

# WAR IN THE PACIFIC SCENARIOS

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SPI Published Errata has been inserted and denoted by magenta text. WGA

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## [40.0] SCENARIO FORMAT

### GENERAL RULE:

War in the Pacific is designed to be played on two levels. The first is -the Standard Scenario, depicting a short (1-6 Cycles) historical situation, and requiring a limited number of counters, maps and rules. The second level is the full Campaign Scenario, which seeks to recreate the entire Pacific war, in all its complexity.

### CASES:

#### [40.1] STANDARD SCENARIO FORMAT

- **Section 1:** Scenario Information details the length of the Scenario, the map area in play, and the Scenario Start Date.
- **Section 2:** Japanese Deployment provides the initial forces available to the Japanese Player and describes the conditions under which they begin the game.
- **Section 3:** Allied Deployment provides the same information for the Allied Player.
- **Section 4:** Victory Conditions describes how the game is won. Generally, victory is based on the number of Victory Points awarded to the Player at the end of the game.
- **Section 5:** Starting Sequence describes the order and manner in which both Players deploy their units and specifies the exact Phase in the Game-Turn that Play is to begin.
- **Section 6:** Special Rules provides special rules, limits and restrictions that apply to that Scenario.
- **Section 7:** Reinforcements describes how reinforcements (additional units) enter the game for both Players.
- **Section 8:** Free Deployment describes how Players may vary their deployments at the start of the game, if they so desire.

The Standard Scenarios do not use any rules relating to Production or Strategic Bombing. Unless otherwise noted, all normal rules Sections and Cases apply to the Standard Scenarios. Special rules are applied as directed.

#### [40.2] THE CAMPAIGN SCENARIO

The Campaign Scenario (Section 46.0) begins at 7 December 1941 and continues until the end of 9/45, or until Japan surrenders. As such, it incorporates most of the Scenario Information provided for the Pearl Harbor Scenario (Section 41.0), plus new sections providing for Production, additional reinforcements, etc. Unless noted, all standard rules apply to the Campaign Scenario.

#### [40.3] USE OF DUMMY TASK FORCES AND SUBRONS

[40.31] To determine the maximum number of Dummy Task Forces that may be deployed in the Pearl Harbor Scenario and the Campaign Game, both Players should roll one die at the beginning of each Game-Turn. The die roll equals the maximum number of Dummy Task Forces that may be deployed during that Game-Turn. Likewise, at the beginning of each Submarine Phase of

the Strategic Game-Turn both Players should again roll one die; the die roll equals the maximum number of Dummy Subrons that may be deployed.

[40.32] In the Midway, Guadalcanal, and Leyte Scenarios, Players are more limited in the number of Dummies they may deploy. The Players roll one die each Game-Turn or Submarine Phase (as in Case 40.31) but that number is then halved (round fractions up) to determine the maximum number of Dummies that may be deployed.

## [40.4] GENERAL SCENARIO NOTES (AND CAMPAIGN GAME)

[40.41] The Scenarios begin with all naval units considered to have fueled in an immediately preceding Naval Phase. All Subrons are considered to be Cycle 1 for purposes of endurance. All ground units and Air Headquarters are supplied. Ground units may be reorganized into their component units when deploying, but may not expend Supply Points in order to form "parent" units or rebuild battlegroups.

[40.42] All APB, MS and Transport Air Points, and ground units are considered to have fulfilled all advance planning requirements for Amphibious and Air Assault. These "pre-planned" Assaults must be written down on paper before play begins.

[40.43] In certain Scenarios, Joint Shipping units begin the game already reorganized into smaller units (see Case 38.5). This is indicated by the Damage Level notation after the ship's Pennant Number. For example, APB (D2) would indicate an APB unit with 1/2 its normal Load Capacity.

[40.44] Unless otherwise noted, all Carrier Air Points begin the game Carrier-Trained, and all land-based Air Points begin the game Trained. Other Training Levels are indicated by the notation NCT, which indicates Trained Air Points that are not Carrier Trained. The notation #/# which occurs only in Scenario 45.0 (Leyte) refers to the number of Trained/ Untrained Air Points of the particular Air Point type. **Example:** 2/7 Zeke signifies 2 Trained Zeke Air Points and 7 Untrained Zeke Air Points.

**Note:** Under Naval Deployments, the total number of each type of ship is indicated, followed by the Pennant Numbers of the specific ships to be deployed. Air Points allocated to carriers are listed directly underneath those naval units. Players are free to choose which Headquarters they will deploy on their carriers (see 34.25).

## [41.0] PEARL HARBOR SCENARIO

### CASES:

#### [41.1] SCENARIO INFORMATION

[41.11] **Game Length:** 6 Cycles (24 Game-Turns). Start 1/13/41.

[41.12] **Map Sections in Play:** All seven Map Sections are in play.

#### [41.2] JAPANESE DEPLOYMENT

##### [41.21] Naval Deployment

**Note:** For Japanese Task Forces marked with an asterisk (\*), see Case 41.54

##### Striking Force (F3338)

- 6 CV: 1, 2, 3, 4, 5, 6
  - 12 x Zero
  - 14 x Kate
  - 14 x Val
- 2 BC: 2, 3, 2
- 2 CA: 17, 18.
- 1 CL: 9.
- 5 DD: 31, 32, 33, 34, 47.

##### Kuriles (DO916)

- 2 CL: 4, 5.

##### Truk (EI 602)

- 4 CA: 1, 2, 3, 4.
- 5 DD: 4, 9, 10, 21, 22.

##### Kwajalein (E3301)

- 5 CL: 1, 2, 14, 18, 20.
- 3 DD: 3, 7, 8.
- 1 APB; 1 (D2)

**Pescadores (B1839)\***

- 2 BC: 1, 4.
- 4 CA: 9,10,11,12.
- 2 DD: 41, 42.
- 1 APB: 2.

**Formosa(BI940)\***

- 1 CA: 7.
- 3 CL: 3, 8, 11.
- 6DD: 1, 2, 5, 6, 27, 28.
- 1 DE: 1.
- 1 APB: 3.

**Okinawa(B2736)\***

- 1 CL: 16.
- 6 DD: 19, 20, 35, 36, 43, 44.

**Palau (C3502)**

- 1 CVL: 1.
  - 2 X Claude
  - 2 x Kate
- 3 CA: 5, 6, 8.
- 1 CL: 17.
- 6 DD: 29, 30, 37, 38, 39, 40.
- 1 DE: 2.
- 1 APB: 4 (133).

**Cam Ranh Bay (B0651)**

- 4 CA: 13,14,15,16.
- 4 CL: 10, 12, 15, 19
- 6 DD: 13, 14, 15, 16, 17, 18.
- 1 DE: 3.
- 1 APB: 5 (D2).

**Saigon (B0452) \***

- 1 APB: 6 (D2).

**Saipan (D0948)**

- 1 APB: 7 (D2).

**Samah (B0745) \***

- 1 APB: 9.

**A t Sea (D3216)**

- 1 SF: 1.
- 400 x Supply Points

**Inland Sea (B3328)**

- 6 BB: 1, 2, 3, 4, 5, 6.
- 3CL: 6, 7, 13.
- 7 DD: 11, 12, 23, 24, 25, 26, 45.
- 2 CVE: 1, 2.
- 1 CVL: 2.
- 1 APB: 8.

**Coastal**

- 3 DE. 4, 5, 6.
- 2 CD: 1, 2.
- Merchant Shipping: 32 x MS.

**[41.22] Submarine Deployment**

Subron	# and Type of Sub Point Allocated	Deployment hex
1	(12) Fleet	F3440
2	(11) Fleet	F3242
3	(1) Fleet	Off-Map from USA West Coast 1 Exit Area
4	(1) Fleet	G1921
5	(10) Coastal	D3344
6	(10) Fleet	C0206
7	(2) Coastal	A3628

**[41.23] Ground and Air Deployment**

**Japan (any hex of the Japanese Home Islands)**

**GROUND UNITS**

- 5 x 7-3
- 1 x 3-1 BG
- 6 x 1-1 SNLF
- 1 x2-1 Airborne

- 2 x (1)-1 Engineer
- 25 x Supply Block

**AIR UNITS**

- 1 x Force
  - 11 x Nate
  - 3 x So-Ann
  - 14 x Claude (NCT)
  - 3 x Val (NCT)
  - 8 x Kate (NCT)
  - 5 x Nell
  - 2 x Mavem
  - 2 x Rufe

**Korea (Any hex ofKorea)**

**GROUND UNITS**

- 1 x Base Force (B3018)
- 20 x Supply Points
- 2 x7-3

**AIR UNITS**

- 1 x Wing
  - 4 x Nate
  - 4 x So-Ann
  - 3 x Lily
  - 2 x Sally
  - 1 x Dinah

**French Indo-China (Any hex)**

**GROUND UNITS**

- 3 x 7-3
- 1 x 2-1 Armored
- 3 x (1)-1 Engineer
- 3 x Supply Block
- 1 x Base Force; Fully Deployed (B0751)

**AIR UNITS**

- 1 x Division
- 1 x Wing
- 2 x Group
  - 10 x Nate
  - 3 x Oscar
  - 7 x Lilly
  - 9 x Sally
  - 6 x So-Ann
  - 4 x Dinah
  - 2 x Terri
  - 4 x Zero (NCT)
  - 10 x Nell
  - 3 x Betty

**Formosa (Any hex)**

**GROUND UNITS**

- 3 x 7-3
- 1 x 2-1 Armored
- 1 x (1)-1 Engineer
- 5 x Supply Block
- 2 x Base Force; Fully Deployed (B 1839, B 1940)

**AIR UNITS**

- 1 x Division
- 1 x Group
  - 8 x Nate
  - 7 x So-Ann
  - 6 x Lily
  - 5 x Sally
  - 1 x Terri
  - 18 x Zero (NCT)
  - 1 x Kate (NCT)
  - 7 x Nell
  - 9 x Betty
  - 2 x Mavem

**Okinawa (Any hex)**

**GROUND UNITS**

- 1 x7-3

- 1 X Base Force; Fully Deployed (B2736, B2934)

20 x Supply Points

**Kwajalein (E3301)**

GROUND UNITS

- 3 x Base Force; Fully Deployed

AIR UNITS

- 1 x Wing
  - 4 x Kate (NCT)
  - 2 x Mavem

**Saipan (D0948)**

GROUND UNIT

- 1 x Base Force; Fully Deployed

**Truk (E1602)**

- 5 x Base Force; Fully Deployed

**Paramushiro (D2007)**

- 11
- 3 x Base Force, Fully Deployed

**China (Any hex in listed Province east of 1941 Startline)**

All Units Are Ground Unless Indicated.

