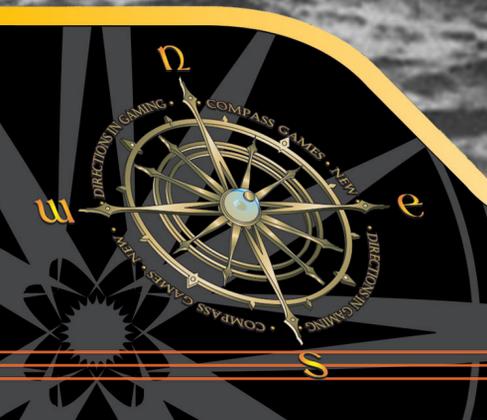




1942 Rulebook



Compass Games
New Directions in Gaming

THE JAPANESE CAMPAIGN BEGINS

The Japanese began their full-scale campaign in the Pacific in December of 1941 with simultaneous attacks on Pearl Harbor, the Philippine Islands, Malaya, and Hong Kong. The plan was to seize the entire southern region from Burma to the Philippines in a bold, swift operation, and then hold the area as a resource for the homeland.

1942 is a chronicle of the military events involved in the Japanese campaign against Malaya, Java, and the Philippines. The game covers the initial Japanese attacks and various succeeding operations against the areas.

DESIGN CREDITS

1942 was designed by Marc W. Miller. Developmental playtesting was conducted by Marc W. Miller, John M. Astell, and Tim Brown. Additional assistance was provided by Greg Novak. Art Direction and Graphic Production by Paul R. Banner. Box Art by Dick Hentz. Game Designers' Workshop, Inc.

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1. GAME COMPONENTS

1942 includes as components a map, a rules booklet, a set of die-cut counters, 1 player aid card and a single six-sided die.

A. The Map presents the entire expanse of Southeast Asia on a 17 by 22 inch sheet. Overlaid on the map is a hexagonal grid which is used to position the unit counters during the game, in much the same manner as the square grid in chess.

The map is drawn to a scale of 85 nautical miles to the hex.

B. The Counters represent the forces which fought over the various areas on the map. Each counter represents a single unit which was present in the conflict.

Counters are printed with a variety of information which is used by the players during the course of the game.

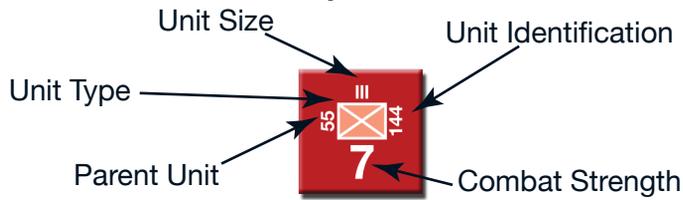
This data may be easily read by reason of the consistent format used; the Counter Format Example indicates the arrangement and relationships of the data. Unit size and unit type are indicated with the symbols which are defined in the Unit Symbol and Unit Size tables.

The troop unit example shown on the next page is the 144th Regiment (unit identification) of the 55th Division (parent unit). It is an infantry (unit type) regiment (unit size) with a combat strength of 7. The air unit is recognized by its aircraft silhouette, and the fortress unit by its hexagonal fortress symbol; the fortress would be placed in the hex location indicated on the counter.

Counters are also color-coded for fast recognition of nationalities. Japanese army forces are solid red with white lettering; Japanese navy forces are white with red printing. American (and Filipino) units are green. British forces are blue; Dutch forces are light blue.

C. The Rules Booklet covers the specific details of how 1942 is played. The charts contained in this booklet provide a ready reference source of information during the course of the game.

Counter Format Example



Air Unit



Fortress



Fortress Location

D. Dice: While playing 1942, die rolls are called for, as random numbers are required when certain combat events occur, or when certain charts are consulted. Die rolls are an imposition of chance used to prohibit a player from always being able to predict how specific units will act or how events will proceed. Players can, however, make reasonable predictions based on unit strengths and situations and may base their strategies on that data.

1942 is not a game of chance; rather it is a game of skill, strategy, and tactics.

Unit Type Symbols

Symbol	Definition
	Infantry
	Guards Infantry
	Machine Gun
	Marine
	Artillery
	Parachute
	Amphibious
	Tank
	Armored Cavalry
	Garrison
	Air Unit
	Fortress

Unit Size Symbols

Symbol	Definition
II	Battalion
III	Regiment
X	Brigade
XX	Division

2. TURN SEQUENCE

1942 is played in a series of sequential game-turns, each representing approximately one-half a calendar month. Each game-turn is further divided into an Allied player-turn and a Japanese player-turn; the completion of both player-turns marks the end of one game-turn.

Each player-turn is divided into two phases: **movement** and **combat**. The movement phase is further divided into naval, air, and land movement segments.

This use of phases and segments clearly defines what activity may occur at what times. Activity not allowed by the sequence is prohibited.

The player named in the title of the current player-turn (for example, the Japanese player-turn) is called the phasing player. This term is used to designate exactly who is referred to in several rules. Phases (and segments within phases) occur in the following sequence:

1. Movement Phase: The phasing player may move his forces, provided he does so in accordance with the movement rule (rule 5). Three distinct types of movement (land, air, and naval) may occur, and each specific type must be completed before the next is initiated.

