1.0 INTRODUCTION

Central Pacific Campaign, 1943-44 (CPC) is a solitaire, operational strategic-level wargame of the struggle for control of the Central Pacific during World War II. The game is solitaire, with the player commanding the US forces. He wins by accomplishing historic campaign milestones ahead of what was done historically, thereby opening the way for an earlier invasion of Okinawa or possibly Formosa. The player moves and engages with the Japanese forces according to instructions provided by the rules.

1.1 Scale

Most ground units represent divisions, brigades or regiments. Aircraft units represent two groups or regiments (six to eight squadrons) and are each identified by the primary type of aircraft in those units. Ship units represent one fleet aircraft carrier, divisions of two light or escort carriers, two battleships, four cruisers, squadrons of six to eight destroyers and one light cruiser, and various numbers of other types. Each grid box on the map is 300 miles from side to side. Each turn represents one month.

2.0 COMPONENTS

The components to CPC include these rules, a 22 x 34 inch map and one counter sheet of 228 counters. Players will need to provide one 6-sided die.

2.1 Map

The map is drawn to emphasize the strategically critical zones and islands in the Central Pacific. The terms used regarding it are as follows.

Grids: Large square boxes making up the overall map. Each grid square has a unique identifier number. Grid squares contain a sea zone and possibly an island (land area). The operational region of the map is delineated by all the grids taken together.
**Eastern Pacific:** Only US units may enter the Eastern Pacific Zones. Zones that only US units can enter are shown in dark blue.

**Off-Map Bases:** For the US, this includes Pearl Harbor. Japanese off-map bases include the Philippines and Iwo Jima.

**Island Holding Boxes:** Grids with islands in them will also have two holding boxes printed next to each island: one to hold US units on that island and one to hold Japanese units on that island. Place ground units and landed air units in the appropriate side's box. Air units flying missions are placed anywhere within the grid square other than the unit-holding boxes. Naval units are placed in the sea part of the grid square.

**Map Errata:** The US Action Track should be numbered 1 through 5. The Japanese Ground Units Air Available Display should read Japanese Ground Units Available.

**2.2 Counters**
Most counters (also called units and unit-counters) represent various groupings of land, sea or aerial combat units. Others are provided as informational and memory aid markers. A unit's nationality, and therefore the side to which it belongs, is shown by its background color.

**Japanese Naval and Air Units:** Tan
**Army units:** Light Brown
**Bases:** Dark Brown

**United States Units**
**Navy:** Blue
**Marines & Army:** Olive Drab
**Bases:** Green

**2.3 Combat Units**
The overall category of combat units is made up of naval, air and land units, all of which have important functional differences from each other.

**2.4 Back-Printing**
Some units have printing on the back of the counter.
- The number in parenthesis on the back of amphibious ships (AP, APD & LST) is their cargo capacity (i.e., the number of ground units each ship unit can carry).
- The reverse side a base unit is its reduced strength.
- Units with 1943 or 1944 printed on their reverse sides indicate they first enter as reinforcements during those years.

**2.5 Ship Units**

**Ship Type Abbreviations:** Ships carry abbreviations of their types. Those abbreviations are as follows.

**Carrier:**
- CV: Fleet Aircraft Carrier
- CVL: Light Aircraft Carrier
- CVE: Escort Carrier

**Surface Combat:**
- BB: Battleship Division
- CA: Cruiser Squadron
- CL: Light Cruiser Squadron
- DD: Destroyer Squadron
- YP: Seaplane Tender Squadron

**Counter Errata:** The two ships marked YP, should be marked AV (the correct designation for seaplane tenders).

**IJN Carrier CV-R (Ryuho) should read Ryuho.**

**Amphibious:**
- AP: Transport Ships
- APD: Fast Transports
- LST: Landing Ship Tank

**Logistics**
- SR: Service Squadron

**Submarines**
- SS: Attack Submarine

**Ship Identifications:** The number following the unit type is a generic identifier. The following ship units are special cases where a specific ship is identified and named on the counter.

**US Aircraft Carriers**
- CV-6: Enterprise
- CV-9: Essex
- CV-10: Yorktown
- CV-11: Intrepid
- CV-12: Hornet
- CV-13: Franklin
- CV-16: Lexington
- CV-17: Bunker Hill
- CV-18: Wasp

**Note:** The Saratoga (CV-3) only participated in the campaign for roughly one month. Its capabilities are reflected in the CVL units.