**Anhwei**

- 1 x 3-1

AIR UNITS

- 1 x Group
  - 2 x Nate
  - 6 x Lily
  - 2 x So-Ann

**Chahar**

- 1 x3-1

**Chekiang**

- 2 x 7-3

**Fukien**

- 2 x 2-1

**Heilungkang**

- 6x7-3

**Honan**

- 2x7-3

**Hopei**

- 1 x7-3
- 2 x 3-1
- 1 x (1)-1 Engineer

**Hupeh**

- 3 x 7-3
- 4 x 3-1

**Jehol**

- 2 x 3-1

**Kiangsu**

- 2x7-3
- 3 x 3-1
- 1 x (1)-1 Engineer
- 1 x1-1 SNLF

**Kiangsi**

- 2x7-3
- 2 x 3-1

**Kirin**

- 4 x 7-3
- 1 x (1)-1 Engineer
- 1 x8-3

**Kwangtung**

- 3 x 7-3
- 2 x 3-1
- 3 x (1)-1 Engineer
- 1 x Base Force; Fully Deployed (B 1540)
- 2 x Base Force; Fully Deployed (B0745)

**Note:** The island of Hainan is part of Kwangtung Province, and begins the game controlled by the Japanese.

**Liaoning**

- 4x7-3

AIR UNITS

- 1 x Division

- 6 x Nate
- 6 x Oscar
- 3 x Lily
- 6 x Sally
- 6 x So-Ann

**Shansi**

- 4x 7-3
- 4x 3-1

**Shantung**

- 1 x 3-1

AIR UNITS

- 1 x Wing
  - 3 x So-Ann
  - 4 x Sally

**Suiyan**

- 1 x 7-3
- 1 x 3-1

**Distributed among any province of China**

- 2 x Supply Block

**Distributed among any province of Manchuria**

- 5 x Supply Block

**Note:** (NCT) indicates trained Air Points that are trained, but not Carrier-trained.

## [41.3] ALLIED DEPLOYMENT

[41.31] Naval Deployment.

## COMMONWEALTH

**Singapore (COI 08)**

- 1 BB: 53. 1 BC: 34. 3 CL: 44, 46, 99. 3 DD: 1, 3, 4.

**Ceylon (A 1427)**

- 1 BB: 06, 1 CA: 68. 2 DD: 5, 10.

**Sidney (E1544)**

- 1 CA: 33. 3CL: 29, 47, 70.
- 1 DD: 2.

**Auckland (G0348)**

- 1 CL: 75.

**Hong Kong(B1240)**

- 1 MS: 1 x MS.

**Rangoon (A3019)**

- 1 MS: MS x 1.

**Calcutta (A2213)**

- 2 MS: MS x 2.

**Dutch Soerbaja**

- (C1117) 3CL: 1, 2, 3.
- 4DD: 1, 2, 3, 4.
- 1 MS: MS x 1.

## UNITED STATES

**Pearl Harbor (F3342)**

- 8 BB: 36, 37, 38, 39, 43, 44, 46, 48.
- 2 CA: 32, 38.
- 6 CL: 7, 8, 46, 48, 49, 50.
- 15 DD: 1, 2, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23,24,59.
- 1 DE: 1.
- 1 SF: 1 (132).

**Manila (B2048)**

- 2DD: 5, 6.
- 1 MS: MS x 1.

**Panay (B2152)**

- 1 CA: 30.

**Cebu (B2353)**

- 1 CL: 47.

**Tarakan (C1606)**

- 1 CL: 12.
- 2 DD: 7, 8.

**Balikpapan (C.1511)**

- 2 DD: 9, 10.

**West Coast of America (off-map Display)**

- 1 CV: 3.
  - 2 x F4F
  - 3 x SBD
  - 2 x TBD
- 1 BB: 45.
- 3 CL: 9, 10, 11.
- 6DD: 11, 12, 31, 32, 33, 61.
- 8 MS: MS x 8

**At Sea (F1940)**

- 1 CV: 2.
  - 2 x F4F
  - 4 x SBD
  - 2 x TBD
- 3 CA: 29, 33, 3
- 3 DD: 25, 26, 58.

**At Sea (F2942)**

- 1 CV: 6.
  - 1 x F4F
  - 4 x SBD
  - 2 x TBD
- 3 CA: 25, 26, 27
- 5 DD: 27, 28, 29, 30, 60.

**At Sea (F3348)**

- 1 CA: 36.
- 1 DD: 3.

**At Sea (F2147)**

- 1 CA: 35.
- 1 DD: 4.

**At Sea (G1713)**

- 1 CA: 24. 1
- MS: 1 x MS.
- 1 x 3-1
- 5 x SBD
- 2 x P-40
- 12 x Supply Point

**At Sea (GO] 19)**

- 1 CA: 28.
- 1 MS: 1 x MS.

**[41.32] U.S. Submarine Deployment**

Subron	# and Type of Sub Point Allocated	Deployment hex
1	(3) Fleet	F1236
2	(1) Coastal	F1236
3	(3) Coastal	F3540
4	(1) Fleet	F3542
5	(3) Fleet	D3354
6	(1) Fleet	F3241
7	(9) Coastal	B2048
8	(16) Fleet	B2048
9	(1) Coastal	B1946
10	(1) Coastal	B2350
11	(1) Fleet	F3342
12	(1) Coastal	F3342
13	(6) Fleet	USA West Coast
<b>Dutch</b>		
15	(2) Coastal	A3829
16	(3) Coastal	C0611
17	(4) Coastal	C0807
18	(1) Coastal	C1117

**[41.33] Allied Ground/Air Deployment****COMMONWEALTH DEPLOYMENT****Burma:****GROUND UNITS**

- 1 x 2-1 CW Colonial (A3218, A3119)
- 1 x 3-1 (A3019, A3219)
- 1 x (2)-1 Engineer (A3015)
- 2 x Supply Block (A3019)

**AIR UNITS**

- 1 x Wing (A3019)
  - 3 x P-40
  - 2 x 172A

**India:****GROUND UNITS**

- 1 x 11-3 (A1810, A1007)
- 1 x 11-3 (A0704)
- 2 x 3-1 BG (A0517)
- 1 x 3-1 BG (A1215)
- 2 x 5-2 BG (A 1322)
- 1 x (2)-1 Engineer (A0723)
- 3 x Supply Block (A2213)
- 1 x Supply Block (A0517, A 1007)

**AIR UNITS**

- 1 x Wing
  - 2 x P-36

**Ceylon****GROUND UNITS**

- 1 x 3-1 BG (A1427)
- 3 x Supply Block

**AIR UNITS**

- 1 x Group (A1427)
  - 1 x PBV

**Malaya****GROUND UNITS**

- 1 x 3-1 (A3733, A3833, C0107, A3730, A3831, A3530, A3531, A3631)
- 2 x 3-1 BG (C0108)
- 1 x 3-1 BG (A3833, A3732, A3631)
- 1 x Entrenchment (C0108)
- 1 x Logistic Transport Unit (A3833)
- 2 x Supply Block (A3833)

**AIR UNITS**

- 1 x Division (C0108)
  - 3 x Blenheim
  - 2 x Hudson
  - 6 x F2A
  - 2 x Swordfish
  - 1 x PBV

**HongKong:****GROUND UNITS**

- 2 x 3-1 (131240)
- 1 x Entrenchment (131240)
- 10 x Supply Points (131240)

**AIR UNITS**

- 1 x Group (B 1240)

**Australia:****GROUND UNITS**

- 1 x 3-1 (E1737)
- 1 x 16-4 BG (E0848)
- x 3-1 BG (C1441, C3844, C3122, E1544, E134)
- x Supply Block (E 1544, E0848)

**AIR UNITS**

- 1 x Division (E1544)
  - 5 x Hudson
  - 1 x PBV

**Fiji:**

## GROUND UNITS

- 1 x 3-1 (G0727)
- 10 x Supply Points (G0727)
- 1 x Base Force; Partially Deployed

**New Zealand:**

## GROUND UNITS

- 1 x 3-1 BG (G0353)
- 1 x Supply Block (G0353,G0348)

## AIR UNITS

- 1 x Wing (G0348)
  - x Hudson

**DUTCH DEPLOYMENT**

## GROUND UNITS

- 1 x 2-1 (C0415, C0516, C0817, C 1117)
- 3 x Supply Block (C0415)

## AIR UNITS

- 1 x Division (C0415)
  - 5 x Martin
  - 4 x PBV
  - 4 x F2A
  - 2 x P-36

**U.S. DEPLOYMENT****Hawaii:**

## GROUND UNITS

- 2 x 11-3 (F3342)
- 1 x (2)-1 Engineer (173342)
- 35 x Supply Block (173342)

## AIR UNITS

- 1 x Division (F3342)
  - 1 x B-17
  - 3 x B-18
  - 1 x A-20
  - 10 x P-40
  - 4 x P-36
  - 1 x F4F(NCT)
  - 4 x SBD(NCT)
  - 6 x PBV

**Midway Island:**

## GROUND UNITS

- 1 x BF; partially deployed (B1234)

## AIR UNITS

- 1 x Group (F1234)
  - 1 x PBV

**Wake Island:**

## GROUND UNITS

- 1 x Base Force; fully deployed (D3243)

## AIR UNITS

- 1 x Group (D3243)
  - 1 x F4F

**Philippines:**

## GROUND UNITS

- 1 x 11-3 (B 1947, B 1948)
- 1 x 11-3 BG (B1946,B2048,B1949)
- 1 x Entrenchment (131949)
- 1 x Logistic Transport Unit (B2048)
- 3 x Supply Block (B2048)

## AIR UNITS

- 1 x Division (B1948)
  - 2 x B-17
  - 2 x B-18
  - 7 x P-40
  - 3 x P-36
  - 3 x PBV
- 1 x Group (C2503)
  - 2 x B-17

**China:**

## AIR UNITS

- 1 x Group-AVG (B0639)
  - 4 x P-40

## Chinese Deployment

- 41 x 8-0 (KMT)
- 1 x LTU (KMT)
- 11 x 10-0 (CCP)
- 1 x LTU (CCP)
- 7 x 1-0 Partisan (CCP)
- 10 x KMT Provincial Points
- 3 x CCP Provincial Points

Chinese units must be deployed so that each hex of the 1941 Startline is physically occupied by a Chinese unit. KMT units may not be deployed in Suiyuan, Shansi, or any CCP-controlled Province; CCP units may be deployed only in Suiyuan, Shansi, Shensi, Ningsia and Kansu Provinces. Within the above restrictions, Chinese units may be deployed in any hex West of (or containing) the 1941 Startline. After the Japanese Player has deployed his units, the Allied Player may deploy one (1)-0 CCP Partisan unit in each of the following Provinces: Kwangtung, Kiangsu, Shantung, Hopei, Shansi, Honan, and Anhwei. They may be deployed in any hex not containing a Japanese ground unit or Security Zone.

**[41.4] VICTORY CONDITIONS**

**[41.41]** The Allied Player receives 25 Victory Points for each Allied ground Combat Strength Point in any hex of the Philippines, Dutch East Indies, or Hong Kong at the end of the Scenario.

**[41.42]** Both Players also receive Victory Points as outlined in the Standard Victory Conditions (Case 40.3).

**[41.43]** The Allied Player receives 100 Victory Points for conducting a Strategic Strike on any Japanese Industrial Center. In addition to the normal procedures, this may be accomplished by “flying off” land-based Air Points from carrier units (see Cases 39.77 and 39.78). This may be accomplished during the Air Phase of any Game-Turn (and is the only time a Strategic Strike may occur other than in a Strategic Game-Turn). When using this procedure it is not required that the Air Points have an alternate place to land; if they do not, they are eliminated after the completion of the Strike and may not be replaced.

