including Commonwealth).

In all cases, a "Naval" US Magic is cumulative with all other applicable modifiers normally.

17.10.2.2 (MARU) / INITIATIVE US Magic

Two of the US Magic chits are denoted as "Maru"/"Initiative" contexts, which may be applied to all of the US submarine Strategic Warfare Interdiction Effects along one Japanese Merchant Shipping Route (of the US player's choice) during the Strategic Warfare Phase, or to immediately procure the Initiative for the current monthly game-turn, explained as follows:

NOTE: A "Maru"/"Initiative" Magic chit may not be applied to submarine attacks and to procure the Initiative during the same monthly game-turn

17.10.2.2.1 (MARU)

A US Magic chit with a “Maru” context may be applied to all US submarine Interdiction Effects along one (only) designated Japanese Merchant Shipping Route during any designated monthly game-turn. During the Strategic Warfare Phase, the US player, if intending to apply his “Maru” US Magic, must first announce his intention to apply his “Maru” US Magic chit to modify each US submarine’s Interdiction Effect roll along the same Japanese Merchant Shipping Route (i.e., as denoted on the map) and then reveal the “Maru” US Magic chit to the Japanese player). That “Maru” US Magic chit automatically enforces a +1 Interdiction EP loss to the Japanese EP income per each US sub along that same Japanese Merchant Shipping Route. A “Maru” US Magic chit can only be applied to one specific Japanese Merchant Shipping Route per draw.

NOTE: A “Maru” US Magic chit can only be applied to US submarine Interdiction Effects. Bombers and/or surface naval units are not affected by any “Maru” US Magic chit, even if they are conducting Strategic Warfare in the same Japanese Merchant Shipping Route.

17.10.2.2.2 INITIATIVE

If Japan currently controls the Initiative (for the current season), any US Magic chit with an “Initiative” context may be applied to automatically procure the Initiative of one specified monthly game-turn (only). As such, the US player, if intending to apply his “Initiative” US Magic, must first announce his intention (during the Weather Phase, after determining weather effects) to apply his “Initiative” US Magic chit to procure the Initiative for that monthly game-turn (and then reveal the “Initiative” US Magic chit to the Japanese player). Therefore, the “Initiative” US Magic chit automatically procures control of the Initiative for the Allies for the duration of that current monthly game-turn (only). The US player is the final arbiter with regard to priority.

17.10.2.3 (YAMAMOTO SHOT DOWN) US Magic

If the current game year is 1943 (only), any US Magic chit with a “Yamamoto Shot Down” context may be played by the US player during any monthly game-turn (regardless of the current Phase) to immediately effectuate a deduction of precisely two Japanese Offensives* from the Japanese Offensive Track during that same monthly game-turn. In addition, one US Offensive is then immediately added to the Western Ally Offensive Track.

*The Japanese player may choose “Army” and/or “Navy” Offensives.

After the “Yamamoto Shot Down” Magic chit is played, it may never be played again. If subsequently redrawn again during a following season or year, it cannot be played, and the US player is not eligible to replace it with another Magic chit.

17.10.2.4 (US NAVAL REPAIR)

US Magic Any US Magic chit with a “US Naval Repair” context may be applied to one US naval repair dice roll, adding a -5 yard-time dice roll bonus to that declared naval repair. To do so, the US player simply declares

that he is playing that Magic chit during a Seasonal Turn (during the “Construction and Repair Step”), and rolls one intended repair dice roll normally, but with an automatic -5 dice roll bonus modifier. Once played, however, the US player may not retract his declared application of that “US Naval Repair” Magic chit, regardless of the actual naval repair dice roll to which it was applied.

17.10.2.5 Combining Magic Chits

The US player may combine a Seasonal and Yearly US Magic chit for the purpose of compounding the Magic die (or dice) roll modifier. In such a case, the combined Seasonal and Yearly US Magic chits must be the same context, and applied accordingly.

17.10.2.6 Magic Restrictions

US Magic chits may never be applied in the European Theater, or to/or upon any Axis unit or action.

US Magic chits may never be applied to any circumstances involving Soviet units.

US Magic chits may also be applied to any circumstances involving UK units without restriction, although any such application is entirely at the discretion of the US player.

If any Magic chit is not applied during the season or year for which it was drawn, it is simply lost and then returned to the Magic counter-mix.

Each Magic chit may only ever affect one die (or dice) roll. Thereafter, that Magic chit must be immediately returned to the appropriate Magic counter-mix.

17.10.2.7 Japanese “JN-25” Code Changes

The counter mix includes two “Change JN-25” chits, which will become available to the Japanese player as of 1943. During the Initiative Step of any Seasonal Turn(s), the Japanese player may declare the application of a “Change JN-25” chit, which thus prohibits the application of any US Magic chits as of the subsequent Seasonal Turn (after its application), explained as follows:

NOTE: When a “Change JN-25” chit is placed, it cannot be retracted.