**Japanese Aircraft Carriers**
- CV-H: Hiyo
- CV-J: Junyo
- CV-R: Ryuho
- CV-S: Shokaku
- CV-T: Taiho
- CV-U: Unryu
- CV-Z: Zuikaku

**2.6 Aircraft Units**

Aircraft carry abbreviations of their generic function and specific aircraft types. Those abbreviations are as follows:

**Anti-Ground Combat Factor**
**Anti-Aircraft Combat Factor**
**Anti-Submarine Combat Factor**
**Anti-Surface Ship Combat Factor**

**Range Factor**
Aircraft-Types
B: Bomber
F: Fighter
HB: Heavy Bomber
SP: Seaplane
T: Torpedo Bomber

Japanese
A-6: Zero Fighter
B-5: Kate Torpedo Bomber
B-6: Jill Torpedo Bomber
D-4: Judy Dive Bombers
G-4: Betty Bomber
H-8: Emily Seaplane
Ki-61: Tony Fighter
Ki-67: Peggy Bomber

United States
A: Attack Bomber
B: Bomber
F: Fighter
P: Pursuit (Fighter)
PBY: Patrol Bomber (Seaplane)

2.7 Ground Units

Ground units are identified by NATO-style abstract symbols. There are two general types of ground units: combat and bases. All ground combat units have a movement factor of zero (0). They may not move on their own. Ground units only move by being transported by ships. Most ground units are one step; however, US divisions have two steps. The back of the counter shows their reduced strength.

2.8 Base Units

Level: The number within the hexagon is the level of the base, with “4” being the highest and “1” the lowest.
Movement: All base units have a movement of (-). They can never move, nor can they be transported.
Combat: Base units have AA values and, in some cases, anti-ground.

2.9 Ground Combat Unit Types

Infantry
Marine
Airborne
Engineers
Armor
Amphibious Armor
Artillery
Coastal Defense

2.10 Ground Unit Abbreviations

Japanese
BF: Base Force
Sa: Sasebo
CSNLF: Combined Special Naval Landing Force
SB: Special Base Defense Force
YO: Yokosuka

United States
A: Air Defense Brigade
CB: Construction Battalions (Sea Bees)
PM: Para-marines
Prov: Provisional
UDT: Underwater Demolition Team
VAC: V (5th) Amphibious Corps

2.11 Ground Unit Organizational Sizes

The organizational size of each ground unit is indicated by the symbol atop its unit-type box.
XX: Division
X: Brigade or Detachment
III: Regiment or Regimental Task Force
II: Battalion

2.12 Submarines & Surface Ships

There are two broad sub-categories of naval units: submarines and surface ships. If a rule is said to apply to naval units, it applies to both submarines and surface ships. If a rule only applies to one of the naval categories, the terms submarine or surface ship will be used to make clear which is involved. Any ship that is not a submarine (SS) is thereby automatically a surface ship and vice versa.

2.13 Carrier-Based Aircraft

All the aircraft units in the game are land-based. The aircraft aboard aircraft carriers are built into those ships’ combat factors

2.14 Step Strength

A step is a war gaming term used to describe the ability of a unit to absorb some amount of punishment (hits) in combat prior to being eliminated from play. Most units in this game are one-step. Units with combat factors on just one side of their counter require only one hit to eliminate them from play. Two-step units have reduced combat factors printed on their reverse. Base units can potentially have up to four steps.

2.15 Task Force (TF) Markers

TF Markers are used to reduce on-map congestion (7.10).
2.16 UDT Marker
This is a unique marker representing US Navy underwater demolition teams (17.4).

2.17 Other Markers

<table>
<thead>
<tr>
<th>Event</th>
<th>Game Turn</th>
<th>Event Front</th>
<th>Event Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>(6.0 &amp; 18.0)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(5.0)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

2.18 Important Terms
- **Amphibious:** AP, APD and LST naval units are collectively called Amphibs (short for amphibious craft).
- **Carriers:** CV, CVE and CVL are collectively called carriers. A rule said to apply to carriers applies to all three of those ship types.
- **Force:** A force is one or more units conducting an action together. Units comprising a force must begin the action in the same area or zone, and then move and/or attack into the same area or zone. If you have more than one unit in an area, you need not use all of them to compose a single force. Composing and rearranging forces is done on an action-by-action basis, and that composition does not necessarily carry over to future actions or turns.
- **Functioning Base:** Any island with a printed airfield or port symbol on it and a base unit is a functioning base.
- **Occupy:** To occupy a place, you must have one or more units in it.
- **Pick at Random:** When instructed by the rules to randomly pick (or draw) a unit or marker, do so without first looking to see what you are picking.
- **Select:** When instructed by the rules to select a unit or marker, you may first look at, and then knowingly choose from among all such available units or markers.

2.19 Control
The sea zones on the map are never exclusively controlled by either side; it’s possible for units of both sides to be co-located in the same sea zone(s) at the same time. The control status of the various land areas (islands) on the map has bearing on determining the winner (4.0), as well as determining which side’s forces can make use of the base facilities (if any) located within them (7.0). Each island on the map is always in one of the following control states.
- **Neutral:** Not controlled by either side. This occurs if there are no ground units in an area.
- **US Control:** Occurs if there are only US ground units in the area.
- **Japanese Control:** Occurs if there are only Japanese ground units in the area.
- **Contested:** An island is contested if both sides simultaneously have one or more ground units there. A contested or enemy controlled island comes under your (US) control the instant the US is the only one to have one or more ground units on it. The control status of a given island may switch back and forth between the two sides, and possibly go into or come out of neutrality or contested status, any number of times during play. Control is judged only by ground unit (combat and/or base) presence.