**[41.44]** The Japanese Player receives 100 Victory Points for each Game-Turn that he “shortens the war” (see Case 46.3).

**[41.45]** The Japanese Player must return five full strength APB units to any major port in Japan by the end of Cycle 13/41. These units are permanently removed from the map and placed back in the counter tray (assumed to be absorbed back into the civilian economy). Failure to meet the requirements of this rule results in the loss to the Japanese Player of 100 Victory Points per Game-Turn, for each APB unit not returned.

**[41.46]** Levels of Victory

- 3000 (or more) Japanese Victory Points = Japanese Decisive Victory.
- 2000-2999 Japanese Victory Points = Japanese Substantial Victory.
- 1000-1999 Japanese Victory Points = Japanese Marginal Victory.
- Less than 1000 Japanese Victory Points = Allied Decisive Victory.

**Note:** By its very nature, this is not a balanced Scenario. A more realistic measure of success would be to consider anything less than a Japanese Decisive Victory as a de facto Allied Victory, since a failure by Japan to expand to its maximum potential early in the war will have serious consequences in the months and years ahead.

**[41.5] STARTING SEQUENCE**

**[41.51]** The Allied Player deploys his units, as indicated.

**[41.52]** The Japanese Player then deploys his units, as indicated, Ground units in China may be allocated to Rail and Seacap Escort. MS units must be deployed in the Strategic Mode in pipelines from any Japanese ports. DE and CD units listed as Coastal must be deployed as MS Escorts to some pipeline link.

**[41.53]** The Japanese Player may then move cargo equal to twice the Thruput Capacity through any of his MS pipelines. For example, if the Player had established a MS pipeline with a Thruput Capacity of 100 to Truk, he could ship 200 Load Points of cargo to that hex.

[41.54] Japanese Task Forces marked with an asterisk (\*) may now carry out an Active Naval Phase. (These units were already at sea on the morning of December 7.) These ships may conduct normal Missions, but may not enter a coastal or island hex not already under Japanese control. APB units may load/unload ground units (but not in hexes controlled by the Allies). Allied units may not conduct Searches or attacks of any kind, or interfere with this movement in any way.

[41.55] The Scenario then begins with the First Air Phase of Game-Turn 1/13/41.

[41.56] After the completion of Game-Turn 1/13/41 both Players conduct a Submarine Phase of the Strategic Game-Turn. However, the Endurance of the Subrons is not affected (i.e., the Subrons get an “extra” move now that the war has actually begun).

## [41.6] SPECIAL RULES

### [41.611 Pearl Harbor Attack

The following rules apply only to Air Points allocated to Japan’s Striking Force (the Task Force in hex F3338) and U.S. units at Pearl Harbor (hex F3342) during the First Air Phase of Game-Turn 1:

- A. All Allied ships at Pearl Harbor begin the game allocated to the same Task Force. This TF is considered to begin the game already contacted by the Japanese Player (all other Allied Task Forces must be contacted by the normal search procedures).
- B. The Speed Class of all ships at Pearl Harbor is zero;
- C. Japanese Air Points allocated to the Striking Force may not conduct Air Searches;
- D. A maximum of 5 Kate Air Points may be used in a Torpedo role against Allied ships in Pearl Harbor (this is an exception to Case 20.14);
- E. The first Wave of Japanese Air Points attacking any one target at Pearl Harbor (e.g., TF, airbase, etc.) receives no Allied Anti-Aircraft Fire. Subsequent Waves are treated as per Case 41.62.
- F. All Damage Point totals achieved against ships in Pearl Harbor are automatically doubled before resolving the effects of the attack on the Naval Combat Results Table. However, damaged Allied ships at Pearl Harbor need not roll for Critical Hits.

[41.62] During the First Air Phase of Game-Turn 1 the following rules apply to all Allied and Japanese units (including those affected by Case 41.61):

- A. Allied Air Points may not perform Strikes or Transfers of any kind, including Air Search or Combat Air Patrol;
- B. The Anti-Aircraft Strength of all Allied units and facilities is halved (round fractions down).
- C. The Bombardment Strength of all Japanese Air Points is doubled;
- D. 3 is added to all die rolls when determining the results of Japanese Bombardment and Strafing Strikes.

**Note:** C and D have no effect on Japanese Strikes against Allied Task Forces.

[41.63] During Game-Turn 1 the following rules apply:

- A. Air Points allocated to Japan’s Striking Force (the Task Force that begins the game in hex F3338) may not conduct Special Strikes during the First Naval Phase of Game-Turn 1, regardless of whether or not they performed Strikes in the First Air Phase;
- B. All ships of the Allied Task Forces containing CV 2 and CV 6 must end the First Naval Phase in Pearl Harbor (F3342). All other Allied Task Forces may not have Missions Plotted for them during the First Naval Phase
- C. The Japanese Player is automatically the First Player for all Phases of Game-Turn 1 (including the Ground Segment).
- D. The Japanese Player may not use any of Thailand’s capabilities (Railcap, Seacap, etc.) on Game-Turn 1.
- E. Japanese units performing Amphibious Assault do not have their Combat Strength reduced;
- F. Commonwealth BB53, BC34, DD1 and DD3 (at Singapore) begin the game as a separate Task Force. They are automatically assigned a Reaction Mission during the First Naval Phase, and must attempt to engage contacted Japanese Task Forces off Malaya, using the shortest route possible. This Mission may be altered as outlined in Case 39.8. This is an historical rule designed to recreate the sinking of the

Repulse and Prince of Wales. Players may ignore this rule if they wish; in that case, no mission can be plotted for these ships.

[41.64] U.S. submarine squadrons have their Sub Points available die roll (see Case 13.5) halved (round fractions down); all other submarine search and attack die rolls are unaffected. This rule continues in effect until a total of 20 D1 results (or their equivalent) have been obtained by all Allied (not just U.S.) Sub Points against Japanese Merchant Shipping, regardless of Mode. The Allied Player should place the MS Sunk Marker in the appropriate box of his General Record Track in order to indicate the current level of MS loss. Dutch and British Sub Points are not affected by this rule and must be allocated to separate squadrons while it is in effect.

[41.65] Certain Japanese Air Points have 2 added to their Anti-Ship Strength (in all Roles in which have an Anti-Ship Strength of at least 1). This rule applies only to all carrier-trained Air Points, and to all trained Betty and Nell Air Points, and continues in effect until the Japanese Player has lost a total of 100 Air Points (including all types, and from all causes, including attrition). Afterwards the Air Points revert to their normal Anti-Ship Strength. (This rule simulates Japan’s tremendously skilled naval aviators at the start of the war. These men had accumulated an average of 700 hours of flying time, much of it in combat conditions over China. Once the war began, however, this competitive edge was quickly eroded through overuse and the need to withdraw trained personnel back to the training schools in order to expand Japan’s small and elitist Air Force.)

[41.66] During Game-Years 1941 and 1942, the Japanese Player must send a Subron composed of one Squadron (6 Sub Points) off the East mapedge of Map F. This may be done during any Strategic Game-Turn of the years mentioned (or, during 1941, the extra move involved in Case 41.56; this fulfills the 1941 requirement, and is, in fact, the only way it can be fulfilled). Exited Japanese Subrons should be placed on the grey area of the mapedge Area from which they exited and not on the Allied Off-Map Movement Display. Exited Subrons may be “In Transit” while off the map. They must remain one complete Cycle, or (in 1941) until the next Submarine Phase. Exited Japanese Subrons may not attack or be attacked, or conduct Searches of any kind. They are assumed to be carrying out nuisance raids against the U.S. West Coast.

[41.67] The Allied Air Points beginning the game in China are the American Volunteer Group (AVG). Fighter Air Points allocated to this Group Headquarters always receive the Bounce over Japanese Air Points in Air/Air combat. This advantage applies only to that particular Group HQ and automatically ends after Cycle 5/42.

[41.68] Japanese air and ground units beginning the game in Manchuria may not leave that country (although they may move from Province to Province). Air Points there could conduct Strikes in other countries but must always return to bases in Manchuria.

[41.69] The following ports begin the game with their normal Coastal Gunnery Strength (see Case 38.7): all ports in Japan, Pearl Harbor (F3342), Hong Kong (B1240), Singapore (C0108) and Wake (D3243). The Coastal Gunnery Strength of Manila (B2048) is assumed to be located in the Corregidor hex (B1949) and begins the game with its normal Strength of 20.

## [41.7] REINFORCEMENTS

Reinforcements enter as described on each Player’s Reinforcement Track.

## [41.8] FREE DEPLOYMENT

Due to the unusual nature of this Scenario, Players are limited in the amount of Free Deployment they may use. All ground and air units must deploy as indicated. The Japanese Player may vary the composition of any of his existing Task Forces, adding or subtracting ships as desired. If the Players wish to vary the composition of Allied Task Forces the Allied Player should (secretly) roll one die and make the indicted changes in the Allied Deployment:

Die Roll	Deployment
1	Historical
2	Historical
3	TF in hex F 1940 begins the game in Pearl Harbor instead.
4	TF in hex F2942 begins the game in Pearl Harbor instead.
5	Both CV Task Forces begin the game in Pearl Harbor instead.
6	Allied Player may remove 6 capital ships from Pearl Harbor and place on U.S. West Coast; all other Task Forces are

deployed historically.

## [42.0] MIDWAY SCENARIO CASES:

### [42.1] SCENARIO INFORMATION

#### [42.11] Game-Length:

2 Cycles (8 Game-Turns). Start 1/6/42.

#### [42.12] Map Sections in Play:

The Midway Scenario can be played in two different versions. The Basic Game portrays only that area of the Pacific in which the battle historically took place (Map Sections D and F). The Advanced Game offers the Players a wider choice of alternatives, and uses Map Sections D, E, F and G.

## [42.2] JAPANESE DEPLOYMENT

### [42.21] Basic Game Naval Unit Deployment

#### Inland Sea

- 4 CV: 1, 2, 3, 4.
- 1 CVL: 3.
- 1 CVE: 1.
  - 11 x Zero
  - 10 x Kate
  - 10 x Val
- 7 BB: 1-7.
- 4BC: 1, 2, 3, 4.
- 4CA: 5, 6, 17, 18.
- 5CL: 6, 7, 8, 12, 15.
- 15DD: 1, 11, 12, 13, 14, 15, 16, 31, 32, 33, 34, 35, 36, 47, 48.
- 1 SF: 1.
- 8 x Supply Block.

#### Paramushiro (D2007)

- 1 CA: 8.
- 2 CL: 4, 5.
- 1 DD: 17.
- 1 APB: 1 (D2).

#### Ominato (D0419)

- 2 CVL: 1, 5.
  - 4 x Zero
  - 3 x Kate
  - 2x Val
- 2 CA: 9, 10.
- 1 DD: 18.