A. Land Movement Segment. Units may move into and through land hexes to the limits of their movement factors.

B. Air Movement Segment. Air units may displace to other locations. Airborne units may be flown to a target hex for an airborne invasion.

C. Naval Movement Segment. Units may be moved by sea using Naval Movement Points. Amphibious invasions are possible. Reinforcements scheduled to arrive in this player-turn arrive in this segment, and may be moved by sea immediately (provided enough Naval Movement Points are available).

2. Combat Phase: The phasing player may attack enemy forces in accordance with the combat rule (rule 6).

The Allied player-turn occurs first in each game turn. **1942**, however, includes a special Japanese surprise attack turn (game-turn 0) which begins the game. The Allied player-turn of game turn 0 is ignored. Thus, only the Japanese player is allowed a player-turn in game-turn 0. Thereafter, the sequence of player-turns proceeds normally.

3. ZONES OF CONTROL

Each unit (with the exception of air units and empty fortresses) possesses a **zone of control** (abbreviated ZOC) which extends into all six hexes adjacent to the unit. A ZOC extends even across sea hex sides, into sea hexes, and into hexes containing enemy units. Zones of control inhibit enemy land movement. Any unit which enters a hex in the ZOC of an opposing unit must immediately stop moving, and may not continue to move in that land movement segment. A unit which begins its land movement segment in an enemy ZOC may move if it first exits the enemy ZOC, moving to a hex which is not in any enemy ZOC. It could then continue to move, including into an enemy ZOC if such action is desired. A unit may never move directly from one enemy ZOC to another.



Zones of control also inhibit enemy naval movement. Ordinary naval movement into a hex in an enemy ZOC is prohibited. Because zones of control extend into full sea hexes, some naval paths thus become impossible for naval movement while enemy units guard the shoreline. A ground unit performing naval movement for an amphibious operation may enter one hex of an enemy zone of control for the purpose of performing the invasion. That hex could be a shore hex, or a full sea hex.

Unoccupied cities have a zone of control which affects all enemy units until the city has been conquered. See rule 8.

4. STACKING

More than one counter may be placed in a single hex on the map, using a process called stacking. Certain limitations do apply to this process.

Only units from one side may occupy a hex; in no case may units from both sides occupy a single hex at the same time.

Ordinary Stacking: Of the units of one side, one hex may contain no more than four infantry units (infantry, guards, marine, and machine-gun unit type symbols qualify as infantry). Any number of other units may be present.

 **Fortress Stacking:** There is no limit to the number of units which may be placed in a fortress, regardless of type.

Air Units: No more than one land-based air unit may be placed in a single friendly city.

Terrain: Terrain affects the types of units allowed in a hex. Tank and garrison units are prohibited from entering rough/mountain hexes unless on a road. Tank units are prohibited from entering swamp hexes unless on a road.

Stacking limits apply at all times, and may never be violated. Air units may never fly over enemy air units, but may pass through any other hex without penalty.

5. MOVEMENT

Three distinct types of movement are possible during the course of the game: **land**, **air**, and **naval**. Each type of movement is subject to a variety of restrictions and rules and are dealt with separately.

A. Land Movement

Each troop unit (all counters except fortresses and air units) has a movement factor of 5 movement points. The unit may move by expending these movement points during its land movement segment of the movement phase. The terrain within a specific hex, or on a specific hex side, affects the number of movement points (MPs) which must be expended; a unit may not expend more MPs than its movement factor allows. For example, a unit could move through five consecutive clear hexes (spending one MP per hex) in a single land movement segment.

Terrain: The Terrain Effects Chart indicates the cost to enter each type of hex on the map. Differentiations in costs are made on the basis of unit type and terrain. In addition, the following three special cases apply.

1. Road Movement. Any unit may move by road if it begins its land movement segment in a road hex. All movement by that unit in the movement segment must be by road; the unit may not leave the road in that segment if it uses road movement. It may only follow the road.

2. Island Hopping. Any unit in a hex adjacent to another land hex, but separated from it by a full-sea hex side, may cross that sea hex side by expending its entire movement factor. Such movement is not possible if the hex being entered contains an enemy unit or is in an enemy zone of control.

3. Water Barriers. Any unit using land movement must follow a continuous land route (except in the case of Island Hopping, paragraph 2 above). Thus, as the unit moves, it must trace a path which does not cross any full sea hex sides. Such a unit may, however, end its land movement in a hex having two (or more) unconnected land areas, separated by sea through the hex. This is a water barrier situation.

A unit in a water barrier situation may select which land area it occupies at the beginning of each combat and movement phase. Such selection may be in different locations in different phases and does not require the expenditure of movement points. If it selects a location separated from an attacker by water, it may not be attacked; if it selects a location across the water barrier from its location in the previous turn, it has crossed the water barrier, and may move normally on the new land mass.

Zones of Control: Regardless of any remaining MPs, a unit entering an enemy ZOC must stop and may not continue to move in the land movement segment.