### 3.0 SET UP

#### 3.1 Set Up Order
Set up the units in the order listed below. The set-up instructions sometimes list units by type and sometimes by specific unit identifications. When any type of unit called for contains individual units that have differing factors, randomly pick the proper number from among them.

**Game Length:** Place the turn marker in the October 1943 Box. The game is complete at the end of the July 1944 game turn, unless a sudden death victory occurs prior to that game turn (4.0).

#### 3.2 US Reinforcement Pool
US units not initially deployed on the map constitute the US reinforcement pool (11.0).

**3.3 Order of Set Up**
Once the US set up has been completed, set up Japanese forces according to the instructions given below.

#### 3.4 US Set Up
- **US Base Units Available Display:** All US base units are placed in this display.
- **Hawaiian Islands (Pearl Harbor) Display:** All US units are placed in this display, except those units marked as arriving in 1943 or 1944.
- **US 1943 Reinforcement Pool:** Place all US “1943” units into any conveniently on-hand large-mouthed opaque container (such as a cereal bowl or coffee mug).
- **US 1944 Reinforcements Display:** Place all US “1944” units into this display. Move them from there into the US Reinforcement Pool described above at the start of the January 1944 turn.

#### 3.5 Japanese Set Up
- **Truk Sea Zone:** Place the following units in the Truk Sea Zone:
  - 1 x CL
  - 1 x DD
  - 1 x AP
- **Truk Island:** Place the Truk coastal defense unit.
- **Combined Fleet Display:** Place all other Japanese surface naval units, except those marked with 1943 or 1944, into this display.
- **Submarines Available Display:** Place all Japanese submarine units into this display.
- **Combined Air Available Display:** All Japanese air units not marked with 1944 into this display.
- **Bases:** Place bases at the following locations:

<table>
<thead>
<tr>
<th>Location</th>
<th>Strength</th>
<th>Location</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>Truk</td>
<td>4-step</td>
<td>Majuro</td>
<td>1-step</td>
</tr>
<tr>
<td>Ponape</td>
<td>2-step</td>
<td>Saipan</td>
<td>4-step</td>
</tr>
<tr>
<td>Tarawa</td>
<td>2-step</td>
<td>Tinian</td>
<td>2-step</td>
</tr>
<tr>
<td>Makin</td>
<td>2-step</td>
<td>Guam</td>
<td>2-step</td>
</tr>
<tr>
<td>Kwajalein</td>
<td>2-step</td>
<td>Ulithi</td>
<td>2-step</td>
</tr>
<tr>
<td>Eniwetok</td>
<td>2-step</td>
<td>Peleliu</td>
<td>2-step</td>
</tr>
</tbody>
</table>

**Additional Ground Unit Deployments:** Place all Japanese ground units in a bin (opaque cup or bowl). Then draw at random the following number of units for each island and place them face down as listed below. Place all remaining Japanese ground combat units face down in the Japanese Units for Refit Display. (see table below)
Japanese 1944 and 1943 Reinforcement Displays: Place all Japanese units marked with “1943” and “1944” in the corresponding displays.

3.6 Random Event Pools
As the last step in setting up, place all the US event markers into a pool (opaque cup or bowl). Then create a similar (but separate) pool for the Japanese event markers.

Note: Place the option markers aside; they are for future game variants.

4.0 HOW TO WIN
In your role as the overall US commander in this theater of operations, you are trying to win by gaining the objectives of the Central Pacific Campaign in a faster timeframe than was done historically.

4.1 US Sudden Death Victory
Play stops and you are declared the winner, the instant both of the following are in effect:
• There are US base units, of any strength, on all islands on the map; and,
• There is a force containing at least six US carriers located in any sea zone on the west map edge.

4.2 Japanese Sudden Death Victory
Play stops and the Japanese are declared to have won the game the instant that there are no US CV units on the map (CV, CVL and CVE). US CV in off-map bases do not count.

Important: You must maintain at least one US CV on the operational grid area of the map to prevent this kind of Japanese victory.

4.3 Victory on Points
If neither side wins a sudden death victory by the end of the last turn, total the US victory points (VP) for enemy units eliminated and objectives controlled. See the Victory Points Table printed on the map for more details.

Note: The Japanese do not earn VP.

The US gains VP for:
• Islands with US bases and no Japanese units on them.
• Eliminated Japanese naval units. This includes units in the Refit and Permanently Destroyed Displays.