#### Hakodate (D0418)

- 1 CL: 9.
- 2 DD: 23, 24.
- 1 APB: 3 (D2).

#### Guam (D0849)

- 4 CA: 13, 14, 15, 16.
- 1 DD: 37.

#### Saipan (D0948)

- 1 CL: 17.
- 5 DD: 38, 39, 40, 41, 42.
- 1 APB: 2

### [42.22] Advanced Game Additional Naval Unit Deployments.

#### Rabaul(E1613))

- 5 CA: 1, 2, 3, 4, 12.
- 4CL: 1, 2, 14, 20.
- 3DD: 5, 6, 7.

#### General (see Case 42.6 1)

- 20 MS: 20 x MS.

### [42.23] Basic Game Submarine Deployment:

16 x Fleet Sub Points; May be deployed within 300 Movement Points of any Japanese major port.

### [42.24] Advanced Game Additional Submarine Deployment:

8 x Coastal Sub Point; May be deployed within 250 Movement Points of any Japanese port.

### [42.25] Basic Game Ground and Air Unit Deployment Paramushiro (D2007)

- 1 x 1-1
- 3 x Base Force; Fully Deployed.

#### Hakodate (D0418)

- 1 x 1-1

#### Saipan (D0948)

- 1 x 2-1
- 1 x 1-1
- 1 x Base Force; Fully Deployed.

#### Guam (D0849)

- 1 x Base Force; Fully Deployed.

#### Wake(D3243)

- 1 x 1-1
- 1 x Base Force; Fully Deployed.

### [42.26] Advanced Game Additional Ground and Aid Unit Deployments

#### Saipan (D0948)

- 1 x Group

#### Rabaul(E1613)

- 1 x 2-1
- 1 x Base Force; Fully Deployed
- 1 x Wing
- 1 x Level 5 Airbase

#### Lae (E1116)

- 1 x Group
- 1 x 1-1

#### Truk (E1602)

- 1 x (2)-1
- 1 x 1-1 ,
- 1 x Wing

#### Kwajelein (E3301)

- 1 x Wing
- 2 x Base Force

#### Wotie (D5553)

- 1 x Base Force; Partially Deployed.

#### Guadalcanal (E2519)

- 1 x (1)-1
- 1 x 1-1

### May be Deployed at any Japanese Airbase

- 21 x Betty
- 17 x Zero (NCT)
- 9 x Nell
- 3 x Mavem
- 2 x Rufe

## [42.3] ALLIED DEPLOYMENT

### [42.31] Basic Game Naval Unit Deployment

#### Pearl Harbor (F3342)

- 3 CV: 5, 6, 8
  - 8 x F4F
  - 12 x SBD
  - 4 x TBD
- 7 CA: 26, 32, 33, 34, 36, 44.
- 1CL: 51
- 10 DD: 14-23

### On the Allied Off-Map Movement Display

#### Position A: Sea Phase Lanes

- 2 CA: 28, 35.
- 3 CL: 43, 48, 49.
- 6 DD: 33-38.

#### West Coast USA

- 1 CV: 3.
- 1 CVE: 1.
  - 3 x F4F
  - 4 x SBD
  - 1 x TBD
- 7 BB: 38, 40, 41, 42, 43,) 45, 46.

- 1 CA: 25.
- 1 CL: 53.
- 10 DD: 13, 24-32.

**Position B: Global Sea Lanes**

- 1 CV: 7.
  - 3 x F4F
  - 4 x SBD
  - 1 x TBD
- 1 BB: 59.
- 1 CA: 39.
- 1 CL: 54.
- 3 DD: 39, 40, 41

**Position C: Global Sea Lanes**

- 1 CA: 38.

**[42.32] Advanced Game Additional Naval Unit Deployments**

- Noumea (E3231) 1 CA: 27.
- General (see Case 42.66) 25 MS: 25 x MS.

**[42.33] Basic Game Submarine Deployments**

27 Fleet Sub Points 6 Coastal Sub Points There are no additional Submarine Deployments for the Advanced Game. Fleet Sub Points may be deployed in any hex within 300 Movement Points of an Allied major port; Coastal Sub Points within 250 Movement Points of any Allied Port.

**[42.34] Basic Game Ground/Air Deployment**

(Ground units not specified C Ware US)

**Pearl Harbor (F3342)**

- 2 x 11-3
- 1 x (2)-1
- 1 x Division
  - 6 x P-40
  - 5 x B-17
  - 3 x PBV
  - 3 x B-26
  - 2 x B-24

**Hawaiian Islands (any hex)**

- 1 x 11-3

**Dutch Harbor**

- 1 x 3-1
- 2 x Supply Block
- 1 x Base Force; Fully Deployed.
- 2 x PBV

**Unmak (F2302)**

- 1 x Level 1 Airbase
- 1 x Wing
  - x P-40

**Off-Map Movement Display****Alaska**

- 1 x Level 5 Airbase
- 1 x Wing
  - 3 x B-26
  - 2 x P-40
  - 1 x P-39

**Canada Box**

- 1 x B-17
- 1 x P-38

**Midway (FL234)**

- 1 x 3-1
- 20 x Supply Point
- 1 x Base Force; Fully Deployed
- 1 x Wing
  - 3 x PBV
  - x F2A
  - 2 x SBD(NCT)
  - 2 x B-17
  - 1 x TBF(NCT)
  - 1 x F4F(NCT)
  - 1 x B-26

**[42.35] Advanced Game Additional Ground/Air Deployment****Australia (any hex)**

- 1 x 11-3 CW
- 1 x 16-4BG CW
- 1 x 6-1 CW
- 1 x 3-1CW
- 2 x 11-3
- 1 x (2)-1
- 1 x Base Force; Fully Deployed (E 1737)
- 1 x Level 5 Airbase (E 1028)
- 1 x Level 1 Airbase (E0930, E0330)
- 3 x Wing
- 2 x Group
  - 15 x P-39
  - 8 x B-26
  - 5 x B-0
  - 5 x B-25
  - 2 x A-20
  - 1 x SBD(NCT)

(May be deployed at any airbase in Australia)

**Port Moresby (E11 19)**

- 1 x 3-1 CW
- 1 x 3-1 BG CW
- 1 x Group
  - 5 x P-39
- 75 x Supply Point

**May be Deployed at any of the Following Airbases**

- 6 x P-39
- 5 x PBV
- 4 x F4F(NCT)
- 2 x SBD(NCT)
- 2 x B-26
- 2 x Hudson

**Noumea (E3231)**

- 1 x 3-1
- 1 x Base Force; Fully Deployed
- 1 x Group

**Espiritu Santo (E3324)**

- 1 x Base Force; Partially Deployed

**Efate (E3426)**

- 1 x Level 1 Airbase
- 1 x Group
- 1 x Base Force; Fully Deployed

**Fiji (GO 72 7)**

- 1 x 3-1
- 1 x Group
- 1 x Base Force; Fully Deployed

**Samoa (G1822)**

- 1 x Group

**Tonga (G1430)**

- 1 x Level 1 Airbase
- 1 x Group
- 1 x Base Force; Partially Deployed

**[42.4] VICTORY CONDITIONS**

**[42.41]** Both Players receive Victory Points for fulfilling the conditions listed in the Standard Victory Conditions.

**[42.42] BASIC GAME:** Either Player receives 200 Victory Points for having a Friendly ground unit in control of Midway Island (F1234) at the end of the Scenario. The Japanese Player receives 50 Victory Points for having a Friendly ground unit in control of any hex of the Aleutian Islands at the end of the Scenario.

**[42.43] Advanced Game:** Before the start of the game the Japanese Player must pick both a Primary and Secondary objective. Either Player receives 200 Victory Points for having a ground unit in control of the Primary objective at the end of the Scenario. The Japanese Player receives 50 Victory Points for having a Friendly ground unit in control of the Secondary objective by the end of the



Scenario. The Japanese Player must pick both his objectives from among the following:

- A. Midway Island (F1234)
- B. Noumea (E323 1)
- C. Port Moresby (EI 119)
- D. Aleutian Islands (any hex)

**Note:** The Aleutian Islands may only be chosen as a Secondary objective; they may never be a Primary objective.

[42.44] The Japanese Player receives 100 Victory Points for each Game-Turn that he “shortens the war” (see Case 46.3).

**[42.45] Victory Levels**

- 1-100 Victory Points = Marginal Victory
- 101-200 Victory Points = Substantial Victory
- 200 + Victory Points = Decisive Victory
- Force a Strategic Breakoff (see 47.0) = Decisive Victory

**[42.5] STARTING SEQUENCE (Basic Game)**

[42.511] The Japanese Player deploys all his units as indicated, and informs the Allied Player:

- A. The hex location of any Amphibious Assaults he will make during the Scenario (but not the Game-Turn in which he will make them).
- B. The number of Sub Points allocated to each of the Japanese Subrons, (thus there is no need for the Japanese Player to deploy Dummy Subrons).

[42.52] The Allied Player now deploys his units, as indicated.

[42.53] The Scenario then begins with the Third Naval Phase of Game-Turn 1/6/42.

**[42.6] STARTING SEQUENCE (Advanced Game)**

[42.61] The Japanese Player deploys his units as indicated. MS units must be deployed in the Strategic Mode in MS pipelines between any Japanese ports.

[42.62] The Japanese Player may then move cargo equal to twice the Thruput Capacity through any of his MS pipelines. For example, if the Player had a MS pipeline with a Thruput Capacity of 100 from a port in Japan to Truk, he could move 200 Load Points of cargo in each direction between the two ports.

[42.63] The Japanese Player then secretly chooses and writes down (each on a separate index card) the Primary and Secondary objectives for the Scenario.

[42.64] The Japanese Player also writes down (again, each on a separate index card) the hex location of any Amphibious Assaults he will make during the Scenario (but not the exact Game-Turn in which they will be carried out). He also writes down (on one separate index card) all Subron deployments and allocations.

[42.65] The Allied Player then uses the Intelligence procedure (see Case 23.0) and secretly picks and chooses one half of all the Japanese index cards (round fractions up).

[42.66] MS units must be deployed in the Strategic Mode in MS pipelines between any Japanese ports. The Allied Player may then move cargo equal to twice the Thruput Capacity through any of his MS pipelines. For example, if the Player had established a MS pipeline with a Thruput Capacity of 100 from the West Coast USA to Pearl Harbor 1 he could move 200 Load Points of cargo in each direction between the two ports.

[42.67] The Scenario then begins with the Third Naval Phase of Game-Turn 1/6/42.

**[42.7] SPECIAL RULES**

[42.71] The Japanese naval units listed as starting in the Inland Sea enter the game from the West map edge of Map Section D, and are considered to expend 25 Movement Points to do so. They may be considered to have fueled in Japan (off the map) by expending an additional 20 Movement Points before entering Map D. The entry of all or part of the Inland Sea ships may be voluntarily delayed by the Japanese Player, should he desire to do so.