Disruption: A unit disrupted as a result of combat has its movement factor reduced to 2 MPs until it has recovered from disruption.

General Restrictions: While a unit may move up to its full movement factor in each land movement segment, it is not required to do so. Unexpended movement points, however, may not be accumulated, nor may they be transferred to other units.

B. Air Movement

Air units do not move for the purpose of combat; their air umbrella affects combat without the air unit actually leaving its hex. Land-based air units do move, however, whenever displacing (or transferring) to a new location.

Displacement of Land-Based Air Units: Any land-based air unit may move to a new location during the air movement segment of its movement phase. Movement must be to a friendly city within eight hexes of the air unit's present location and may not pass through a hex containing an enemy air unit. If the air movement ends with the displacement to the friendly city, then the air unit retains its air umbrella for the current player turn. The air unit may instead elect to continue moving (to any number of friendly cities, each no more than eight hexes from the last) but then loses its air umbrella for the remainder of the current player turn.

Any air unit which displaces may not perform any other mission in the player turn (for example, carrying airborne troops).

An air unit forced to retreat by an enemy ground attack may displace to any friendly airfield within eight hexes. If such action is not possible, the air unit is eliminated instead.

Movement of Naval Air Units: Naval air units are available only to the Japanese player and only during the Japanese player-turn. They move using naval movement and are not capable of displacement.

C. Naval Movement

Each belligerent may move a limited number of units by sea during the naval movement segment. Naval movement is governed by Naval Movement Points (NMPs), which are allocated to each nation in the game.

Ordinary Naval Movement: The use of one Naval Movement Point allows one unit (of any size or type) to be moved from a friendly port to another friendly port. Japanese units which are off-map are assumed to be in friendly ports, and may enter the map along the north or east map edges. Allied units which are off-map are assumed to be in friendly ports, and they may enter the map along either the west or south map edges.

Naval movement may not be used to allow units to remain at sea; they must end the naval movement in a friendly port (or invasion port, if such a hex qualifies, see below).

Naval movement must take place along a path of sea (and partial sea) hexes, tracing a continuous water path, free of enemy zones of control. Enemy air umbrellas may allow enemy attacks on units using naval movement.

Amphibious Invasion: The use of two Naval Movement Points allows a unit to be moved by sea from a friendly port to any coastal hex, or to a full sea hex adjacent to any enemy unit. It is subject to the same restrictions as ordinary naval movement, except it may end in an enemy ZOC. Only Japanese may make amphibious invasions. An amphibious invasion allows units to move to an enemy coastal hex without the presence of a friendly port. The hex landed on becomes a friendly port until a true port is attained. On turns after the invasion itself, units may use naval movement

to that hex as if it were a friendly port. Beginning on the turn after the invasion occurs, all invasion hexes must pay one NMP per turn until a true friendly port becomes available. Invasion hexes may not be abandoned prior to acquisition of a friendly port (accessible by land supply) unless all units which moved into the beach have been evacuated or eliminated.

When an amphibious invasion is launched against a unit in a partial sea hex, the invading units may be placed in an adjacent partial sea hex, or in a full sea hex adjacent to the defending unit. If placed in a full sea hex, the attack must succeed in clearing the defending hex or the invading units are eliminated, and the invasion hex is not taken.

Naval Movement Point Allowances:

The table indicates the NMPs available to each nation per turn. In addition, each Japanese Special Naval Landing Force (SNLF, white with red lettering except air units), and each Japanese Naval Air Unit (White with red lettered air units) has one integral NMP per turn. Those NMPs may only be used by the specific counter itself, may not be transferred to other units, and may not be accumulated for later turns if not used. The NMPs shown are the initial allowances. They may be reduced by enemy attacks during the course of the game.

NMP ALLOWANCES

Japanese (Turn 0)	16
Japanese (Turn 1 and after)	12
British	2
Dutch	2
American	2

A Japanese SNLF unit which participates in an amphibious invasion needs two NMPs to do so; one is available as the unit's integral NMP, and the other must be provided from the NMP allowance for the turn. A Japanese SNLF which is simply performing ordinary naval movement needs one NMP, which it can provide with its single integral NMP.

Japanese naval air units move by sea using their integral NMPs, but may move to any partial or full sea hex not in an enemy ZOC. They need not go to a port. At the end of the combat phase, the naval

air unit is removed from the map and is placed on the Turn Record Chart two turns later, when it again becomes available (for example, if used on turn 1, it becomes available again on turn 3).

D. Special Movement Abilities

The following special movement abilities are allowed.

Japanese Airborne Troops: When the airborne mission is being performed, a Japanese parachute unit which begins the air movement segment in a hex with a Japanese land-based air unit may be flown up to eight hexes and then dropped into that hex for the purpose of an airborne assault.

Advance After Combat: Any unit involved in combat may advance into the opponent's hex, if it is vacated as a result of the combat. Such advance must be performed immediately, and stacking may not be violated. Such movement does not require the expenditure of movement points.

6. COMBAT

Combat assumes several forms and may occur at several different points during the turn. Most combat occurs during the combat phase. Air umbrella attacks (covered in rule 8) occur during the naval movement segment.