The US loses VP for:
• Eliminated US naval units. This includes units in the Refit and Permanently Destroyed Displays.
• Fully eliminated US divisions. This includes divisions in the Refit and Permanently Destroyed Displays but does not include reduced divisions on the grid portion of the map.
• Every surviving Japanese base on the map.

4.4 Levels of Victory
Total the number of US VP to determine what type of outcome you have achieved. For competitive purposes, (between you and your historic US counterparts in command) the historic outcome is reckoned to have been a draw at 24 VP.

≥ 30: US Victory
20 to 29: Draw
≤ 20: US Defeat

A victory means you have outperformed the historic US command. You are on the way to capturing Formosa or Okinawa before the Japanese can build up their defenses. A defeat means the war in the Pacific will last longer than it did historically, and MacArthur will get all the glory for eventually winning it with his southern drive. A draw means you have duplicated the overall historic outcome.

4.5 Short Scenario
This scenario covers the opening phase of the overall campaign, including the Gilberts and Marshall and Operation Hailstone (the carrier attack on Truk). Set up is the same as for the standard scenario, with the following modifications.

Game Length: October 1943 to February 1944, inclusive.
Victory Conditions: As US commander, you must accomplish both of the following at the end of the scenario:
• Have US bases (of any strengths) on all the following islands: Tarawa, Makin, Majuro, Kwajalein and Eniwetok, and;
• Eliminate the three Japanese naval units that are set up in the Truk grid at the start of play. That condition is still met, even if any of those three units are later refit back into play or if they are in the Refit Display.
• Any other outcome is a US defeat.

5.0 SEQUENCE OF PLAY
CPC is played in turns. Each turn consists of a sequence of steps (called phases), outlined below. Each time the Turn Record Phase is reached, move the turn marker forward one space on that track. If it is the last turn of the scenario, play comes to an end at the end of that turn and the winner is determined.

5.1 Turn Sequence Outline
I. US Turn
   I(b): US Action Phase (5.2): Determine the number of US actions for the turn and then conduct those actions (8.0).

II. Japanese Turn
   II(a): Japanese Return Phase: Move Japanese naval units on the map to the Combined Fleet Display (18.4). Exception: Truk forces (22.0).
   II(c): Japanese Action Phase: Conduct the Japanese action for the turn (18.0 & 19.0).
II(d) Japanese Counterattack Phase: Conduct any counterattacks by Japanese ground units (20.0).
II(e): Japanese Refit Phase: Check all Japanese units in that side’s Refit Display (21.1).

III. Turn Record Phase

5.2 US Actions
The total number of US actions for a turn is determined at the start of the US Action Phase. The total number includes:
• One action plus;
• One additional action for each US controlled major objective (Tarawa, Kwajalein, Saipan and Ulithi) with a US functional base unit on it of any strength; plus;
• Any number of additional actions generated by event markers.
• Use the US Actions Track on the map to record the number of actions.

Example: If the US has a base on Kwajalein, that would give the US a total of two actions for that turn. If the Spruance event marker had been picked this turn, the US would get one additional action within the limits of that marker.

Note: Counter limitations precluded providing a marker to track US Actions. Use any available marker or coin on the US Actions Track.

5.3 Multiple Actions
If you can take more than one action in a row, the execution of a single action does not cause the turn marker to be advanced or additional event checks to be made. Take one action, then take another, etc., until you have taken your authorized allotment and only then advance the turn marker.

5.4 Reset
Return the US actions marker to zero during each Turn Record Phase. You may not accumulate actions for either side from turn to turn.

5.5 Japanese Actions
During the Japanese Action Phase, use the random event marker to determine the type of action (if any) the Japanese will take that phase. During the Japanese Counterattack Phase, the Japanese may potentially counterattack with all ground units on large islands that have US ground units on them (20.0). Potentially, the Japanese will have one or two phases that they may take actions. All such Japanese actions are executed by you, the player, within the directions given for them in these rules.

6.0 US RANDOM EVENT PROCEDURES
During the US Event Phase of every turn, randomly pick one event marker from the pool you created during set up (3.6).

6.1 Explanations of Event Markers
If, in the explanations of an event given in section 23.0 and 24.0:
• The text contains the phrase “discard on play,” means, after that marker is put into effect one time, it is thereafter set aside for the rest of the game.
• If an event’s explanation contains the word “keep,” you may decide to play it that turn or hold it for use in some later turn.
• If an explanation contains the phrase “play immediately,” you must immediately carry out the US action given for the marker.
• If an explanation contains the phrase “remains in effect,” the effects of that marker, once pulled from the pool, remain in effect for the rest of the game; the marker is neither returned to the pool nor is it discarded.
• If an explanation contains the word “return,” after playing it return to the US Random Event Pool.

6.2 US Event Marker Capacity
Within the strictures given above and in 23.0 and 24.0, you may choose to keep any number of markers in your Events in Effect Display. When implementing various events, you may choose to do so in any number and any order while remaining within the strictures given above and on the table.