[42.72] Allied CV 5 may not leave Pearl Harbor during the Third Naval Phase of Game-Turn 1/6/42, as it is undergoing a maximum effort repair. Pearl Harbor is thus subject to the restrictions of Case 18.33

[42.73] Allied CV 3 may not leave the West Coast USA until the First Naval Phase of Game-Turn 3/6/42.

[42.74] In the Basic Game (only) all ports are always considered to be sources of supply (for all units including ground units), up to the limits of their Cargo and Naval Capacities. (Thus no MS pipelines are needed for the Scenario).

[42.75] Allied BBs sunk during the Pearl Harbor Attack and currently under repair at Pearl Harbor are not included in the Allied deployments, as they still have D5 Damage Levels.

**[42.8] REINFORCEMENTS**

Neither Player receives any reinforcements during this Scenario.

**[42.9] FREE DEPLOYMENT (Advanced Game Only)**

[42.91] When using Free Deployment naval units may be placed “In Port” at any Friendly port, up to the limits of that port’s Naval Capacity. Ground and air units are deployed as in the normal Advanced Game.

[42.92] After the Japanese Player has deployed all his naval units he must write down (each on a separate index card) the hex location and a True Report of the Task Forces’ composition (including Dummies). These cards are added to the other Japanese cards the Allied Player picks from in Case 42.65. (The Allied Player still views one-half of them, rounded up.) The Allied Player then deploys, and the Scenario begins as normal.

[42.93] An unlimited number of Japanese Naval units may be deployed off the map at the Inland Sea. They enter as per Case 42.7 1.

[42.94] Allied units listed as starting on the Allied Off-Map Movement Display must be deployed as indicated. This is true for all units except those at Box 00 of the Phase Shipping Lanes, which may be deployed at any Allied port, at the option of the Allied Player.

[42.95] Allied CV 5 may only be deployed at a port capable of performing a Maximum Effort Repair (see Case 18.3). (If this is not done CV 5 would have a Damage Level of D2 with an 8 Game-Turn extent of damage, due to the results of the earlier battle of the Coral Sea.)

[42.96] Special Rules 42.72 and 42.73 are still in effect when using the Free Deployment (Although CV5 will not necessarily be, at Pearl Harbor).

**[43.0] GUADALCANAL SCENARIO**

CASES:

**[43.1] SCENARIO INFORMATION**

[43.11] **Game Length:** 51/4Cycles (21 Game-Turns). Start: 4/8/42,

[43.12] **Map Sections in Play:** Map Section E. All hex references are to map Section E.

**[43.2] JAPANESE DEPLOYMENT**

**[43.21] Naval Unit Deployment**

**Kavieng (1512)**

- 5 CA: 1, 2, 3, 4, 12.
- 1 APB: 1 (132).

**Rabaul(1613)**

- 3 CL: 1, 2, 14.
- 2 DD: 1, 5.

**Truk (1602)**

- 1 CL: 20.
- 1 DD: 2.

**Japan**

- 2 CV: 5, 6.
- 3 CVL: 1, 4, 5.
  - 8 x Zero
  - x Kate
  - x Val
- 1 BB: 7.
- 4 BC: 1, 2, 3, 4.
- 9 CA: 5, 6, 9, 10, 11, 15, 16, 17, 18.
- 7 CL: 6, 7, 8, 9, 12, 15, 17.
- 18 DD: 11, 12, 13, 14, 15, 16, 23, 24, 25, 26, 31, 32, 33, 34, 35, 36, 47, 48.
- 1 APB: 2(D2).
- General: 6 x MS

**[43.22] Japanese Submarine Deployment**

Subron	# and Type of Sub Point Allocated	Deployment hex
1	(3) Fleet	1936
2	(2) Coastal	1716
3	(10) Fleet	Japan

**[43.23] Ground and Air Unit Deployments**

**Rabaul(1613)**

- 2 x 2-1
- 1 x 1-1
- 1 x Base Force; Fully Deployed
- 1 x Wing
  - 5 x Betty
  - 4 Zero (NCT)
  - 2 x Val (NCT)
  - 2 x Mavem
- 1 x Level 5 Airbase

**Kavieng (1512)**

- 1 x Level 1 Airbase
- 1 x Wing

**Buna (1218)**

- 1 x 2-1
- 1 x 1-1
- 1 x (1)-1
- 50 x Supply Point

**Shortlands (2016)**

- 1 x (1)-1
- 50 x Supply Point

**Guadalcanal (2.519)**

- 1 x 1-1
- 1 x Level 1 Airbase
- 1 x Mavem
- 1 x Rufe
- 1 x (1)-1
- 10 x Supply Point

**Truk (1602)**

- 1 x 2-1
- 1 x 1-1
- 5 x Base Force (Fully Deployed)
- 1 x Wing

- 2 x 11-3 U.S.
- 1 x Division
- 1 x Base Force; Fully Deployed (1737)
- 2 x Wing
- 3 x Group
  - 13 x P-39
  - 8 x B-17
  - 7 x B-26
  - 4 x B-25
  - 2 x A-20
  - 1 x SBD (NCT)
- 1 x Level 5 Airbase (1028)
- 1 x Level 1 Airbase (0930, 0330)

**Port Moresby (1119)**

- 1 x 3-1 CW
- 1 x Group
  - 5 x P-40

**Milne Bay (1419)**

- 1 x 3-1 CW
- 1 x (2)-1 U.S.
- 50 x Supply Point

**Noumea (3231)**

- 1 x 11-3 U.S.
- 1 x Base Force (Fully Deployed)
- 1 x Wing
  - 2 x B-17
  - 3 x F4F (NCT)
  - 2 x P-40
  - 2 x PBV

**Espiritu Santo (3324)**

- 1 x 4-1 U.S.
- 1 x Base Force (Fully Deployed)

**Efate (3426)**

- 1 x Base Force (Fully Deployed)
- 1 x Level 1 Airbase
- 1 x Wing
  - 2 x B-17
  - 2 x P-40
  - 1 x PBV

**[43.3] ALLIED DEPLOYMENT**

**[43.31] Naval Unit Deployment**

Amphibious Task Force (off-map)

**United States**

- 4 CA: 29, 34, 39, 44.
- 1 CL: 54.
- 8 DD: 13, 17, 18, 19, 20, 21, 27, 58.
- 2 DE: 1, 2.
- 1 APB: 1 (Carrying [3] 4-1 U.S. Marine regiments,
- [5] Load Points worth of supply [20 Supply Points])

**Commonwealth**

- 2 CA: 33, 84.
- 1 CL: 53.

**Carrier Task Force**

**United States**

- 3 CV: 3, 6, 7.
  - 10 x F417.
  - 11 x SBD.
  - 6 x TBD.
- 5 CA: 25, 32, 33, 36, 38.
- 1 CL: 51.
- 5 DD: 22, 23, 24, 25, 26.

**[43.32] Allied Submarine Deployment**

Subron	# and Type of Sub Point Allocated	Deployment hex
1	(2) Fleet	1603
2	(6) Coastal	1813

**[43.33] Ground and Air Unit Deployment**

**Australia (any hex)**

- 1 x 11-3 CW
- 1 x 3-1 CW
- 1 x 16-4 BG

**[43.4] VICTORY CONDITIONS**

**[43.41]** Both Players receive Victory Points or fulfilling the conditions listed in the Standard Victory Conditions.

**[43.42]** Either Player receives 200 Victory Points for having a Friendly ground unit in control of the Guadalcanal airbase hex (2519) at the end of the Scenario.

**[43.43]** The Japanese Player receives 100 Victory Points for each Game-Turn that he "shortens the war" (see Case 46.3).

**[43.44]** Victory Levels: Same as the Midway Scenario (42.44).

**[43.5] STARTING SEQUENCE**

**[43.51]** The Japanese Player deploys his units, as indicated. MS units must be deployed in the Strategic Mode in MS pipelines between any Japanese ports (however, see Case 43.62).

**[43.52]** The Japanese Player may then move cargo equal to twice the Thruput Capacity through any of his MS pipelines.

**[43.53]** The Allied Player deploys his units, as indicated. All MS units must be deployed in the Strategic Mode in MS pipelines between any Allied ports (however, see Case 43.63).

**[43.54]** The Allied Player may then move cargo equal to twice the Thruput Capacity to each of his MS pipelines.

**[43.55]** The Scenario then begins with the First Naval Phase of Game-Turn 4/8/42.

**[43.6] SPECIAL RULES**

**[43.61]** No units of either Player may enter any hex within 10 hexes of Kwajelein (3301), nor may MS pipelines be traced through this area.

[43.62] The Japanese Player may draw an unlimited number of Supply Points through MS pipelines extending to any hex of the North mapedge. (All such pipelines are traced to an imaginary hex one hex beyond the actual mapedge.) **Example:** A single MS unit in the Strategic Mode would have a Thruput Capacity of 200 Load Points between Truk and the North mapedge (a distance of two hexes).

[43.63] The Allied Player may draw an unlimited number of Supply Points through Friendly MS pipelines extending to any hex of the East map edge. For example, a single MS unit in the Strategic Mode would have a Thruput Capacity of 50 Load Points between Noumea (323 1) and the East edge of the map (a distance of 8 hexes).

[43.64] Japanese naval units listed as starting in Japan may enter the map from any hex of the North map edge during the First Naval Phase of Game-Turn 1/9/42. They enter as Speed Class 2 units and are considered to have expended 50 Movement Points before entering the map. They must refuel before the end of their third Active Naval Phase after entering the map.

[43.65] Japanese Sub Points listed as starting in Japan may enter the map from the North map edge. They are considered to expend 230 Movement Points to do so (i.e., they may only enter the map In Transit).

[43.66] Japanese units may choose to remain in Japan for as long as the Japanese Player desires. Such units may enter the map (under the same conditions as in 43.64) during the First Naval Phase of any Game-Turn. While in Japan units may automatically Fuel and Refit. Ships may exit from the map from any hex of the North map edge for purposes of Repair (and Refit, for Sub Points only). Ships that exit the map for any other purpose are considered to have been voluntarily withdrawn from the Guadalcanal Campaign and are permanently removed from play. No Victory Points are awarded for such units unless they are damaged when withdrawn.

[43.67] Japanese ships returning to Japan for Repair must add 2 to the result (not the die roll) given on the Damage Repair Table. Once repaired, the ships may re-enter the game as do the units in 43.66. Japanese Subrons returning to Japan for Refit must expend 250 Movement Points for that purpose and may re-enter the game as do the units in 43.65. Japan has unlimited major port Cargo Capacity but may not use Maximum Effort.

[43.68] Allied naval units listed as starting the game of map may enter the map from any hex of the East map edge. They enter as Speed Class 2 units and are considered to have fueled in an immediately preceding Naval Phase.

[43.69] Allied ships may exit the map from any hex of the East map edge. However, such units are considered to have been voluntarily withdrawn from the Guadalcanal Campaign and are permanently removed from play. All Allied Refit and Repair must take place on the map.

#### [43.7] REINFORCEMENTS

[43.71] The Japanese Player receives 4 Betty Air Points during the Second Air Phase of Game-Turn 1. They are placed at Rabaul (1613) and are considered to have completed Air Transfer during that phase.