During the combat phase, the phasing player may attack enemy stacks adjacent to his forces. Such attacks may be made over any type of terrain hex side except sea hex sides (exceptions: see amphibious invasions and water barriers).

Attacks are not required, and it is not necessary that any specific number of units, or group of units, participate in any attack. All units in an enemy stack, however, must be attacked together. So long as all are adjacent to the defending stack, any number of units in any hexes may combine their strength into one attack.

It is not required that all units in a stack participate in an attack; if an adverse result (affecting the attacker) occurs, those units not participating are not affected.

In a combat phase, no unit may attack, or be attacked, more than once. Units may only attack in their own combat phase, and attacks occur one at a time, in any order the phasing player chooses.

Procedure: Once an attack has been designated, total the combat strengths of all attacking units and of all defending units. Using these values, create a combat odds ratio, expressing the attack strength first (for example, attacker:defender, such as 17:2 or 9:4). If necessary, reduce the ratio to one of the odds ratios given on the Combat Results Table. Always round odds down if they must be rounded.

Die roll modifications (of - 1, +1, +2, etc) may be called for by the various circumstances. Note any which are called for. Roll one die and apply any modifications. Locate the correct odds column and die roll row. At the intersection of the column and row is a combat result which should then be implemented.

COMBAT RESULTS TABLE						
Die Roll	Combat Odds					
	1:1	2:1	3:1	4:1	5:1	6:1
0	AE	AE	AD	AR	-	-
1	AE	AD	AR	-	-	DR
2	AD	AR	-	-	DR	DR
3	AR	-	-	DR	DD	DE
4	-	-	DR	DD	DE	DE
5	-	DR	DD	DE	DE	DS
6	DR	DD	DE	DE	DS	DS
7	DD	DS	DS	DS	DS	DS
8	DS	DS	DS	DS	DS	DS
9	DS	DS	DS	DS	DS	DS
10	DS	DS	DS	DS	DS	DS

An adjusted die roll of less than 0 is treated as 0. An adjusted die roll of greater than 10 is treated as 10. Attacks of less than 1:1 are not allowed; attacks of greater than 6:1 are treated as 6:1.

Combat Results: Combat results are expressed on the Combat Results Table (CRT) in two parts. The first letter is either A or D. A indicates that the result affects the attacker; D indicates that the result affects the defender. The remaining part of the result is explained below.

R - Retreat: The stack (or stacks) must be moved two hexes away from its current hex. Such movement may be into or through enemy ZOCs. If the only available 2-hex path will result in the unit moving into a full sea hex, the retreat may end after one hex of retreat. If a 1-hex retreat path will place the unit in a full sea hex, it is eliminated instead. A retreat path may cross sea hex sides (as in island hopping) and may cross water barriers. Retreats may not result in a violation of stacking and may not be made into or through hexes containing enemy units. Opposing units may advance into the vacated hex.

D — Disrupted: The stack undertakes a retreat as explained above and is then disrupted; invert the units to indicate disruption. A disrupted unit is halved in combat strength in the defense (fractions are retained), and may not attack. Its movement factor is reduced to 2MPs.

A disrupted unit remains disrupted for two player-turns after the player turn in which the disruption occurs. Thus, a British unit disrupted in the Japanese player-turn of game turn 1 would become undisrupted at the end of the Japanese player turn of game turn 2.

E — Eliminated: All units in the stack are eliminated and immediately removed from play.

S - Surrender: All units in the stack are overwhelmed and surrender. The counters are removed from play and segregated for later effects on victory. The surrender combat result is the only result which will affect units in a fortress.

Die-Roll Modifications: The following situations will produce die roll modifications (DMs) which will affect combat. All die roll modifications relating to a specific attack are cumulative.

1. Air Support: Each air unit whose air umbrella extends over the hex of the defending unit allows a DM of one in favor of its owner. If both players each have one air unit in such a situation, the total DM for air support is +1 and - 1, which cancel each other. The Japanese player may have situations during the game where all four Japanese air units are used together to allow a total DM of +4.

2. Amphibious Invasion: If units are attacking in an amphibious invasion, a DM of - 1 is required. The DM applies to any attack in which units which are amphibiously invading are involved.

3. Fortress: Units attacking from a fortress are immune to any results affecting the attacker. Once an attacker enters a fortress, it has fallen, the fortress counter is eliminated, and all allied forces in the Philippines (after Corregidor falls) or Malaya (after Saigon falls) are subject to a die roll modification of -1 in the attack and +1 in the defense.

7. SUPPLY

Supply is an important consideration in the course of the game. Land units must be in supply or they may not attack. Air units must be in supply or they lose their air umbrellas and may not perform any mission except displacement.

A unit is in supply if it can trace a line, free of enemy units or their zones of control, to a friendly supply point. A supply line may be by sea (the equivalent of a naval movement path) if it is through a port or invasion hex before being traced by sea. A supply line may be traced into rough/mountain hexes but not through them. Lines may pass through all other types of terrain, including over water barriers or by island hopping. A supply line may always be traced by road, regardless of terrain.