When the Japanese player has declared the application of a “Change JN-25” chit, that “Change JN-25” chit is placed in the subsequent Seasonal Turn Box on the Turn Track (i.e., not in the current Seasonal Turn Box). Accordingly, that “Change JN25” chit will then be “in effect” as of that subsequent Seasonal Turn (but ineffectual until then), and will prohibit the application of any US Magic chits for the duration of three consecutive monthly game-turns (i.e., until the succeeding Seasonal Turn thereafter).

As such, the US player is not eligible to draw any Seasonal US Magic chits during that subsequent Seasonal Turn, nor apply any Yearly US Magic chit during the prohibited three monthly game-turns. As of the succeeding Seasonal Turn, the applied “Change JN25” chit is then removed from play (permanently). That “Change JN-25” chit may not be reacquired thereafter during the game.

18 Appendix 1 Map Clarifications and Politics

Map Clarification

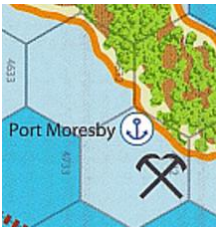
This game is much more enjoyable if you have the maps blown up 130%.

18.1 Territorial possession(s)

Major	Territorial possession
China	Hainan.
France	Indochina (until the Summer Seasonal Turn of 1941), New Hebrides Is.
Japan	Bonin Is., Caroline Is., Formosa, Karafuto, Korea, Kurile Is., Manchukuo, Marshall Is., Mariana Is., Nanpo Is., Ryuko Is, Indochina (as of the Summer Seasonal Turn of 1941).
Netherlands	Borneo, Celebes, Dutch New Guinea, Halmahara, Java, Sumatra.
Soviet Union	Kamchatka, Sakhalin.
UK/Commonwealth	Australia, Bismarck Is., Burma, Ellice Is., Gilbert Is., India, Lower Cook Is., Maldives, Malaya, Papua New Guinea, Sarawak, Solomon Is., Tokelau Is.
USA	Aleutian Is., Hawaiian Is., Panama, Phoenix Is., Philippines

18.1.1 Non-connected Hexes

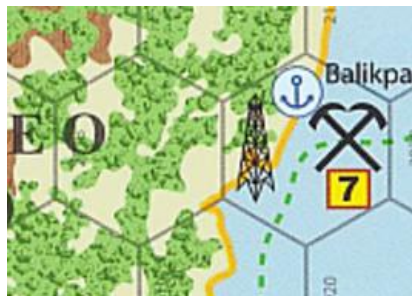
Cartographic inexactitudes occasionally obscure the geographical connections of some hexes on the map. As a rule of thumb, it should be assumed that adjacent hexagons are always connected, unless a prevalent and obvious terrain feature *completely* obstructs a disparate terrain feature (e.g., the two separate land depictions - separated by the sea depiction - in hex W 6033 are not connected). The following **exceptions** apply (listed in numerical order):



Hex E 4632 is not connected - by land - to hex E 4732

18.1.2 Non-Coastal Hexes

Hex W 2018 is **not** a coastal hex.



Hex W 5021 is **not** a coastal hex



18.1.3 Non-Islands

Off shore island where the hex also has mainland are mainland hexes. I have show just a few here.

Hex W 0718 is **not** an island hex.

Hex W 1532 is **not** an island hex.

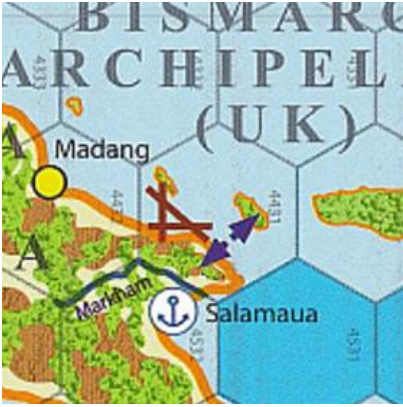


Hex W 1822 is **not** an island hex



Hex W 2022 is **not** an island hex

Hex E 4431 is **not** an island hex.



Hex E 4630 is **not** an island hex.

Hex W 5032 is **not** an island hex.

Hex E 5232 is **not** an island hex.

Hex W 5433 is **not** an island hex.

18.1.4 Peninsula Coastal Hexes

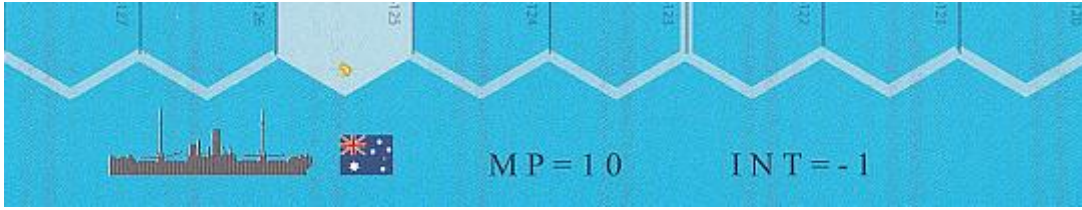
A peninsula that is completely contained within a hex does **not** divide the coastal sea into two separate coastal sea locations, even if the peninsula's depiction actually bisects the hex entirely. However, if a peninsula actually protrudes from a hex into an adjacent hex (for example, W 4731), the bisecting peninsula does divide the coastal sea into two separate coastal sea locations. Accordingly, players must be mindful which side of a bisecting peninsula that any naval unit(s), stack(s) and/or task force(s) in that hex occupy.