Note: There are more event markers than there are turns; that is intentional to create variability in play.

7.0 DEPLOYMENT & STACKING RESTRICTIONS

7.1 Locations of Units
Each unit may be in only one sea zone or land area at any one time.
• Air units can be based on islands, off-map bases, or flying a mission over a sea zone.
• Naval units may be in sea zones or off-map bases.
• Ground units may be in off-map bases, on islands (land areas) or be in the process of being transported at sea by Amphibs.

7.2 Stacking
Stacking is the term used to describe the piling of more than one friendly unit in the same sea zone or land area at the same time. Except for the modifications below, an unlimited number of units may be stacked in each zone or area.

Small Islands: These are the bodies of land shown on the map with a small island symbol [Terrain Key]. Within the basing limits outlined in 14.0, you may stack:
• One US base with a step-strength of “1” or “2”; and,
• Up to, two ground divisions; and,
• Up to, two air units; and,
• An unlimited number of US ground unit brigades and/or regiments.

Large Islands: These are the bodies of land shown on the map without a small island symbol [Terrain Key]. Within the basing limits outlined in 14.0, you may stack:
• One US base with a step-strength of “1” through “4”; and,
• Up to, four ground divisions; and,
• Up to four air units; and,
• An unlimited number of US ground unit brigades and/or regiments.

US Off-Map Bases: Have unlimited stacking and air basing (15.0).

7.3 Air Units
The air unit stacking limits given above are for aircraft units on the ground; air units flying missions aloft have unlimited stacking in all areas and zones.

7.4 Naval Units in Sea Zones
Sea zones allow for unlimited naval unit stacking. Ground units may only enter sea zones when being transported.


7.5 US Fleet Stacking Limits
In 1943, you may move no more than 12 US ship units as part of a single force.
- Starting in January 1944 that limit increases to 24.
- In June 1944, the limit increases to 36 units.
- This rule does not limit the number of US ship units that may be in a single grid, just how many may participate together in a single action together (movement, bombardment, etc.)

7.6 Japanese Stacking
There is no limit on the number of Japanese units that may stack in any land area or sea zone. In practical effect, the size of Japanese stacks will be limited by the specific instructions for their various actions.

7.7 Over-Stacking Penalty
If you discover you have over-stacked US units at the start, end of, or during the execution of, any US action, you must eliminate enough units to comply with the stacking limits given above. Those eliminated units are placed in the US Refit Display.

7.8 Combined Stacking
Within the strictures given above, units belonging to all three major categories (ground, air and naval) may potentially stack together in every land area and sea zone on the map.

7.9 Coexisting Opposing Forces & Continued Action

Small Islands: If a US amphibious invasion fails to eliminate all Japanese ground units on a small island, all surviving US invading units re-embark onto the amphibians that transported them to that island. If there are insufficient Amphibs (may occur owing to coastal defense fire, see 10.15), select excess ground units and eliminate them. That ends the invasion.

Large Islands: If a US amphibious or airborne invasion fails to eliminate all Japanese ground units on a large island, all surviving US invading units remain on the island. During the Japanese Counterattack Phase, Japanese ground units on the island will conduct a counterattack against those US units (20.0). If those US units survive the counterattack, you may use them to attack in ensuing US Action Phases. Such efforts require the expenditure of an action, and if you take no action, no US attack takes place. In that way, US and Japanese units may potentially co-exist indefinitely on large islands.

7.10 US Task Force Markers
Use task force markers to reduce on-map congestion. Place the marker on the map, and put the naval units composing that TF in the corresponding Task Force Display on the map. Those units are considered on the map, for all purposes. Although there are two TF markers included in the game, you may have more than two TFs in play at the same time. Utilize a coin or other small object to represent additional TFs on the map.

8.0 ACTIONS
Action is the term used to describe the operations the player uses to recruit, conduct intelligence, move/flight units and conduct logistics. All the actions available for US use in play are listed in 25.0. Japanese actions are covered in 18.0.

8.1 Types of Actions
There are four basic types of actions. They are presented within the general categories of the American staff system of the World War II era:
- G1 Actions: Personnel
- G2 Actions: Intelligence
- G3 Actions: Operations
- G4 Actions: Logistics

8.2 One Force, One Action
An action involves only one force of units in one land area or sea zone. Exceptions are explained in 25.0. A single unit or force may potentially conduct more than one action per turn if there are enough actions to be expended for that purpose.

9.0 MOVEMENT
Movement takes place from sea zone to contiguous sea zone. If a unit’s movement allowance enables it to move more than one zone, the second one entered must be contiguous to the first one via a side. Units may not move via diagonals.

Important: There is no land movement in the game as such; land units may only move by being transported by amphibious units and air transport.