Supply points are determined by nationality. All cities on the map (except those in Siam, Indo China, and Hainan Island) are supply points for the Allies. In addition friendly Allied ports (assumed to be accessible by sea off the south and west map edges) serve as supply points. Japanese supply points include all cities in Indo-China, Hainan Island, and Palau. Friendly ports (assumed to be accessible by sea off the north and east map edges) serve as supply points. Fortresses which have not surrendered are also supply points for their side.

Because the Japanese player may create invasion hexes by amphibiously invading partial sea hexes, they become important in tracing supply lines until a port is taken. Note their locations on paper to avoid confusion. Remember, each invasion hex requires the expenditure of one NMP per turn to keep it open.

A city is conquered if enemy forces enter the hex in a player-turn in which (or before which) all friendly forces have vacated the hex. Once a city has been conquered by the opposite side, it ceases to be a supply point for either side, even if retaken.

The only effects of being out of supply are the prohibition of attacks by land units and the inhibition of all function (except displacement) for air units. Lack of supply has no effect on defense or movement.

8. AIR UNITS

The air units provided in the game represent the general air support abilities of aircraft committed to the campaign. Each of the three Allied nations (British, Dutch, and American) has one land-based air unit; the Japanese player has two land-based air units and two naval air units.

Land-based air units have an air umbrella with a radius of four hexes. Naval air units have an air umbrella with a radius of three hexes. All hexes within the umbrella are subject to the effects of the air unit.

1. Air Umbrellas: Each air unit has an air umbrella which affects land combat and naval movement. An air umbrella is always in effect except if the owning air unit is out of supply. In land combat, both the attacker and the defender may apply their air umbrella effects to the attack, if possible. For each defending air unit with an umbrella extending over the defending hex, subtract 1 (DM of -1) from the die roll. For each attacking air unit with an air umbrella extending over the defending hex, add 1 (DM of +1) to the die roll. Note that if both sides each have one air unit affecting the attack, they cancel out, giving a net die roll modification of zero. Each air unit may affect all land combat which occurs under its umbrella.

In the naval movement segment, any enemy unit which moves into a hex in an enemy air umbrella is subject to an immediate attack by the air unit. One such attack is made for each such hex entered; one attack is made on each unit using naval movement into the hex.

As the unit (using naval movement) enters a hex within 4 hexes of an enemy land-based air unit, the enemy player rolls one die: if the die roll is equal to, or less than, the number of hexes entered in the air umbrella, then the unit is eliminated and any Naval Movement Point being used to transport it are lost (2 NMPs for amphibious invasion). The die is rolled once per hex entered, per unit, per air umbrella.

For example, a Japanese regiment is using naval movement to move to Java, and must pass through three hexes which are under a British air umbrella to do so. On the first such hex, the regiment would be eliminated on a die roll of 1; on the second such hex, the unit would be eliminated on a die roll of 2 or less. On the third hex, the unit would be eliminated on a die roll of three or less.

NMPs used to supply an invasion hex may not be attacked. Destroyed NMPs are permanently lost, reducing the NMP allowance for future turns.

Naval Air Unit Availability: Naval air units are available off-map initially and may be moved into position using naval movement. Once used, however, they must return off-map for regrouping. At the end of the Japanese combat phase, the naval air units are removed from the map and placed on the turn record chart two game-turns in the future. Thus, if the Japanese player uses one naval air unit in game-turn 0, it becomes available again in game-turn 2.

Naval air units moving into position are subject to enemy air umbrella attacks.

2. Air Missions: Land-based air units may displace under the provisions of the movement rule. They may also transport parachute units for airborne operations.

The Japanese player has two parachute units (both SNLF units). Each may be assigned to air-

borne missions as desired. The unit must begin the air movement segment of its movement phase stacked with a land-based air unit. The parachute unit may be flown to any hex within 8 hexes. One land-based air unit is required for each parachute unit delivered.

A parachute unit must be delivered to a hex adjacent to any defending units; it may then engage in combat during the combat phase. If the parachute unit is committed against an unoccupied city, it may be placed directly in the city hex. It must succeed in conquering the city, or it is eliminated.

A parachute unit, when attacking an unoccupied city as a result of an airborne operation, is doubled for that purpose.

9. SPECIAL RULES

The following rules amplify the basic game rules as well as add additional historical accuracy or realism.

A. American Unpreparedness: On game-turn 0, the radius of the air umbrella of the American air unit is reduced to 2 hexes. It becomes 4 hexes at the beginning of game-turn 1.

B. Filipino Movement Restrictions: All American divisions (unit size XX) are Filipino units, raised for the defense of the Philippines. Although they may use naval movement within the islands (as well as island hopping, and the crossing of water barriers), they may not leave the Philippine islands.

C. Allied Naval Movement Restrictions: Each of the three Allied nations has an independent NMP allowance. Each may use only its own NMPs to move its troops.

D. Treacherous Seas: An area of the South China Sea between Indo-China and Borneo is sprinkled with rocks awash, shallow water, and uncharted seas. Naval movement may not be traced into or through such hexes.