[43.72] All other Japanese Air Point reinforcements are placed at Truk (1602) during the Reinforcement and Cargo Arrival Segment of the Strategic Game-Turn in which they are scheduled to arrive.

[43.73] Japanese ground unit reinforcements may be drawn as cargo from the North edge of the map through existing Japanese MS pipelines. This is done during the Reinforcement and Cargo Arrival Segment of the Strategic Game-Turn in which they are scheduled to arrive.

[43.74] Allied Air Point reinforcements are placed at either Espiritu Santo (3324), Noumea (3231), or Efate (3426), at the Allied Player's option. This may be done during the Reinforcement and Cargo Arrival Segment of the Strategic Game-Turn in which they are scheduled to arrive.

[43.75] Allied naval reinforcements enter the map from the East mapedge during the First Naval phase of the first Game-Turn following the Strategic Game-Turn in which they are scheduled to arrive. The reinforcements enter the map as do the ships in 43.68.

#### [43.8] FREE DEPLOYMENT

There is no Free Deployment option for this Scenario.

#### [43.9] ALLIED COMMAND RESTRICTIONS (OPTIONAL RULE)

Due to friction and disagreements within the Allied Command, Allied ground units that begin the game in Australia and New Guinea may not enter

hexes east of the 18xx hex column; air points that begin the game in Australia and New Guinea may not be allocated to any headquarters east of the 18xx hex column. This is an historical restriction and may be ignored if both Players agree to do so.

## [44.0] BURMA SCENARIO CASES:

### [44.1] SCENARIO INFORMATION

[44.11] Game Length: 6 1/2 Cycles (26 Game-Turns). Start: 3 /2/44.

[44.12] Map Sections in Play: Map Section A. All hex references are to Map A.

[44.13] There are no naval units of any kind in this Scenario, although Seacap may be used as normal.

### [44.2] JAPANESE DEPLOYMENT

#### [44.21] Ground and Air Deployment

##### GROUND UNITS

- 1 x 7-3: 2815, 2913, 2915, 2716, 3011, 3012, 3019, 3210, 3212.
- 1 x 3-1: 2914.
- 1 x 2-1 (armor): 2913.
- 1 x 2-1: 2815, 3011, 3019, 3219.
- 1 x (1)-1: 2913.
- 5 x Supply Block (any hex of Burma).

##### AIR UNITS

##### (Any Airbase in Burma)

- 1 x Wing
- 1 x Group
  - 12 x Oscar
  - 6 x So-Ann
  - 4 x Sally
  - 3 x Zero (NCT)
  - 2 x Tojo
  - 1 x Betty

NCT = Not Carrier-Trained.

#### [44.22] Additional Japanese Facilities

- Minor Road: 2815, 2915, 2913, 2912.

### [44.3] ALLIED DEPLOYMENT

#### [44.31] Commonwealth Ground Deployment

- 1 x 11-3: 2213, 2312, 2314, 2412, 2615, 2713, 2715, 2812, 2813, 2814, 2912.
- 1 x 3-1: 2312, 2712, 2810, 2911.
- 1 x 5-2: 2114, 2512, 2613.
- 1 x 3-1 (airborne): 2411.
- 1 x (2)-1: 2412, 2613, 2809, 2811, 3108

#### [44.32] U.S. Ground Deployment

- 1 x3-1: 3108.
- 1 x (2)-1: 3007.

#### [44.33] KMT Chinese Deployment

- 1 x8-0: 2909, 3008, 3509, 3510, 3511, 3512.

#### [44.34] Allied Air Deployment; Any Airbase in India

- 1 x Division
- 2 x Wing
- 4 x Group
  - 23 x Hurricane
  - 24 x C-47
  - 7 x B-24
  - 5 x B-25
  - 5 x P-40
  - 5 x P-51
  - 5 x Vengeance
  - 4 x Spitfire
  - 4 x Beaufighter
  - 3xPBY
  - 2 x Wellington

- 2 x P-38
- 1 x P-36
- 1 x Mosquito

**Kunming (3810)**

- 1 x Wing
  - 6 x P-40
  - 4 x P-51
  - 4 x B-25

**[44.35] Additional Allied Facilities**

- Level 5 Airbase: 2114, 2213, 3810.
- Level 1 Airbase: 1913, 2410, 2611, 2811, 2909.
- Note: The Allied Player controls the Airbase in hex 3312.
- Major Roads: 2912, 2810, 2911.
- Minor Roads: 2614, 2615, 2812, 2813, 2814.

**[44.36] Additional Allied Deployments**

- 7 x Supply Block: distributed among any hexes of India/Burma controlled by the Allied Player.
- 1 x Supply Block: Kuming(3810).
- 1 x KMT Provincial Point: in the KMT Provincial Point Pool.

**[44.4] VICTORY CONDITIONS:**

**[44.41]** Both Players receive Victory Points for fulfilling conditions listed in the Standard Victory Conditions.

**[44.42]** The Japanese Player receives Victory Points for fulfilling the following conditions at the end of the Scenario.

Condition	VP
No Allied ground units (with a Line of Communications) in any hex of Burma	500
Japanese ground unit in any hex of India (No Line of Communications necessary)	50 per Combat Strength Point

**[44.43]** The Allied Player receives Victory Points for fulfilling the following conditions at the end of the Scenario.

Condition	VP
Supply Points transported (by any means) to Kunming (3810)	10 per Supply Block (round down)
Allied Player controls Rangoon (3019)	500
Allied Player controls Mandalay	500
Allied Player controls Mouleim	200

**[44.44] Levels of Victory**

Points Differential	Result
0-200	Draw
201-400	Marginal Victory
401-600	Substantial Victory
600+	Decisive Victory

**[44.5] STARTING SEQUENCE**

The Allied Player deploys all his units as indicated. Then the Japanese Player deploys his units. The game begins with the First Air Phase of Game-Turn 3/2/44. The Japanese Player is the First Player for the Ground Phase of Game-Turn 3/2/44.

**[44.6] SPECIAL RULES**

**[44.61]** Allied ground combat units may not use Air Transport on Game-Turn One.

**[44.62]** During the Reinforcement and Cargo Arrival Segment of each Strategic Game-Turn the Allied Player receives:

- A. 7 Supply Blocks (arrive at Calcutta and/or Chittagong).
- B. 5 KMT Provincial Points (as long as the Allied Player controls Kunming).

**[44.63]** During the Joint Supply Segment of each Game-Turn the Japanese Player receives 10 Supply Points. They may be placed at Rangoon (3019) and/or Moulmein (3219) at the Japanese players option.

**[44.64]** Because only those Allied units inv. in the Burma Campaign are included in the Scenario deployments, no Allied garrison is required for India.

**[44.65]** At the end of any Ground Phase there must be a Japanese ground combat unit in both Rangoon (3019) and Moulmein (3219). (These units are guarding against a hypothetical Allied amphibious assault.)

**[44.66]** Units may not enter any hex of French Indo-China, Malaya, or Thailand. However, ground units may move by Seacap along the entire length of the Salween River, even though it borders on Thailand.

**[44.7] REINFORCEMENTS**

**[44.71]** Allied Air Point reinforcements are placed at Calcutta (2213) or any adjacent airbase hex, during the Reinforcement and Cargo Arrival Segment of the Strategic Game-Turn in which they are scheduled to arrive.

**[44.72]** Japanese Air Point reinforcements are placed at any Japanese airbase in Burma during the Reinforcement and Cargo Arrival Segment of the Strategic Game-Turn in which they are scheduled to arrive.

**[44.8] FREE DEPLOYMENT**

**[44.81]** Allied units in India/Burma may be deployed in any hex of those countries that was controlled by the Allied Player at the start of the Historical Deployment Scenario.

**[44.82]** Allied units in China may be deployed in any hex of China.

**[44.83]** Japanese units may be deployed in any hex of Burma that was controlled by the Japanese Player at the start of the Historical Deployment Scenario.

**[44.84]** The Allied Player deploys all his units first, and then the Japanese Player deploys his units. The normal Starting Sequence (44.5) is used.

**[45.0] LEYTE SCENARIO**

**[45.1] SCENARIO INFORMATION**

**[45.11] Game-Length:** 2 Cycles (8 Game-Turns). Start: 1/ 11/44.

**[45.12] Map Sections in Play:** Map Sections B and C.

**[45.13]** Units may not enter any hex of the Asian mainland (i.e., China, Korea, and French Indo-China) or Hainan. Additionally, Allied units may not enter any hex of Japan. Units may not enter any hex south of the C10xx hexrow.

**[45.2] JAPANESE DEPLOYMENT**

**[45.21] Naval Unit Deployment**

**Inland Sea (B3328)**

- 1 CV: 5.
- 3CVL: 3, 6, 7.
  - 8 x Zeke
  - 2 x Jill
  - 1 x Kate
  - 1 x Judy
- 2 CA: 7, 8.
- 4 CL: 4, 9, 13, 25.
- 9 DD: 1, 11, 24, 25, 35, 51, 52, 71, 72.

**Singapore (C0108)**

- 5 BB: 1, 2, 5, 7, 8.
- BC: 1, 4.
- 11 CA: 5, 6, 9, 10, 11, 12, 13, 15, 16, 17, 18.
- 2 CL: 22, 24.
- 10 DD: 23, 31, 32, 33, 34, 53, 54, 55, 56, 73.

**Manila (B2048)**

- 1 CA: 3.
- 1 CL: 10.
- 1 DE: 10.
- 1 DD: 12.

**[45.22] Submarine Deployment (see Case.45.62)**

- 14 Fleet Sub Points

**[45.23] Ground Unit Deployment.**

**Philippines (any hex)**

- 9 x 7-3
- 4 x 3-1

- 1 x 8-3BG
- 8 x Supply Block
- 4 x Entrenchment

**Formosa (any hex)**

- 3 x 7-3
- 4 x Supply Block
- 3 x Entrenchment
- 1 x Base Force (Fully Deployed)

**Okinawa (any hex)**

- 3 x 7-3
- 1 x (I)-1
- 4 x Supply block
- 1 x Entrenchment
- 1 x Base Force (Fully Deployed) (B2736)

**Singapore/Borneo**

- 25 x Supply Block (maybe deployed at Singapore and/or at any port in Borneo)

**[45.24] Additional Japanese Facilities**

- 1 x Level 10 Airbase B1948
- 1 x Level 5 Airbase: B2737
- 1 x Level 1 Airbase: B2353, B2452, B2152, B2252, B1939, C2401, C1701

**[45.251] Air Unit Deployment****Philippines (any airbase hex)**

- 1 x Division
- 1 x Wing
- 3 x Group
  - 0/ 11 x Zeke
  - 0/7 x Helen
  - 0/3 x Sally
  - 0/3 x Lily
  - 0/2 x Tony, Frank, Dinah, Judy, Jill, and Betty
  - 0/1 x Irving
  - 0/1 x Peggy

**Japan and/or Okinawa (any airbase hex)**

- 1 x Force
- 1 x Division
- 1 x Wing
  - 2/5 x Zeke
  - 0/4 x Oscar
  - 1/3 x Judy
  - 1/3 x Jill
  - 0/2 x Tony
  - 0/1 x Helen, Peggy and Betty

**Formosa (any airbase hex)**

- 2 x Wing
  - 2/8 x Judy
  - 2/8 x Jill
  - 2/7 x Zeke
  - 1/3 x Betty
  - 0/2 x Oscar
  - 0/2 x Helen
  - 0/1 x Tony, Sally, Lily, Irving, and Peggy,

**[45.3] ALLIED DEPLOYMENT****[45.31] Naval Unit Deployment (Ulithi)****United States**

- 9CV: 6, 9, 11, 12, 13, 16, 17, 18, 19.
- 8 CVL: 22, 23, 24, 25, 26, 27, 28, 30.
- 29 CVE: 3, 4, 5, 12-29.
  - 90 x F6F
  - 45 x TBF
  - 26 x SBC
- 12 BB: 38, 41, 43, 44, 46, 48, 56, 57, 59, 60, 61, 62.
- 7 CA: 28, 32, 33, 36, 45, 69, 70.
- 15 CL: 46, 47, 48, 53, 56, 58, 60, 62, 63, 64, 80,
- 81,89,95,96.
- 49DD: 13, 14, 17-24, 65-100, 101-103, 126.