18.1.5 Convoy Routes

A Convoy Route is defined as any sea area (i.e., in the Pacific) with a map-printed Merchant Ship silhouette depiction therein (also known as a Convoy Route sea area), and represents the primary convoy shipping lanes in that region of the Pacific Ocean during World War Two. Each Convoy Route sea area is always considered to be actively in effect (i.e., the inherently represented convoy traffic is always assumed to be traversing the Pacific). No Convoy Route sea area may ever be "closed" (except the Indian Convoy Route, and is always susceptible to Convoy Interdiction.

Each Convoy Route sea area is susceptible to Convoy Interdiction by any eligible Japanese surface naval unit(s), Auxiliary Cruiser(s) and/or Bomber(s) - wherein employed - during the Strategic Warfare Phase of any monthly gameturn(s). However, Allied players can similarly employ naval and/or air units to inhibit the likelihood of successful Japanese interdiction of any particular Convoy Route sea area(s).



18.1.5.1 Indian Ocean Convoy Route

There are two specific Indian Ocean Convoy Route sea areas on the Western map, which are collectively known as the Indian Ocean Convoy Route. Each of the two Indian Ocean Convoy Route sea areas is automatically considered “closed”, unless specifically declared (by the UK player *) to be “open” during a Seasonal Turn.

**The US player may not declare the Indian Ocean Convoy Route to be open.*

If the UK player allocates lend-lease EPs to Australia, the UK must declare the Indian Ocean Convoy Route to be “open” during the current Seasonal Turn. Furthermore, at least one Australian home (functional) port city must be Allied controlled, and presently non-isolated. No lend-lease EPs may be sent to Australia if all Australian ports have been captured and/or destroyed (or isolated) by Japan.

If the UK player declares the Indian Ocean Convoy Route to be “open”, he must place an “Indian Ocean Route Open” chit in both Convoy Status boxes printed on the map, denoting that the Indian Ocean Convoy Route is “open” for the ensuing season (i.e., three monthly game-turns). Furthermore, when the Indian Ocean Convoy Route sea areas are “open”, they automatically remain “open” for the duration of that current season (e.g., if the Indian Ocean Convoy Route is declared to be “open” during the Autumn Seasonal Turn, it is therefore considered to be “open” during October, November and December).

If the UK player declared the Indian Ocean Convoy Route “open” during a Seasonal Turn (and assuming all Australian ports have not been captured, destroyed and/or isolated), the UK player may send up to **1/4*** of his current net EP income (before any construction) to Australia as lend-lease (via the Indian Ocean Convoy Route).



18.1.6 Impassable Straits

Only Japan can pass these straits while the land is Japanese controlled.

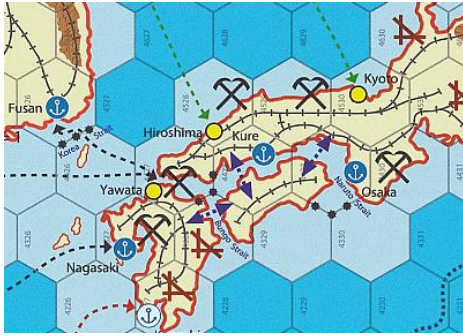
Japan: Bungo Channel (W 4427 - W 4428 - W 4328)

Japan: Korea Strait (W 5032 - W 5033)

Japan: Naruto Strait (W 4330 - W 4420)

Japan: Soya Strait (W 5433 - E 0734)

Japan: Tsugaru Strait (W 5032 - W 5033)



18.1.7 Map Boxes, Charts, Tables and Terminology

The maps include the following boxes, charts, tables and terminology:

Bombing Table: The *bombing table* is used to determine the success or failure of all bombing (and bombardment) attacks and *economic point* losses (if any) as a result of *strategic warfare* attacks from eligible enemy Bombers and A-Bombs.

Convoy Route Sea Areas: The *convoy route sea areas* are used to indicate the location of the various Pacific sea areas that are susceptible to Axis *strategic warfare*. Each *convoy route sea area* features a merchant ship silhouette. The nationality flag of each printed merchant ship silhouette indicates which nation, if that convoy route is interdicted, must suffer the EP loss(es) during the Strategic Warfare Phase.

Combat Results Table: The *combat results table* (CRT) is used to determine the results of all land combat.

Force Pool Boxes: The *force pool boxes* are used by each side to hold all of its chits and units that are in the current game, but are not yet eligible to enter the hexagonal map area.

NOTE: If all players agree, the contents of each *force pool* may be kept hidden from the opponents' view, allowing more uncertainty regarding another player's strategy, intent and/or strategic direction.