E. Open Cities: Each city on the map has a zone of control if the city is empty. Under the ZOC rule,

an enemy unit must stop in that ZOC and thus can only move adjacent to a city.

Each city is marked with a number indicating the relative resistance of the city to enemy occupation. The total combat strengths of all enemy units in the city's ZOC are divided by the city number; that result must be rolled (or less) on one die for the city to fall. Such attacks may be made during the land movement phase; if the attack succeeds, advance after combat is allowed. Those units which were in the city's ZOC, however, may not continue to move in this player-turn. The city has fallen, and no longer has a ZOC; other units may now move through the city without penalty.

Once a city has been conquered and occupied, it becomes friendly to that side. It (if empty) now has a ZOC which will affect enemy units.

F. The Assault on Hong Kong: The Japanese allocated one division (the 38th) to the assault on Hong Kong, which is about two hexes off the north map edge, midway between Hainan and Luzon. The Japanese player should consult the Hong Kong Assault Table once in each Japanese combat phase until the city capitulates. Roll one die. If the result equals or exceeds the number given for the current turn, then Hong Kong has fallen. If the result is 1 (exactly), then 38th division has suffered serious reverses, and loses one regiment. When rolling on the table, subtract 1 (DM of -1) from the die roll for each regiment of the 38th division that has been lost. Treat die rolls of less than 1 as 1. If all three regiments of the 38th division are lost, the Japanese player must commit at least 5 regiments in Siam and Burma beginning to transport it off-map if necessary. The throw for capitulation would then be 2+ (DM of -3 for the regiments previously lost). Additional throws of 1 would eliminate the regiment attacking, and it would have to be replaced, but no further DMs would be applied.

The Assault Table is on page 14.

G. The Campaign Against Burma: The main Japanese thrust against Malaya was vulnerable on its north-eastern flank, from Burma. In order to protect this flank, the Japanese player must commit at least five regiments in Siam and Burma beginning on game turn 2. At least three of the regiments must be placed adjacent to the Burma-Siam border.

H. Naval Transport: All Naval Movement Points reside off-map, in friendly ports. When used, each must trace a path by sea to the port where the naval movement will begin. If the path must pass under an air umbrella, the NMP must undergo air attacks as it moves through the air umbrella hexes. It may then continue to the port to begin transporting the unit. If the attack is successful, however, the NMP is destroyed.

I. Fortress Attrition: A fortress is considered to be under siege if all adjacent land hexes are occupied by enemy troop units. If a fortress is under siege, the troops in the fortress are subject to attrition. Roll one die for each unit in the fortress at the beginning of each turn of the siege. A die roll of 6 causes that specific unit to surrender. It is possible for all units in a fortress to surrender in one turn.

10. VICTORY

The essential Japanese goal in 1942 is to clear the map of the Allied units; the Allied goal is to resist. In game terms, however, a more detailed statement of which player has won is necessary.

Victory is determined through the calculation of victory points at the end of turn 10. The Japanese player receives 20 points for each fortress which has surrendered, and 2 points for each enemy unit which has surrendered. They receive 5 points if Hong Kong has fallen.

The Allied Player receives 1 point for each surviving unit (or air unit) and 2 points for each surrendered enemy unit.

The Allied victory point total is then subtracted from the Japanese victory point total, and the victory chart is consulted. The chart indicates

the historical degree of victory, and (since most games will end in some form of Japanese historical victory) a game victory level. Even though the Japanese player wins well enough to historically conquer the territory, he must also play well enough in game terms in order to win the game.

Victory Chart

0 or less - The Allies win the campaign historically. The Allies win the game overwhelmingly.

1 to 20 - The historical result of the campaign is drawn or undetermined. The Allies win the game.

21 to 40 - The Japanese win the campaign, but only by a small margin. The game is a draw.

41 to 60 - The Japanese win the campaign; this was the historical result. The Japanese player wins the game.

61 or more - The Japanese win the campaign overwhelmingly. The Japanese player wins the game overwhelmingly.

11. PLAYING THE GAME

To begin playing 1942, the counters must be sorted by type using the dispositions given below as a guide. Place the counters on the map, saving out the remaining counters to appear later in the game. The Allies set up first; then Japanese forces are placed.

Dutch Dispositions

Place four strength-4 infantry regiments and the Dutch air unit anywhere in Java. Place the nine named battalions in the corresponding cities marked on the map.

The two strength-3 Home Guard regiments appear in the Allied land movement segment following the Japanese player-turn in which Japanese units move into Java. They may appear anywhere in Java, including in hexes previously occupied by enemy units and in enemy zones of control, but not in hexes physically occupied by Japanese units.

British Dispositions

Place the Singapore fortress, two strength-3 brigades, and the British air unit in Singapore. Place eight strength-5 brigades anywhere in Malaya; place one strength-2 battalion in Brunei.

Two strength-5 brigades become available on map in game-turn two, and two more become available in game-turn 3.

On game-turn 4, one strength-5 brigade and one strength-2 battalion become available off-map. One strength-3 tank battalion becomes available off-map on game-turn 5.

