

1. GAME COMPONENTS

1948 is a new add-on scenario for either the old-GDW “120 Series” edition of **1942** or its new Compass edition under the title “Campaigns of World War II.” It can be played with either of those parent games.

To play it, you need these rules and the counters provided in issue 111 of *Paper Wars* magazine. The rules for this scenario are presented in a structure paralleling that of the *1942* parent game. Except as added to, deleted or otherwise amended below, use all the *1942* rules when playing this scenario.

B. The Counters. There is overlap between the counters of the *1942* parent game and the *1948* counters. When playing this scenario, set aside all the Allied counters from *1942*; only the Japanese counters from the parent game will be used here (along with the German counters provided in this issue)/

Those German counters – which taken altogether represent the “Kriegsmarine Naval Rifle Corps, are color-coded by division. See Rule 6 for more details on why that coding is important.

Units of 1st Naval Infantry Division are white-on-black.

Units of 2nd Naval Infantry Division are black-on-gray.

Units of 3rd Naval Infantry Division are black-on-sky blue.

Units of 11th Naval Infantry Division are black-on-green.

Units of 16th Naval Infantry Division are black-on-yellow.

Units of Naval Infantry Brigade Weber are black-on-medium blue.

Units of 200th Naval Defense Regiment & Fliegerkorps Indonesia are black-on-white.

2. TURN SEQUENCE

In this scenario, each game turn is divided into a German Player Turn and a Japanese Player turn – and always in that order. The “special Japanese surprise attack turn (game turn 0)” is omitted; play begins with Game Turn 1, the date of which is April 1948 and as follows.

Game Turn 1: I June 1948

Game Turn 2: II June

Game Turn 3: I July

Game Turn 4: II July

Game Turn 5: I August

Game Turn 6: II August

Game Turn 7: I September

Game Turn 8: II September

Game Turn 9: I October

3. ZONES OF CONTROL

Change the last sentence in the left column of 1942 rules page four to read as follows: A unit may generally not move directly from one enemy ZOC to another; however, it may always do so if that move is into a friendly controlled fortress.

4. STACKING

Use this section as presented in the 1942 rules.

5. MOVEMENT

Use this section as presented in the 1942 rules except alter the “Amphibious Invasion,” “Naval Movement Point Allowances,” “Ordinary Naval Movement” and “Japanese Airborne Troops” sections as follows.

Ordinary Naval Movement: Change the last sentence of this rule’s first paragraph to read as follows: German units which are off map are assumed to be in friendly ports in the Indian Ocean, and they may enter the map along either its west or south edges.

Amphibious Invasion: Both players can make amphibious invasions, and they do so using the same MP costs and strictures, etc. In general, however, only clear coastal hexes may be used for amphibious invasions in this scenario. Hexes with even just partial swamp or rough/mountain terrain, as well as the Manila hex (2204), are not available for amphibious invasion in this scenario. Manila may still be used for normal port-to-port sea movement, and all other coastal hexes with cities in them are invadable whether or not they also contain swamp or rough/mountain terrains.

Naval Movement Point Allowances: Alter the “NMP ALLOWANCES” table to read as follows.

German (Turn 1).....	18
Japanese (Turn 1 and after).....	3xd6
German (Turn 2 and after).....	3xd6

“3xd6” means that player openly rolls three standard (6 sided) dice at the start of his own player turn, and gets that total of NMP (3 to 18).

Design Note. The idea behind that great NMP variability is that both sides are more heavily involved in other theaters and resources are only being sent here on an opportunistic basis. (The Japanese have opened up their first oil wells in Siberia, so they are no longer totally dependent on this region for their POL.)

Japanese Airborne Troops: This rule section is used as presented, except the German player also has two airborne units that operate the same way as those of his opponent.

6. COMBAT

Use this section as presented in the 1942 rules, with one addition.

Divisional Integrity. Any time either side makes an attack on a non-fortress hex, and that attacking force contains units from more than one division, a minus one (-1) die roll adjustment must be applied. Note that adjustment is never greater than -1, no matter how many different divisions may be involved in an attack, and it is never applied when attacking a fortress. Also note that, on the German side, Naval Infantry Brigade Weber is considered a division for purposes of this rule. Similarly, on the Japanese side, all IJN units are considered to be in one and the same division.. Finally, mixed-division defenses are allowed without penalty and none of this applies to aircraft units.

7. SUPPLY

Use this section as presented in the 1942 rule, except change its third and fourth paragraphs to read as follows.

Change the third paragraph to read: Supply sources ("points") are determined by nationality. All cities and fortresses printed on the map are supply points for the Japanese unless and until they fall under German control. Japanese controlled off-map ports (assumed to be accessible by sea off the north and east map edges) also serve as supply sources for that side. German controlled ports off-map in the Indian Ocean (assumed to be accessible by sea off the south and west map edges) serve as supply sources for that side. The German fortress established on Game Turn1 is also a supply source for that side.

Change the start of the fourth paragraph to read: Because both players may create invasion hexes. . .

8. AIR UNITS

Use this section as presented in the 1942 rules, noting that all German air units are considered land-based.

9. SPECIAL RULES

Only uses sections "D," "H" and "I" from this rules section.

10. VICTORY

Ignore the first paragraph of this section in the 1942 rules. Change the second paragraph to read as follows.

Victory is usually determined through the calculation of victory points at the end of game Turn 10. The German player receives 20 points for each fortress that has surrendered, and 2 points for each Japanese unit that has surrendered. At the same time, however, he must deduct 2 points for each German units that surrendered. Finally, he also receives the “relative resistance” point value of every non-fortress city that is under his control at the end of the game.

The German player is considered to have won at the end of Game Turn 10 if he has accrued 55 (?) or more victory points at that time.

Japanese Sudden Death Victory. The game ends, and the Japanese player is declared the winner, the instant he gains control of the German base fortress established during set up, and that is true no matter the German victory point total at that time. Note there is no German victory of this type.

11. PLAYING THE GAME

The only Japanese units on the map at the start of play are fortresses on Singapore, Corregidor and Palau.

The German player sets up his fortress base unit in either Mergui (0306), Padang (0515), Tjilatjan (1121) or Bali (1721). He also places his two paratroop units there, and all his aircraft units are also available there.

The only unique rule in place on Game Turn 1 is the German player may not attack any of the Japanese fortresses that turn.

With all that in place, begin a normal turn, with both sides having all their other units available in friendly off-map ports.

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