9.1 Forces & Movement
Designate the units you will move together as a force within the strictures given in section 8.0. Generally, all the units that will make up a moving force must all start that move already in the same grid. Once a force has been formed for movement, it must remain together for the entire action. Units within a moving force may not form sub-groupings to go off in different directions, nor may any units be dropped off along the course of a move while the rest of the force continues moving.

9.2 Movement Strictures

Naval Units: May only move into sea zones and off-map bases. They may remain at sea an unlimited amount of time.

Air Units: May move into sea zones, land areas and off-map bases. They must end an action in a friendly base or they are eliminated. When conducting an attack, at the end of the combat all surviving air units must return to a friendly base within range or they are eliminated.

Ground Combat Units: Must always be on land areas, off-map bases or aboard naval or air units that are transporting them. They may not move on their own.

Base Units: Must be set up or built on islands. They may not move nor, may they be transported in any way.

9.3 Naval Movement
Naval units may move up to the number of grids in a single action according to the movement factor printed on their counters. Each sea zone entered costs one point of the unit’s movement factor. Naval units must cease movement for that action the instant they enter a zone containing any enemy naval units.

9.4 Naval Units, Land Areas & Ports
Naval units may not enter land areas. Certain areas contain a port symbol (anchor). If you have a base in an area with a port, you may conduct certain logistical support actions for naval units in the adjoining area (such supported naval units do not enter that land area).
9.5 Air Units
Air units may only operate from land areas containing friendly bases or from off-map bases. They may fly over sea zones/land areas and attack targets in sea zones and land areas.

9.6 Aircraft Basing
If an air unit starts or ends any action in an area that has no friendly base, it is eliminated. An air unit must generally land at the base from which it started its current action unless it is rebasing. Also, if combat causes a base to be reduced below the level sufficient to support all the air units in its area, the excess air units are eliminated (owning player’s choice).

Example: If the US had a two-level base on Saipan and a Japanese air raid caused it to be reduced to one-level, only one US air unit could be based on it.

9.7 Aircraft Ranges
Aircraft ranges are printed on the counters. Range is expressed as the maximum number of grids an air unit may move prior to conducting an attack. Each grid entered on the way to the target counts as one point. Do not count the originating area. When returning from the target area or zone, the air unit again counts out the areas and/or zones it moves through. Effectively, an air unit moves twice per action: once (up to its full range factor) to its target, and again (also up to its full range factor) back to its base.

Note: Air units do not pay extra to enter an island within a sea zone.

Example: An air unit based on Kwajalein would expend one factor to enter the adjacent Eniwetok Zone and then attack enemy units on Eniwetok Island.

9.8 Carrier Aircraft
Carrier aircraft are built into the strength of the carriers. They are handled differently in that they do not fly separately from their carriers.

9.9 Amphibs & Ground Units at Sea
Ground units may only go to sea in friendly amphibious transport ships (AP, APD and LST). The transport capacity of each Amphib is printed on the reverse side:
- “1” capacity units may transport one division plus any number of ground units of any smaller size.
- “2” capacity units may transport one or two divisions plus any number of ground units of any smaller size, or one aircraft unit

To show a land unit is being transported by an Amphib, place the land unit beneath the Amphib. Boarding an Amphib is not a separate action, it is a part of the overall action of transport action. While at sea, land units are for all purposes considered part of the Amphib transporting them. If a transporting Amphib unit comes under attack, hits are scored against the transport; transported units are not attacked separately. Transported land units share the fate of the Amphib on which they are embarked. If an Amphib is sunk, all ground units on it are placed in the Refit Display.

Note: Amphibs are protected targets (10.9).

Ground units may conduct no other actions while being transported, nor may they in any way use their combat factors, until they disembark. Ground units may remain on Amphibs at sea for any length of time. To disembark, the Amphib must be in a grid containing an island or off-map base. Place the ground units on the land as part of the action. If/when an Amphib is used to deliver ground units to an amphibious invasion (to either an enemy controlled or contested land area) that Amphib is subject to return fire from the enemy units defending there, but only from units that have an anti-surface ship factor of one or more (10.15).

Note: Japanese ground units may not be transported by Amphibs.

9.10 Blocking Movement
Surface naval units must cease movement upon entering a grid containing enemy surface naval units. Aside from that, the presence of enemy units does not affect friendly movement, naval or air. See G-4L-7 Administrative Move actions (25.7).

10.0 COMBAT
Combat takes place when opposing units fight each other and is generally conducted between enemy units in the same sea zone or land area.

Exceptions: Carrier Ranged Strikes (10.10) & Coastal Bombardment (10.14).

- Japanese attacks are dictated by random events (18.0) and counterattacks (20.0).
- US attacks are generally at the player’s option. Combat is mandatory for US units when.
- They are conducting an amphibious invasion onto an island; or,
- They are conducting an airborne move onto a Japanese occupied land area; or,
- When air units end an action in a Japanese occupied area.
- Combat may occur whenever an action specifically allows for it. Opposing units may co-exist indefinitely within the same land areas and/or sea zones unless specified otherwise for certain specific situations, such as 7.9 when the amphibious assault on a small island fails.