American Dispositions

Place the Corrigedor fortress in the Corrigedor hex. Place the American air unit in the Manila hex. Place a strength-6 Marine regiment in Olongapo. Place eight strength-4 divisions, two strength-5 regiments, one strength-7 regiment, three strength-3 tank and armored cavalry regiments anywhere on Luzon. Place two strength-4 divisions anywhere on Mindanao.

One strength-3 and one strength-4 division appear anywhere on Luzon on game-turn 2. One strength-3 artillery regiment appears off-map on game-turn 4.

Japanese Dispositions

Place the Palau fortress, three strength-7 regiments, and three strength-3 SNLF infantry battalions in Palau. Place four strength-7 regiments and one strength-3 SNLF marine battalion in Cam Ranh Bay. Distribute three strength-8 Guards regiments, three strength-7 regiments, one strength-3 artillery regiment, three strength-4 tank regiments, and one strength-2 tank regiment anywhere in Indo-China. Place one air unit in Saigon.

All remaining forces are in Japanese friendly ports off-map to the north and east. The air unit may operate from off-map, in which case its umbrella extends as if it were immediately off the map north of Luzon. Troop units must enter the map using naval movement. No more than six Japanese units may enter the map using naval movement per game turn.

Place the asterisk (original) counter (or new Game Turn counters) on the turn record chart to note the current turn. The Japanese player conducts his

player-turn for game-turn 0. The game continues with the Allied player-turn for game-turn 1.

OPTIONAL DISPOSITIONS

The following are more liberal dispositions which players may elect to implement.

Optional British Dispositions: Available British forces may be placed anywhere in Burma, Malaya, Sarawak, Brunei, or British North Borneo. Reinforcements appear as normal, or through Burma.

Optional Dutch Dispositions: Available Dutch forces may be placed anywhere south of the equator, except in Malaya, Sarawak, Brunei, or British North Borneo.

Optional American Dispositions: Available American forces may be placed anywhere in the Philippine Islands, north of the equator and east of the South China Sea, including Jolo but not Borneo or Palau.

GEOGRAPHICAL LOCATIONS

The Philippine Islands include all the land in the northeast quarter of the map, with the exception of British North Borneo, Palau, and hexes 2512 and 2611.

REINFORCEMENTS ARRIVAL LOCATIONS

Dutch reinforcements appear in any unoccupied hex in Java. Such location may be in an enemy ZOC, and may be in a hex previously held by enemy units.

British reinforcements become available either on-map or off-map. Units appearing off-map must then enter the map by sea (using NMPs) and travel to an appropriate friendly port. Units appearing on-map must be placed in supply in Malaya or Brunei. Should both these locations be unavailable (through loss to the enemy), appearance on-map may be in Java or Sumatra.

American reinforcements appear on the named island in any hex which is in supply and is unoccupied by enemy units. Such locations may have been previously passed through by enemy units. Reinforcements appearing off-map must be moved onto the map using naval movement and NMPs.

COMBAT RESULTS TABLE

Die Combat Odds

Roll	1:1	2:1	3:1	4:1	5:1	6:1
0	AE	AE	AD	AR	-	-
1	AE	AD	AR	-	-	DR
2	AD	AR	-	-	DR	DR
3	AR	-	-	DR	DD	DE
4	-	-	DR	DD	DE	DE
5	-	DR	DD	DE	DE	DS
6	DR	DD	DE	DE	DS	DS
7	DD	DS	DS	DS	DS	DS
8	DS	DS	DS	DS	DS	DS
9	DS	DS	DS	DS	DS	DS
10	DS	DS	DS	DS	DS	DS

An adjusted die roll of less than 0 is treated as 0. An adjusted die roll of greater than 10 is treated as 10.

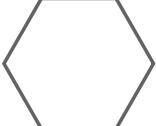
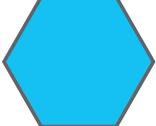
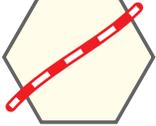
Attacks at less than 1:1 are not allowed; attacks at greater than 6:1 are treated as 6:1.

Combat results are more fully explained in rule 6.

Units attacking from a fortress are immune to any results affecting the attacker.

TERRAIN COSTS

Terrain has no effect on combat in the usual sense, but units may not normally attack across full sea hex sides.

	Clear	1 MP
	Sea	Requires NMPs, or use of rules 5A-2 or 3.
	Rough/ Mountain	2 MP — No tank or garrison units except on road.
	Swamp	2 MP — No tank units except on a road.
	Road	1 MP - Supercedes cost of underlying terrain

NMP ALLOWANCES

Japanese (Turn 0)	16
Japanese (Turn 1 and after)	12
British	2
Dutch	2
American	2

HONG KONG ASSAULT TABLE

Turn	Die Roll to Capitulate
0	6
1	5 or greater
2	4 or greater
3	3 or greater
4+	2 or greater

Subject to the provisions of rule 9F.

VICTORY CHART

0 or less — The Allies win the historical campaign. The Allied player wins the game overwhelmingly.

1 to 20 — The historical result of the campaign is undetermined or drawn. The Allied player wins the game.

21 to 40 — The Japanese win the campaign, but only by a narrow margin. The game itself is a draw.