Nation Boxes: The *nation boxes* are used to indicate the off-map location of nations that are not depicted incarnate on the map's hexagonal grid. In APTO, these locations are: India (if the "India" map is not in play) and the United States (West Coast).

Rail Capacity: The *rail capacity* of each nation or colony is printed on the map as: RAIL CAP =, followed by a number which indicates the maximum *rail capacity* of that particular nation or colony.

Replenishment Boxes: The *replenishment boxes* are used to set aside any units that are eligible to be *replenished*.

Record Tracks: The *record tracks* are used to indicate the current tally of *economic points* (EPs), *economic reserve* (ER), current *offensive* tally, and *strategic warfare losses* for each eligible nation throughout the game.

Strategic Bombing Boxes: The *strategic bombing boxes* are used to indicate which Japanese city hex(es) have been targeted for *strategic warfare bombing raids* during the current season.

Turn Track: The *turn track* is used to indicate the current *season*, *month* and *year* of the game as the game progresses.

18.2 Politics

The following political affiliations (listed alphabetically below) are assumed to be in effect.

Any minor nation will be automatically Activated, if invaded, during a monthly game-turn, and thus becomes allied with the enemy of the invader.

AUSTRALIA

Australia is an automatic ally of the UK and US, and considered to be at war with any nation that is at war with the UK and the US.

BURMA

Burma is a UK colony and thus owned by the UK.

DUTCH

The Dutch are an automatic ally of the UK (and Australia) and US, and considered to be at war with any nation that is at war with the UK (and Australia) and the US.

NOTE: For differentiation purposes, the “Netherlands” references in APTO will exclusively be referred to as “Dutch”, whereas “Netherlands” references in AETO will exclusively be referred to as “Netherlands”. For all intents and purposes, the Dutch in the Pacific Theater are considered to be politically autonomous from the Netherlands in the European Theater.

INDIA

India is a UK colony and thus owned by the UK.

INDOCHINA

Indochina is a French colony and thus owned by the French. However, as of the Summer Seasonal Turn of 1941, Indochina becomes a Japanese colony, if not playing a Combined Game. If playing a Combined Game, Indochina becomes a Japanese colony **if** Germany establishes Vichy France (if not - or until then - Indochina remains a French colony normally).

KOREA

Korea is a Japanese colony and thus owned by Japan.

MALAYA

Malaya is a UK colony and thus owned by the UK.

MANCHUKUO

Manchukuo is a Japanese colony and thus owned by Japan.

NEW ZEALND

New Zealand is an automatic ally of the UK and considered to be at war with any nation that is at war with the UK.

PHILIPPINES

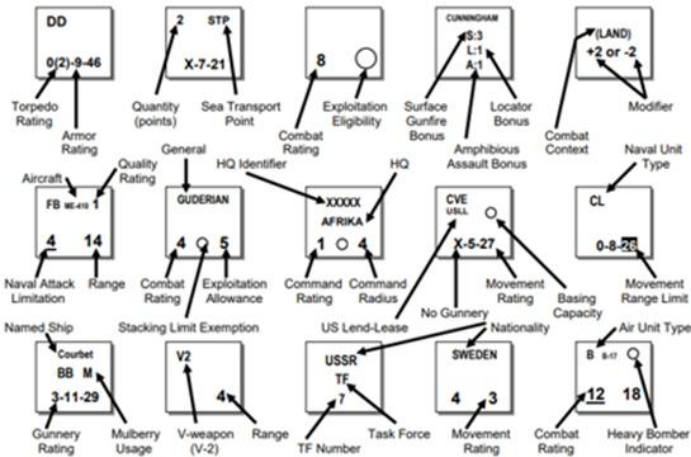
The Philippines is a US colony and thus owned by the US.

THAILAND

Thailand is a Japanese Ally. Japanese entry is permitted December 1941. However, partisans entering Thailand represent the anti-Japanese movement.

19 Appendix 2: Unit Classification

Appendix Units Values



B B-24 [1] 5-11	Vandergriff 3	Vandergriff Remove 41	41 CL 01 1(2)-10-43	CL 01 9th Cr 1 STEP
III C 1/2 1	Japanese Land and HQ's. P=Pacific, K = K army, C= CBI, J = Japan Home		40 BB Yamato 6-16-37	18th CBI HQ C1 R7
III K 1/2 1	III P 1/2 1	Sc XX J 1 1	14th Pacific HQ C2 R5	10th XXXX HQ 2-7
			10th XXXX 1945	

20 Appendix 3 SOP

SEQUENCE OF PLAY (Advanced PTO)

Blue is APTO Rule not in PTO or very different. Green is 2022 Fan Development.

MONTHLY TURN SEQUENCE OF PLAY [Rule Numbers]

[1.0] Weather Phase Weather Determination Step

Players determine the weather for the current monthly game-turn, as indicated on the turn track.

APTO 1.5: Has a Monsoon separated into Moderate and Severe.