10.1 Combat Location
Combat occurs between opposing units within the same grid. Both sides’ units must be together within either a shared grid’s sea zone or land area. The following are exceptions.

Naval Bombardment: Naval units conducting bombardment attack enemy ground units on an island in the same grid.

Coastal Defense: In the reverse of the above, ground units with an anti-surface combat factor may fire at the enemy naval units conducting bombardment and/or amphibious invasions against their land area.

Carrier Ranged Strike: See 10.11.

10.2 Combat Sequencing
A unit must have a corresponding combat factor of “1” or more to be able to fire in one or more of the four stages listed below. Firing in one stage does not preclude a unit from firing again, during that same overall combat, in any other stage(s) for which it has a combat factor of one or more. Each unit has four combat factors;
Anti-aircraft combat factors are used by a unit when it fires at an enemy aircraft unit.

Anti-surface ship combat factors are used by a unit when it fires at an enemy surface ship unit.

Anti-submarine combat factors are used by a unit when it fires at an enemy submarine unit.

Anti-ground combat factors are used by a unit when it fires at an enemy ground unit.

Attacks are executed in the following order:

1) Anti-Air Stage: All units fire their anti-air factor; hits are scored against enemy air units.

2) Anti-Surface Naval Stage: All units fire their anti-surface factor; hits are scored against enemy surface naval units.

3) Anti-Submarine Stage: All units fire their anti-submarine factor; hits are scored against enemy submarine units.

4) Anti-Ground Stage: All units fire their anti-ground factor; hits are scored against enemy ground and base units.

10.3 First Fire
At the start of each battle, determine the side that will fire first. The side that fires first executes all fires for one stage at a time (for each stage of 10.2) and inflicts all losses in each, before the other side returns fire for that same stage. That is, you determine first fire only once per battle and that carries through all four fire stages listed above. In that order, you fire anti-air for both sides, then anti-surface, etc.

First Fire Determination: For each side, roll one die. The side with the higher die roll wins first fire (tactical superiority), while the defender fires first. That same stage. That is, you determine first fire only once per battle and that carries through all four fire stages listed above. In that order, you fire anti-air for both sides, then anti-surface, etc.

Japanese
• Plus-one (+1) for ground counterattacks (20.0) against US initiated attacks when the Japanese Banzai event is in effect.
• Plus-one (+1) for battles involving ground units defending against US initiated attacks if the Japanese tactics event is in effect. This is true regardless of the type of US unit attacking.

United States
• Plus-one (+1) for playing various event markers. No more than one such marker may be played per battle (24.0).
• Plus-one (+1) for playing the UDT (17.4) during an amphibious assault.

10.4 Further Combat Procedures.
• Remove the involved units from the grid portion of the map and place them on the Battle Display. Put a coin marker in the area/zone from which those units were taken to serve as a mnemonic as to where to return surviving units.
• Units engage in combat by using their appropriate combat factor to fire at enemy units per each stage.
• Neither side can withhold units from participating in a battle.

Exception: See 10.8.

Do not assign individual units to fire at specific enemy units; rather, you fire each unit individually and then apply the total scored hits according to the priorities in 10.8 and 10.9. If more hits are inflicted than there are enemy units to be eliminated, there is no overkill; hits do not carry over from combat to combat or phase to phase.

Each involved unit on both sides may fire once per stage, provided it has a combat factor allowing it to do so.

At the completion of the Anti-Ground Stage, the battle is over; there are no multi-round battles. Return surviving units to the positions on the map from which they originated; remove the coin marker. Units eliminated in battle are placed in their respective side’s Refit Display.

10.5 Combat Resolution
The units’ various combat factors are hit numbers. If you roll less than or equal to a firing unit’s number, you have inflicted a hit. If you roll higher, you have missed and there is no effect for that fire roll. Except for the below, one hit will eliminate one unit.

US Divisions: Are two-step units. If a full-strength US division receives a hit, flip it so its reduced side shows. If it takes a second hit, eliminate it.

Base Units: Each hit on a base reduces it by one step.

10.6 Zero Combat Factors
If a unit’s printed combat factor for a certain category is “0” (zero), that unit may not fire at that kind of target.

Example: A submarine with an anti-aircraft combat factor of zero may not fire at aircraft units; however, that does not mean the opposite is true. A submarine could be fired on by enemy aircraft that had an anti-submarine combat factor of one or more.

10.7 Defending Air Units
Air units based on an island being attacked automatically rise to fight attacking enemy air or ground units. There is no separate action to provide combat air patrol, defensive support, etc. Air units must sortie and fight if their area is attacked; you may not leave them on the ground.