- 8 DE; 1-8.
- 5 APB: 1-5 (carrying 4 x 11-3 U.S. Infantry Divisions and 92 Supply Points).
- 6 SF: 1-6 (each loaded with 8 Supply Blocks).

**Commonwealth**

- CA: 73, 84.

**[45.32] Submarine Deployment:**

- 38 Fleet Sub Points May be deployed in any hex of Maps B and C (subject to the restrictions of 45.13).

**[45.33] Ground Unit Deployment****Morotai (C2807)**

- 1 x Level 5 Airbase
- 1 x Base Force; Fully Deployed
- 1 x Wing

**Palau (C3502)**

- 1 x Base Force; Fully Deployed
- 1 x Wing

**General**

- 75 x Supply Block (may be distributed among any of the Allied ports)

**Ulithi (133953) (see Case 45.61)**

- 5 x Base Force (Fully Deployed)

**[45.34] Air Unit Deployment**

- Any Allied airbase (up to Air Capacities)
  - 45 x B-24
  - 45 x A-20
  - 44 x P-38
  - 27 x B-25
  - 25 x P-47
  - 16 x P-40
  - 12 x P-51
  - 6 x PBY

**[45.4] VICTORY CONDITIONS**

**[45.41]** Both Players receive Victory Points for fulfilling conditions listed in the Standard Victory Conditions.

**[45.42]** Before the start of the game the Allied Player must pick an Objective hex. Either Player receives the listed Victory Points for having a ground unit in control of the Objective hex at the end of the Scenario. The possible Objective hexes are:

Victory Hex	Points
A. Leyte (132452)	500
B. Any port or printed anchorage hex of Luzon	1000
C. Any printed port or anchorage hex of Formosa	1000
D. Any printed port or anchorage hex of Okinawa	1000

**[45.43]** Victory Levels Same as the Midway Scenario (see Case 42.45).

**[45.5] STARTING SEQUENCE**

**[45.51]** The Japanese Player deploys his units, as indicated.

**[45.52]** The Allied Player secretly chooses his Objective hex, and writes its location on an index card. This card should be kept hidden from the Japanese Player until the end of the Scenario.

**[45.53]** The Allied Player then deploys his units, as indicated.

**[45.54]** The game then begins with the First Naval Phase of Game-Turn 1/12/44.

**[45.6] SPECIAL RULES**

**[45.61]** The 5 x Base Force unit deployed in hex B3953 represents the port of Ulithi which actually lies slightly to the east of the map. In order to reflect this, the cost for all naval and air units to enter and/or leave hex 3953 is increased by 12 Movement Points (to a total of 18). All Allied naval units begin the game deployed at Ulithi; during the Scenario all naval units are free to move back and forth from Ulithi as desired.

**[45.62]** Japanese Subrons may be deployed in any hex of maps B and C (subject to 45.13). However, they may not conduct any Searches until the beginning of Game-Turn 3/11/44, and may not attack or be attacked until that time.

[45.63] At the beginning of any Game-Turn in which an Allied ground unit has been unloaded in any hex of the Philippines, Formosa, or Okinawa the Japanese Player may initiate the use of Kamikaze Strikes (see Case 39.4). Once Kamikaze Strikes are initiated, the Japanese Player may allocate a maximum of 5 percent of his total currently deployed Air Points to Kamikaze Strikes during each Air Phase. This total is calculated “from scratch” at the beginning of each Air Phase; Kamikaze Air Points may not be saved or transferred from Air Phase to Air Phase (although the Air Points may conduct Special Strikes during Naval Phases).

[45.64] Allied Air Points listed in Case 45.34 may be deployed at any Allied Airbase, up to the limits of the Airbase and the Headquarters. Remaining Air Points do not enter the game, and take no part in the Scenario. The Allied Player chooses which types of Air Points he will deploy.

[45.65] Due to overall losses in Japanese Merchant Shipping, all ports in Japan have their Cargo Capacity reduced by 16 (see Case 39.96). No Merchant Shipping of any kind is deployed during this Scenario.

**[45.7] REINFORCEMENTS**

[45.71] All Allied Air Point losses are automatically replaced during Strategic Game-Turn 11/44. These Air Points may be placed at either Morotai (C2807) or Palau (C3502) during the Reinforcement and Cargo Arrival Segment of that Strategic Game-Turn.

[45.72] During the Air Transport Segment of the Second Air Phase of Game-Turn 1/11/44 the Japanese Player receives the following Air Points:

Trained (NCT)	Untrained
2 x Zeke	10 x Oscar
2 x Judy	5 x Tony, 5x Helen
1 x Jill	2 x Betty 1 x Irving 1x Peggy 1x Frank

These Air Points may be placed at any airbase in Japan. (NCT = not Carrier Trained)

[45.73] During the Air Transfer Segment of the Third Air Phase of Game-Turn 1/ 11/44 the Japanese Player receives the following Air Points:

- **Untrained**
- 7 x Oscar
- 5 x Tony, Helen
- 3 x Zeke 2 x Betty 1 x Irving, Peggy, Frank
- These Air Points may be placed at any airbase in Japan.

[45.74] At the beginning of any Air Transfer Segment in which an Allied ground unit is present in any hex of Formosa, the Japanese Player again receives the Air Points listed in 45.73.

[45.75] At the beginning of any Air Transfer Segment in which an Allied ground unit is present in any hex of Okinawa the Japanese Player again receives the Air Points listed in 45.73 and the following Air Points as well:

Trained (NCT)	Untrained
6 x Judy	8 x Judy
5 x Zeke	4 x Jill
4 x Tony	3 x Oscar, Frank
3 x Jill, Frank	2 x Tony
2 x Kate, Val	1 x George, Zeke
1 x George	

These Air Points may be placed at any airbase in Japan. (NCT = not Carrier Trained)

**[45.8] FREE DEPLOYMENT**

[45.81] When using Free Deployment, Japanese naval Units may be placed “In Port” at any Friendly port, up to the limits of that port’s Naval Capacity. Japanese Air Points may be deployed at any Friendly airbase. All other Japanese units must be deployed as normal.

[45.82] After the Japanese Player has deployed his naval units he must pick a Search Effectiveness Chit for each of his Task Forces (as if they had been contacted by Air Search) and give the appropriate Contact Report to the Allied Player,

[45.83] All Allied units must be deployed as normal.

**[46.0] CAMPAIGN SCENARIO**

GENERAL, RULE:

The Campaign Scenario begins on Game-Turn 11131/41 and continues until the end of Game-Turn 4/9/45, or until Japan surrenders, whichever comes first. The Scenario uses the same deployments, starting sequence and special rules as the Pearl Harbor Scenario (41.0).

CASES:

**[46.1] VICTORY CONDITIONS**

The Allied Player wins by forcing a Japanese surrender (see Case 46.2) before the end of the game. The Japanese Player wins by preventing air Allied victory. The Japanese Player automatically loses the game if he fails to meet the restrictions given in Case 41.45 (i. e., the APB units must be returned to Japan by the end of Cycle 13/41).

**[46.2] JAPANESE SURRENDER**

At the beginning of any Game-Turn in which the Japanese Economic Multiple is 0 (as determined in the previous Strategic Game-Turn) the Allied Player may attempt to force a Japanese surrender. If this is done the Japanese Player must immediately roll one die and consult the following Table:

Die Roll	Result
1-5	No Effect
6	Japan Surrenders (Allied Player has won the game).

[46.21] The Japanese die roll for surrender is subject to the following conditions die roll modifiers (DRM):

CONDITION	DRM
Soviet Union has entered the war	+ 1
Inner Defense Perimeter is Breached (see Case 46.22)	+ 1
Any Number of Industrial Centers Destroyed by Atom Bomb*	+ 1
Allied Ground Unit in any hex of Japan	+ 1
Japanese Player has initiated Kamikaze Strikes	+ 1

\*No die modification is made if Tokyo’s (D0326) Industrial Centers have been destroyed by an atom bomb.

[46.22] The Japanese Inner Defense Perimeter is Breached whenever the Allied Player has Friendly ground units in any two of the following territories: Philippines, Formosa, Okinawa, Malaya, Java, Borneo, Marianas Islands (the chain of adjacent island hexes running northwards from Guam, hex D0849).

[46.23] The Japanese Surrender die roll may be made only once per Cycle (although it may be in any Game-Turn of that Cycle).

**[46.3] SHORTENING THE WAR**

With the advantage of hindsight, it might be possible for the Allied Player to withdraw from the Pacific and refuse to actively contest the Japanese advance, planning to return with overwhelming strength in 1943. In the actual war such a policy would have been both politically and militarily unacceptable. The Japanese Player is therefore rewarded for accomplishing certain conditions which the Allies would have found it impossible to tacitly concede. These rewards result in a shortening of the war as far as the Victory Conditions are concerned, Each Game-Turn that the war is shortened means that the Scenario itself ends one Game-Turn sooner. For example, if the war was shortened by two Game-Turns it would end (at least as far as the victory conditions are concerned) on Game-Turn 2/9/45, instead of 4/9/45, and so on.

[46.31] Beginning with Cycle 4/42 the Allied Player must maintain a Friendly MS pipeline between any Friendly port in Australia and the West Coast U.S.A. This pipeline must have a minimum Throughput Capacity of 25 Load Points. For each Game-Turn that this condition is not met, the war is automatically shortened by two Game-Turns.

[46.32] At the end of any Game-Turn in which the Japanese Player, has a Friendly ground unit in any hex of India or Ceylon the war is automatically shortened by two Game-Turns. The Japanese unit must have a Line of Communications, however.

[46.33] At the end of any Game-Turn in which the Japanese Player has a ground unit in any hex of the Aleutians the war is automatically shortened by two Game-Turns. The unit need not have a Line of Communications. However, this condition applies only if the Japanese Player has had a ground unit in the Aleutians for the preceding 18 consecutive Strategic Game-Turns.