[1.1] Air Operation Effects Step

If Monsoon or Wet weather exists, players then determine the air effects in the affected weather zone(s).

ATPO: 1.5 50% effects for range and strength

[2.0] Strategic Warfare Phase

[2.1] Strategic Bombing Step: *If the Allies and Japan are conducting bombing raids, the Allies must commence this Step first.* Any eligible Bomber unit(s) may be designated to bomb any accessible enemy city and/or rail target(s). Resolve air combat (if any) as it occurs. All participating air units are committed (and considered **aloft**) for the duration of the current monthly game-turn.

APTO 2.0: Units are Marked Previously Committed (PC) and not usable in the rest of the Month. APTO Table is different, Night (2-5 Col.) and long range B29 (+1DRM) (Iwo Jima Rule) and 50% for pre bombed or non-Japan home hex (exception DEI Oil (2-5 Col))

[2.2] Convoy Routes

[2.21] Japanese Air Interdiction Step: *This Step is only performed by the Japanese player.*

Any eligible Japanese Bomber unit(s) can be designated to interdict any accessible and open Convoy Route sea area(s). Resolve air combat (if any) as it occurs. All participating air units are committed for the duration of the current monthly game-turn.

[2.22] Japanese Surface Raider Step: *This Step is only performed by the Japanese player.*

Any eligible Japanese surface naval unit(s) presently occupying any open Convoy Route sea area(s) can be designated to interdict the occupied Convoy Route sea area(s).

[2.13] Auxiliary Cruiser Operations Step: *This Step is only performed by the Axis player(s).*

Any German or Japanese Auxiliary Cruisers occupying any open Convoy Route sea area(s) can be designated to attempt Auxiliary Cruiser Convoy Interdiction.

[2] EP Losses and Distribution

[2.6] Japanese Merchant Interdiction Step: *This Step is only performed by the Allied player(s).*

Players determine if any of the Japanese Merchant Routes are interdicted, and - if so - then implement the appropriate effects accordingly.

Naval and Air Phase

[3] First Naval Movement Step: *The side with the Initiative decides which side commences the First Naval Movement Step.*

Eligible players alternate moving *eligible* individual naval units, stacks and/or task forces (up to the extent of their printed movement allowance), resolving air and naval interceptions (and combat) as they occur. Sea Supply chits and units can be embarked and then transported normally. Any eligible Allied naval unit(s) may be assigned as Convoy Duty Escorts. Any aloft Naval-Air unit(s) - if launched from any parent aircraft carrier(s) during the parent aircraft carrier(s)' naval movement option - are returned to their parent aircraft carrier(s) whenever their parent aircraft carrier(s) move (i.e., enter a new hex or sea area).

[3 & 4] Friendly and Enemy Air Movement Steps: *The side with the Initiative decides which Air Movement Step is performed first.* Any eligible air unit(s) may be employed to conduct attacks upon enemy naval and/or air units, or to change base(s), in that precise order. Then, any eligible ATP(s) may be employed to transport Air Supply chits or transportable units. Resolve all air interceptions (and combat) as they occur. After the performing player concludes the Air Movement Step, **all** presently aloft air unit(s) - if launched *at any time during* the Naval and Air Phase - are now returned to their base(s).

[3.13.3] Sea Supply Debarkation Step: *All sides perform the Sea Supply Debarkation Step simultaneously.*

Any transported Sea Supply chit(s) that are presently aboard STPs, eligible CL/DDs and/or eligible submarines occupying legal debarkation location(s) are debarked.

Offensive Phase

[7 & 11] (Land Offensive): *The side with the Initiative decides which side performs the **first** Offensive (whether it be Air, Land or Sea).*

[7.1] Command Status Step

One Offensive is expended by the activating major power (unless it is a Minor Nation Offensive with no participating major power units) per Command Agent, thereby activating any eligible land unit(s) allocated to participate in the Land Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly. An Activated HQ may move up to three hexes, and thus activate any land unit(s) encompassed within its command radius.

[11.4] Breakthrough Step

Any eligible stack of armor, mechanized, motorized and/or other eligible types of unit(s) - with or without any accompanying General(s) - may move (up to a maximum of two hexes) and conduct a Breakthrough attack. If the Breakthrough attack is successful, then the stack of armor, mechanized, motorized and/or other eligible types of unit(s) may conduct Breakthrough movement. Afterward, any participating General(s) are flipped to their reverse (ineligible to exploit) side(s). Any air unit(s) that were launched during the Breakthrough Step are then returned to base.

[11.1] Land Movement Step

Any eligible (and Activated) land unit(s) allocated to participate in a particular Land Offensive may move normally, excluding any armor, mechanized, motorized and/or other eligible types of units (and Generals, if any) that participated in a Breakthrough. An Activated HQ may move up to three hexes (even if it moved during the Command Status Step), and thus activate any land unit(s) encompassed within its command radius. If any Amphibious Assault(s) will occur, disembark any eligible (and Activated) land unit(s) allocated to conduct any Amphibious Assault(s) in the intended assault hex(es).