41 to 60 — The Japanese win the campaign; this was the historical result. The Japanese player wins the game.

61 or more — The Japanese win the campaign overwhelmingly. The Japanese player wins the game overwhelmingly.

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Duplication of the various tables within the text is intended to make the information more readily available, and to illustrate the rules.

1941

3 XXXX 1422	4 XXXX 1823	5 XXXX 2024	6 XXXX 2225	7 XXXX 0209	8 XXXX 1022	9 XXXX 2924	1s XXXX 5
10 XXXX 1624	11 XXXX 1222	12 XXXX 2526	13 XXXX 1620	16 XXXX 2519	18 XXXX 2724	19 XXXX 2816	2s XXXX 7
4-3	4-3	8-3	4-3	4-3	4-3	4-3	6-2
33 XXXX 2	34 XXXX 2	37 XXXX 2	38 XXXX 2	44 XXXX 2	45 XXXX 2	46 XXXX 2	6s XXXX 7
4-3	4-3	4-3	4-3	4-3	4-3	4-3	6-2
47 XXXX 2	48 XXXX 2	40 XXXX 3	42 XXXX 3	43 XXXX 3	49 XXXX 3	50 XXXX 3	4s XXXX 7
4-3	4-3	4-3	4-3	4-3	4-3	4-3	6-2

1941 Counters

20 XXXX 1814	21 XXXX 2116	22 XXXX 1315	23 XXXX 0512	26 XXXX 2426	27 XXXX 1117	28 XXXX 0101	4/15 Group 2125
51 XXXX 3618	24 XXXX 1:E	Cst XXXX 1:Od	29 XXXX 2	30 XXXX 2	31 XXXX 2	32 XXXX 2	22/24 Group 2522
4-3	4-3	4-3	4-3	4-3	4-3	4-3	4-5
52 XXXX 3	53 XXXX 3	54 XXXX 3	55 XXXX 4	56 XXXX 5	57 XXXX 5	39 XXXX 6	9/19 Group 2521
4-3	4-3	4-3	4-3	4-3	4-3	4-3	5-5
58 XXXX 6	59 XXXX 6	60 XXXX 6	13/14 Group 1724	5/16 Group 2625	6/11 Group 1523	61 XXXX 6	7/25 Group 1801
4-3	4-3	4-3	4-5	4-5	6-5	4-3	6-5

1940

1 XXX XII	1 XXX XXIV	4 XXX V	6 XXX 1	6 XXX IX	7 XX 555	7 XX 554	7 XX 557
2-5	2-5	3-6	4-6	4-6	(1)-4	(1)-4	(1)-4
12 XXX III	16 XXX VII	16 XXX XXIII	18 XX 208	18 XX 227	3 XXX XLI	8-12	8-12
5-6	5-6	3-6	1-6	1-6	3-12	8-12	8-12
12 XXX VI	16 XXX XIII	18 XXX XXVI	18 XX 225	XX 4	XX 6	XX XV	XX XIX
5-6	4-6	3-6	1-6	3-12	3-12	8-12	10-12

1940 Counters

1 XXX 1 Cav	1 XXX V	2 XXX 2 Cav	3 XXX XVI	3 XXX XXIII	3 XXX XLII	4 XXX XI	7 XXX XXIV
5-12	4-8	3-8	3-6	2-5	2-5	2-5	4-8
8 XXX XLIV	6 XXX XLV	9 XXX 9 Cav	9 XXX XLI	9 XXX XI	9 XXX X	9 XXX 5	9 XXX XXIV
2-5	2-5	3-8	4-6	4-6	2-5	2-5	2-5
Res XXX VIII	Res XXX XVII	Res XXX XXV	Res XXX XXVI	Res XXX XXVII	Res XXX XXVIII	Res XXX XXIX	Res XXX XXXI
3-6	3-6	2-5	2-5	2-5	2-5	2-5	2-5

1940

2-5	2-5	3-6	2-5	1-8	5-8	2-10	3-10
Res XXX XXXI	Res XXX XXXVIII	Res XXX XLIV	Res XXX XLV	Res XXX 51	BEF XXX -	Rein XX 2	Rein XX 1
3-6	3-6	3-6	2-5	1-8	5-8	2-10	3-10
Res XXX XLV	Res XXX XLVI	Res XXX XLVII	Res XXX XLVIII	Res XXX XLIX	Res XXX L	Res XXX LXI	Res XXX LXII
Game Turn	Game Turn	Game Turn	Game Turn	Game Turn	Game Turn	Game Turn	Game Turn

1940 Counters

3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8
3-6	3-6	2-6	2-6	3-6	2-6	2-6	4-6	3-6	8-8

1940

1940

1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
13	20	29	22	Opt Geb	13	20	29
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12
1-12	1-12	1-12	1-6	4-6	1-12	1-12	1-12

1941

17/20M Group 1719	3 XXX 1322	23 XXX 3222	8 XXX 2326	12 XXX 1122	2/18 Group 3224	21M XXX 1019	1/10 Group 0411
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5
4-3	2-5	2-5	3-5	3-5	5-5	2-3	5-5

1941