[46.34] In order to protect the Trade Routes, around the Horn of Africa from German surface raiders, the Allied Player must keep the indicated number of capital ships in the African Coast Holding Area of the Allied Off-Map Display. These capital ships must be capable of operating at Speed Class 3. Ships undergoing Refit count towards the garrison; those undergoing Repair or Yard Periods do not.

Cycle	Number of Capital Ships
13/41	0
1/42-4/42	6
5/42-13/42	8
1/43+	0
For each Game-Turn that the required garrison is not met the war is shortened by two Game-Turns.	

[46.35] In certain of the Scenarios, the Japanese Player receives Victory Points for shortening the war. These apply only at the end of the Scenario and do not influence Strategic Breakoff. Note that in the Guadalcanal Scenario all Allied MS pipelines extending off the East edge of Map E are assumed to lead to the West Coast USA.

[46.36] All conditions which result in a shortening of the war are cumulative. Once the war has been shortened it remains so for the remainder of the game. There is no way for the Allied Player to ‘lengthen’ the duration of the war.

**[46.4] INITIATING KAMIKAZE STRIKES**

Beginning with Cycle 1/44 the Japanese Player may initiate the use of Kamikaze Strikes. This may be done at the beginning of any Game-Turn in which the Japanese Inner Defense Perimeter is breached (see Case 46.22), or there is an Allied ground unit in any hex of Japan.

[46.41] Once Kamikaze Strikes are initiated, the Japanese Player may allocate a maximum of 5 percent of his total currently deployed Air Points to Kamikaze Strikes during each Air Phase. This total is calculated ‘from scratch’ at the beginning of each Air Phase; Kamikaze Air Points may not be saved or transferred from Air Phase to Air Phase (although the Air Points may conduct Special Strikes during Naval Phases).

[46.42] There is no restriction on the types of Air Points that may be allocated to Kamikaze Strikes (except for those Air Points not permitted to perform such Strikes at all). The Air Points chosen by the Japanese Player may all be of the same type, or of different types, at any number of different airbases.

[46.43] Once initiated, Kamikaze Strikes remain in effect for the remainder of the game, even if the Japanese should restore their Defense Perimeter.

[44.44] Because initiating Kamikaze Strikes has an effect on Japanese surrender, the Japanese Player may decline to initiate Kamikaze Strikes even if the conditions are met, He could later choose to initiate them at any time, so long as the conditions are still met. Likewise, the Japanese Player is never forced to use any of his Air Points as kamikaze. He may always choose to use them for normal Strikes instead.

**[46.5] JAPANESE AIRCRAFT TRAINING DIFFICULTIES**

**(Optional Rule)**

One of Japan’s major weaknesses was a continual lack of skilled pilots. This was largely a result Of the over-elitist training procedures used during the pre-war years. Thus, by late 1943 the experienced personnel needed as instructors and as cadres for new and reconstructed units were either dead or physically and emotionally burnt out front ‘too many, too close, for too long.’

[46.51] Beginning with Cycle 9/43 the Japanese Player must roll one die when attempting to withdraw Trained Air Blocks (as either units or replacements) from production. The Air Block in question may not be withdrawn until the Japanese Player rolls a 1. A separate die roll must be made for each attempt. No die roll is necessary when withdrawing Untrained Air Blocks from production. (Note that ‘Trained’ Air Blocks could be voluntarily withdrawn as Untrained units in order to avoid the need for a die roll).

[46.52] The Japanese Player must keep at least one carrier unit (with a minimum Air Capacity of 3) in any port of Japan, for purposes of training Carrier pilots. In any Cycle in which this restriction is not met, Trained Carrier Air Blocks are ‘frozen’ in production and may not advance towards becoming Carrier Trained. Note that carriers undergoing Repair or Yard Periods do not fulfill this requirement, although those undergoing Refit would.

**[46.6] NOTES ON PRODUCTION RESTRICTIONS**

[46.61] For purposes of Cases 33.25 and 35.47, it is necessary to know which U.S. and Japanese ships are available for production. In addition to those units included in the 1941 Starting Deployments, the following naval units are not available for production (these ships are already in production, intended for use in the European Theatre, undergoing conversions, etc.):

Type	Pennant Numbers	
	U.S.	Japanese
CV	4, 5, 7-13, 16-18, 20, 31	7-9
CVL	22-30	4, 5
CVE	1-7, 12, 15, 20, 23, 27, 28	3-5
BB	33-35, 40-42, 55-64	7, 8
BC	1,2	None
CA	37, 39, 44, 45, 68, 69	None
C11	22, 43, 51-56, 58, 60, 63	21
DD	34-57, 62-70	46, 48-50

[46.62] For purposes of Cases 32.21 and 34.51, players should note that the following units were initiated in production in Cycle 12/41:

**U.S.**

- 1 x CVE; 23
- 3 x Fleet Sub Point
- 2 x Base Force
- 1 x Fighter Air Block
- 1 x Tactical Air Block
- 1 x Bomber Air Block
- 1 x Carrier Air Block

**Japanese**

- 1 x Bomber Air Block
- 2 x Carrier Air Block

[46.63] The Japanese Player begins the game with 30 Southern and 15 Northern Import Blocks in the Japanese Import Pool. He also begins the game with three Production Points accumulated in his Production Point Pool.

[46.64] The Allied Player begins the game with five U.S. Production Points accumulated in his Production Point Pool.

**[47.0] STANDARD VICTORY CONDITIONS**

**GENERAL RULE:**

In all Scenarios (except the Campaign Game) victory is awarded to the Player who has amassed the most Victory Points at the end of the game. Victory Points are awarded to each Player for the elimination of Enemy units and for the occupation of certain geographical objectives.

**PROCEDURE.**

Each Player must keep a record of his losses during the game. At the end of the game each Player determines the number and types of Enemy units he has eliminated (or damaged) and the number of Victory Points these units represent. A Player’s total number of Victory Points is then determined by adding in any Points acquired for geographical objectives. The Player with the higher number of Victory Points is usually the winner, and his exact Level of Victory is determined by the actual Points differential between the two Player’s scores. This is calculated by the winning Player subtracting his opponent’s (smaller) number of victory Points from his own Victory Point total.

**CASES:**

**[47.1] VICTORY POINT SCHEDULE**

**GROUND AND AIR UNITS**

Enemy Unit Eliminated	Victory	Points
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Awarded	
Mechanized Ground Combat Strength Point	25
Non-Mechanized Ground Combat Strength Point	10
Engineer Regiment	75
Logistics Transport Unit	50
Untrained Air Point	1
Trained Air Point	2
Carrier-Trained Air Point	5

## NAVAL UNITS

Enemy Unit Sunk or damaged	Victory Points Awarded
CV, CVL, CVE	Twice the Level of Damage inflicted times the carrier's printed Air Capacity
BB, BC, XCV, CA, CL, DD, DE, CD	Once the Level of Damage inflicted times the unit's printed Defense Strength
MS	Once the Level of Damage inflicted times the unit's printed (Tactical Mode) Load Capacity
APB	Five times the Damage Level inflicted times the unit's printed Load Capacity
SF	100 Victory once the Level of Damage inflicted times 100 Victory Points
Sub Point (either Coastal or Fleet)	10 Victory Points for each point eliminated.
<b>Note:</b> All non-Joint shipping units that are sunk are considered to have a D5 Damage Level; sunk APB, MS & SF units are considered to have a D4 Damage Level.	

## GEOGRAPHIC

Enemy Facility Captured	Victory Points Awarded
Each Point of Major port Cargo Capacity	10
Each Point of Minor port Cargo Capacity	5
Each Level of Airbase Capacity	5
Each Industrial or Resource Center	100

**Examples of Victory Point Awards**

- (1) The Japanese Player would receive 90 Victory Points for sinking Allied CV2: twice the Damage Level ( $2 \times 5 = 10$ ) times the unit's Air Capacity (9) = 90. As a further example, he would receive 36 Victory Points for a D2 combat result on the carrier ( $2 \times 2 \times 9 = 36$ ).
- (2) The Allied Player would receive 30 Victory Points for sinking Japanese CA11: the Damage Level (5) times the unit's Defense Strength example, he would receive 18 Victory Points for a D3 combat result ( $3 \times 6 = 18$ ).
- (3) The Allied Player would receive 70 Victory Points for eliminating a Japanese 7-3 infantry division ( $7 \times 10 = 70$ ).
- (4) The Japanese Player would receive 100 Victory Points for capturing Hong Kong (131240), with its major port Cargo Capacity of 10 ( $10 \times 10 = 100$ ). He would receive an additional 5 Victory Points for capturing the Level 1 airbase in that hex.

**[47.2] RESTRICTIONS**

**[47.21]** No Victory Points are awarded for the elimination of the following units or capabilities: Base Forces, Headquarters, partisans, intrinsic garrisons, Supply Points, Import Points, Coastal Gunnery Strengths, Railcap, and Seacap.

**[47.22]** No Victory Points are awarded for reducing Enemy ground units to battlegroup strength, or for inflicting Damage Levels on Enemy facilities (ports, airbases, etc.).

**[47.23]** Victory Points awarded for naval units are determined by the ship's current Level of Damage at the end of the game. That is, the Victory Point total may be reduced through the Repair procedure.

**[47.24]** Damage Levels inflicted on Joint Shipping units as a result of reorganization (see Case 38.5) do not count for Victory Point purposes.

**[47.25]** The manner in which units are eliminated or damaged has no effect on the Victory Points awarded for them, That is, losses through attrition and Forced March do count for Victory Point purposes.

**[47.26]** Victory Points are awarded only for Enemy port, airbases, Industrial and Resource Centers that are captured during the course of the game.

A facility is considered captured if it began the game controlled by the enemy Player and is controlled by the Friendly Player at the end of the game. A Player is considered to control all facilities that began the game Friendly to him, as well as those located in a hex that a Friendly ground unit was the last to physically occupy. Note that in the case of opposing ground units in the same hex the unit(s) that is fortified/ entrenched is considered to control all facilities. No Victory Points are awarded for re-capturing facilities that began the game under Friendly control.

**[47.3] STRATEGIC BREAKOFF**

During the Midway, Guadalcanal, and Leyte Scenarios Players should total their Victory Points at the end of each Game-Turn. If one Player's Victory Point differential is 200 or greater, then that Player has won a Decisive Victory and the Scenario immediately ends. Only the Victory Points awarded for the damage and elimination of Enemy units are counted when determining Strategic Breakoff; Victory Points awarded due to geographical conditions have no effect on this procedure. Players should note that the Victory Points awarded for damaged ships are likely to change as those ships go through the Repair procedure.

Players' Note: Strategic Breakoff provides a means 'through which certain Scenarios end as soon as one Player has suffered a crushing defeat, one that would force an immediate end to the operation in progress. Historically, this occurred (to the Japanese) at both Midway and Leyte, but did not happen at Guadalcanal. Strategic Breakoff does not apply to either the Pearl Harbor or Burma Scenarios (where there was no place to breakoff to) or the Campaign Game, (where the Players are free to make their own decisions concerning the overall course of the war).