[11.6] Combat Step

Resolve any intended land combat attack(s) and/or Amphibious Assault(s) - up to each Command Agent's allowable attack limit - resolving any foregoing air combat and/or paradrop(s) preceding each declared land combat attack. Any air unit(s) that were launched during the Combat Step are returned to base.

[11.7] Exploitation Step

Any eligible General(s) stacked with any eligible armor, mechanized, motorized and/or other eligible types of unit(s) may exploitatively move and/or attack. Afterward, any participating General(s) are flipped to their reverse (ineligible to exploit) side(s). Any air unit(s) that were launched during the Exploitation Step are then returned to base.

[7 & 11] Unit Status Step

Any actuated air unit(s) - if launched during the Breakthrough, Combat and/or Exploitation Step - are marked as Currently Committed, except enemy Fighter-type air unit(s) that were launched as interceptors only. Any Activated land unit(s) are marked as "Active". Any Activated HQ(s) are flipped to their reverse (previously Activated) side(s).

[4] (Air Offensive):

The side with the Initiative decides which side performs the first Offensive (whether it be Air, Land or Sea).

[4.3.8] Command Status Step

One Offensive is expended by each major power that is contributing any air unit(s) to participate in an Air Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly.

[4] Offensive Air Movement, Interception and Resolution Step

Any air unit(s) that are allocated to participate in an Air Offensive are launched and moved to conduct their intended mission, resolving any convoked air interceptions, counter-interceptions, et cetera as they occur. Then resolve the air unit(s)' intended mission, if possible (if the performing player chooses to complete the intended mission).

[4] Return to Base and Commitment Step

After the performing player concludes a particular Air Offensive, any friendly aloft air unit(s) - if launched to participate in that Air Offensive - are now automatically returned to their base(s). Any enemy aloft air unit(s) - if launched during that same Air Offensive - are now returned to their base(s) as well.

[3] (Sea Offensive): *T*

he side with the Initiative decides which side performs the first Offensive (whether it be Air, Land or Sea).

[3] Command Status Step

One Offensive is expended by the major power that is activating any eligible (i.e., Standby) naval unit(s), stack(s) and/or task force(s) to participate in a Sea Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly.

[3] Offensive Naval Movement, Interception and Resolution Step

Any naval unit(s) that are allocated to participate in a Sea Offensive are Activated and moved (or Activated in the present hex occupied) to conduct their intended mission, resolving any convoked air and/or naval interceptions, counter-interceptions, et cetera as they occur. Then resolve the naval unit(s)', stack(s)' and/or task force(s)' intended mission(s), if possible (if the performing player chooses to complete the intended mission). Any friendly aloft air unit(s) - if launched to participate in that Sea Offensive - are now automatically returned to their base(s). Any enemy aloft air unit(s) - if launched during that same Sea Offensive - are now returned to their base(s) as well.

Movement Phase

[12] Land Movement Step:

The side controlling the Initiative always performs the Land Movement Step first.

Any eligible land unit(s) that were not Activated previously (during the current monthly game-turn) may be moved via normal land movement. Any transported unit(s) that are presently occupying any eligible debarkation location(s) are debarked. Any land unit(s) that are debarked in a functioning port (not within enemy ZOC) may move one hex, if otherwise legal to do so. All ZOC effects apply normally during the Movement Phase.

[12.2] Rail Movement Step:

The side controlling the Initiative always performs the Rail Movement Step first.

Any eligible land unit(s) that were not Activated previously (during the current monthly game-turn) may be moved via normal rail movement. **End Phase**

[3.7] Second Naval Movement Step:

The side controlling the Initiative always performs the Second Naval Movement Step first. Any naval unit(s) presently at sea must be moved to port, or be "refueled" at sea, or will be marked "out-of-supply". No naval interception or naval combat occurs during this Step, although air-naval interception and Air-Naval attacks can occur upon any naval unit(s) that move and **enter** any eligible Bomber-type air unit(s)' range. Any transported unit(s) that are presently occupying any eligible debarkation location(s) are debarked (but must remain in the debarkation location for the remainder of that monthly game-turn). Any aloft air unit(s) - if launched during the Strategic Warfare Phase and/or the Second Naval Movement Step - are now returned to their base(s).

[13] Supply Step:

All sides perform the Supply Step simultaneously.

Expend any supply chit(s) consumed by any unit(s), removing the expended supply chit(s) from the map. Check for depletion of any land unit(s) that have been marked "out-of-supply" for two or more consecutive monthly game-turns. Determine if any supply source(s) are "isolated". Determine if any unit(s) are "out-of-supply" as of the current monthly game-turn, marking each such unit or stack with an "Out-of-Supply" chit.

[13.7] Replenishment Step:

All sides perform the Replenishment Step simultaneously.

Replace units from the Replenishment Box, returning any non-rebuilt unit(s) to the force pool. Institute Pilot Recovery. Attempt repair of damaged installations. Determine Partisan activity in each eligible nation.

[] Command Status Step:

All sides perform the command Status Step simultaneously. Flip any actuated HQ(s) and/or General(s) to their front side(s).

[] End Of Turn Step:

All sides perform the End of Turn Step simultaneously.

Remove all Active, Air Effect, Evasion, Committed, Rail Transit, Standby and Magic chits. Advance the "Month" chit to the next box on the Turn Track. If the next box is a **Winter** Seasonal Turn, advance the "Year" chit to the next box on the Turn Track.

SEASONAL TURN SEQUENCE OF PLAY

Economic Income Phase

[14.4] EP Income Determination Step:

All sides perform the EP Income Determination Step simultaneously.

Determine and collect the EP income for each receiving power, numerating all EP gains and losses (if any).

Japanese ("Army" and "Navy") and Soviet Offensives cost **2**

EPs each. Western Allied Offensives cost **3** EPs each.

Chinese Offensives also cost **3** EPs, although Chinese Communist (i.e., Cost 1 EP)

[ATPO 22 Special Events](#)

[2] Indian Ocean Convoy Route Status Step: *This Step is only performed by the UK player.*

The UK player must decide and announce the status (i.e., "closed" or "open") of the Indian Ocean Convoy Route sea areas.

[14.4.6] Lend-Lease Step: *All sides perform the Lend-Lease Step simultaneously.*

Determine and record the total EPs granted to Australia, China, the Soviet Union, and/or to the UK from the US.

Construction Phase

[] Force Pool Additions Step (Winter Seasonal Turns): *All sides perform the Force Pool Additions Step simultaneously.*

Consult the order-of-battle cards, and add all of the new units specified for the new game year to the force pools. Place any unit(s) designated to arrive during a subsequent Seasonal Turn in the appropriate box on the Turn Track.

[14.8] Unit Arrivals and Removals Step: *All sides perform the Unit Arrivals and Removals Step simultaneously.*

Place any unit(s) on the map that are specified (on the order-of-battle) as arrivals (when and where specified), Conversely, remove any unit(s) from the map that are specified (on the order-of-battle) as removals. Flip any "under-construction" installation(s) to their "completed" side(s). Check for the removal of Naval Mines.

[14.6] Construction and Repair Step: *Whichever side did not control the Initiative last season should perform this Step first.*



Construct installations, repair installations, voluntarily destroy installations, construct game units (placing them accordingly), rebuild depleted units, repair naval units, salvage sunken naval units and/or scrap naval units. Redeploy HQs and/or Generals (if desired). Assign any intended EPs to Economic Reserve. Reduce all Offensive Tracks to "0", eliminating any remaining, unused Offensives.

[14.9.] Purchase Offensives Step: *All sides perform the Purchase Offensives Step simultaneously.*

Each major power's player secretly purchases and records the number of Offensives he will have available for the ensuing season (i.e., three monthly game turns). Each major power's purchased Offensive total is then secretly marked on the Offensive Track. Japan must specify how many of his purchased Offensives are "Army" Offensives, and how many are "Navy" Offensives.

21 Appendix 4: Weather Effects

Weather Effects

	FAIR	WET 	MONSOON 
Severe zone		AIR 2D6 8-9: Air Strength 50% 9-11 Air Strength & Range 50% 12: Air Grounded LAND 50% movement, Rail OK No Breakthroughs, No Exploitation -1 DRM for attacks NAVAL -1 DRM Interceptions	AIR 2D6 7-8: Air Strength 50% 9-10 Air Strength & Range 50% 11-12: Air Grounded LAND 50% movement, Rail OK Breakthroughs OK, No Exploitation -1 DRM for attacks NAVAL -2 DRM Interceptions
Moderate Zone			AIR 2D6 9-10: Air Strength 50% 11 Air Strength & Range 50% 12: Air Grounded LAND 50% movement, Rail OK Breakthroughs OK, No Exploitation -1 DRM for attacks NAVAL -1 DRM Interceptions

Pacific Severe Zone begins from China, across Japan, through the Northern Pacific sea areas, encompassing Alaska.

The Pacific Moderate Zone begins in India, across Southeast Asia, encompassing the East Indies, the Philippines, Northern Australia, the South Pacific, and then over to the Central Pacific and the Hawaiian Islands. The large sea areas west of Panama are also considered to be in the Pacific Moderate Zone.

22 Appendix 5 Terrain Effects

The following types of terrain and hex locations will impose land movement restrictions, as tabulated (alphabetical order) below:

Airbase / Dirt Airstrip Chit

Airbase and/or Dirt Airstrip chits have no effect on movement. Airbase and Dirt Airstrip chits become captured if occupied by enemy land units.

All-Sea Hex

No land unit may enter an all-sea hex via land movement.

All-Sea Hexside

No land unit may cross an all-sea hexside, unless the hexside is bridged by a “ferry” symbol to another land hex. ZOC, however, never extends across an all-sea hexside, even if bridged by a “ferry” symbol.

Border Hexside

A border hexside has no effect upon movement, although units cannot cross any neutral border hexside during a Movement Phase. ZOCs do not extend across neutral border hexsides (in either direction) until those bordering nations are at war.

Coastal Fort Chit

Coastal fort chits have no effect upon movement (or ZOC). Coastal fort chits become eliminated if occupied by enemy land units (including paratrooper units). Partisans, Generals or lone HQs may never enter a hex with an enemy coastal fort chit.

Desert Hex

All land units must expend **2** MPs to enter a desert hex. No unit may trace supply into or through any desert Hex.

Coastal Hex

The effect of a coastal hex depends on the other terrain in there.

Fortification Chit

Enemy land units may not enter a hex with a fortification chit, except via Advance After Combat after a land combat attack upon that fortification chit's hex. Furthermore, enemy ZOC never extends into any hex with a fortification chit. Fortification chits become eliminated as a result of any combat result that eliminates or forcibly retreats every enemy combat land unit in that fortification's hex. Partisans (or lone Generals) may not enter a hex with an enemy fortification chit

Impassable Hexside

No land unit may ever cross an impassable hexside.

INDIA Box

Western Ally land units may enter and/or leave the India Box via any of the hexes in India (hexes W 3301, W 3400, W 3401, W 3502, W 3601, W 3602, W 3703, W 3803, W 3903 and/or W 4003) during the Offensive Phase (if they are Activated) or the Movement Phase (at a cost of **1** MP in either direction). For **all** intents and purposes, the India Box is considered a single hex (albeit with an unlimited land unit stacking capacity). As such, any Western Ally HQ in the India

Box may project its command radius into and/or out of the India Box, as if a normal hex. If Japan captures the India Box, Japanese land units are subject to the same aforementioned stipulations.

NOTE: If playing a Combined Game and/or a Conjoined Game, the India Box on the APTO map is considered the same exact location as the India Box on the AETO map, and the India Box on the AOI map. If playing with the “India” map, the India Box is **not** in play.

Jungle Hex

All land units must expend **2** MPs to enter a jungle hex or cross any jungle hexside. No unit exerts a ZOC into a jungle hex or across any jungle hexside. Units may trace supply *into* but **not though** a jungle hex.

EXCEPTION: Any land unit(s) that enter any jungle hex containing a rail line depiction therein (e.g., W 2609) **from** an adjacent and adjoining rail line *hexside*

(e.g., from W 2609 to W 2709) need only expend **1** MP to enter that jungle hex, regardless of the type of moving land unit. Any land unit(s) that enter any jungle hex across a non-rail line hexside must expend the normal MP requirement (see above), despite the presence of a rail line depiction in that hex, if any. Any completed “Burma Railway” hex(es) also qualify as rail lines normally.

Jungle-Mountain Hex

All land units must expend **3** MPs to enter a jungle-mountain hex. No unit exerts a ZOC into a jungle-mountain hex. Units may trace supply *into* but **not though** a Jungle-Mountain hex.

EXCEPTION: Any land unit(s) that enter any junglemountain hex containing a rail line depiction therein (e.g., W 3507) **from** an adjacent and adjoining rail line *hexside* (e.g., from W 3507 to W 3508) need only expend **1** MP to enter that jungle-mountain hex, regardless of the type of moving land unit. Any land unit(s) that enter any jungle-mountain hex across a non-rail line hexside must expend the normal MP requirement (see above), despite the presence of a rail line depiction in that hex, if any. Any completed “Burma Railway” hex(es) also qualify as rail lines normally.

Lake Hexside

Land units cannot cross any lake hexside in the Pacific Theater. ZOC never extends across a lake hexside.

Maldives (Pacific Map)

Japanese units may **not** enter the Maldives (e.g., no Japanese unit may ever conduct an Amphibious Assault upon the Maldives hex). The restriction does **not** apply if the “India” map is in play.

Mountain Hex

Cavalry, Commando, General, Infantry, Marine, Paratrooper and Siberian units must expend **2** MPs to enter a mountain hex, although artillery, armor, mechanized and motorized units must expend **3** MPs to enter a mountain hex. No unit exerts any ZOC into any mountain hex, however.

EXCEPTION: Any land unit(s) that enter any mountain hex containing a rail line depiction therein (e.g., W 5332) **from** an adjacent and adjoining rail line *hexside* (e.g., from W 5332 to W 5232) need only expend **1** MP to enter that mountain hex, regardless of the type of moving land unit. Any land unit(s) that enter any mountain hex from across a non-rail line hexside must expend the normal MP requirement (see above), in spite of the presence of a rail line depiction in that hex, if any. Any completed “Burma Railway” hex(es) also qualify as rail lines normally.

PANAMA

Japanese units may **not** enter Panama (e.g., no Japanese unit may ever conduct an Amphibious Assault upon Panama).

Permanent Fortification

Permanent Fortifications are considered to be eliminated if ever occupied by any enemy land units (in spite of the fact that the Permanent Fortification symbol remains printed on the map).

River Hexside

A river hexside has no effect upon movement .