Note: Air units being bombarded by enemy naval units do not fire back on those ships. They may not return fire against enemy long-range carrier strikes (10.10).

10.8 US Targeting Priorities & Examples
Once hits inflicted by US units have been determined, you select the Japanese units that will be affected in each stage.

Protected Targets: When US surface ships are attacking Japanese surface ships and that force contains any carriers and/or AP, then: you may attack those carriers and/or AP only if at least one US surface unit is attacking each non-carrier/AP unit. US carriers, submarine and air units that are attacking are not bound by this restriction; they can attack carriers and/or AP directly. You do not have to assign individual units to attack Japanese units (just how many will attack the protecting and protected ships.

Example 1: Four US non-carrier surface ships are attacking a force of two Japanese DD and one CV. You could assign two US ships to attack the two Japanese DD, and two US ships to attack the CV. Alternatively, you could assign all four US ships to attack the Japanese DD.

Example 2: A US submarine is attacking that same Japanese force. It could attack the CV without the DD having to be attacked.

Example 3: Three US BB and one CVL are attacking a Japanese force of four DD and one CV. The BB’s fire would affect the DD, while you could allocate the CVL to attacking either the DD or the CV.
**Bombardments**: When US air and naval units (of any type) conduct a bombardment mission against Japanese ground units, any Japanese base unit on the island must be eliminated before any other ground units are assigned hits. Once the base unit is eliminated, the other Japanese units may then be hit. If there is no Japanese base, you can target the other ground units as you like.

**Example**: A US air bombardment force attacks a Japanese island held by two infantry regiments and a 2-level base unit. The bombardment inflicts three hits. The first two hits eliminate the base and the third hit takes out one of the infantry regiments.

**10.9 Japanese Targeting Priorities & Examples**

**Japanese Attacks on US Air Units**: You determine which US units are hit.

**Japanese Attacks on US Naval Units**: Hits are allocated according to the Japanese Targeting Priority Table printed on the map. At least one hit must be inflicted against all units within that category before the next category is affected.

**Japanese Attacks on US Ground Units**: You determine which US units are hit, with the exception for base units as noted on the chart.

**Example 1**: A Japanese naval attack against a US naval force containing two CV and three DD inflicts two hits. Eliminate both CV. A third hit would eliminate one DD.

**Example 2**: A Japanese ground attack against a US force containing one division and one regiment inflicts two hits. You could choose to either eliminate the division or reduce the division and eliminate the regiment.

**Example 3**: A Japanese air raid against a US force containing a 2-level base and a regiment inflicts two hits. You would have to reduce the base two steps and eliminate it, leaving the regiment unscathed.

**10.10 Carrier Ranged Combat & Counterstrike**.

Carriers may attack enemy units in their own grid as part of a naval force using the procedures in 10.3, or in an adjacent grid. In the latter case, it is a ranged carrier strike, use the following procedures:

- Designate a force containing one or more carriers.
- Designate the adjacent grid to be attacked. The target within it may be either all enemy naval units or all the enemy ground and air units on an island.
- The striking carrier force has automatic first fire. Resolve the combat according to 10.3. Enemy units do not fire back in the normal way.

**Carrier Counterstrike**: If the targeted force includes any surviving carriers, they launch a counterstrike at the force that launched the original strike. Those surviving enemy carriers attack all naval units in the grid from which the original carrier strike was launched. The counterstrike is conducted after the initial strike for purposes of loss extraction, and if there are no surviving enemy carriers there is no counterstrike.

**Further Strictures**: Only carriers may launch ranged attacks and counterstrikes, not other air units that might have been targeted in the initiating ranged attack. At the same time, all types of units can potentially be affected by ranged strikes. You must launch a counterstrike for the Japanese if their force was attacked and it has surviving carriers.

**Example**: A force of two US carriers makes a ranged strike against the island of Saipan. The US carriers would use their anti-air factors against Japanese air units on the island, and their anti-ground against ground units. If there were Japanese carriers in Saipan’s grid, they could not counter-strike since they were not the target of the attack.

**10.11 Who Conducts Ranged Strikes**

Generally only US carriers will conduct ranged attacks. The only time the Japanese will launch a ranged attack is when the A-Go event is played.

**10.12 Islands**

When a ground force enters an enemy occupied island via amphibious or airborne assault, it must attack. See 7.9 for procedures if it fails to eliminate all enemy units defending in that area.

**10.13 Parenthesized Combat Factors**

Ground units with a parenthesized combat strength are support units. They utilize their parenthesized strengths only if there is one or more friendly ground units in that same combat with non-parenthesized strengths in that same fire category. With that qualification met, support units fire normally.

**10.14 Coastal Bombardments**

A force of naval units may use their anti-ground strengths to attack a land area within their sea zone. Only enemy coastal defense units in that area, if any, may fire back.

**10.15 Coastal Defense Units**

Certain ground units have anti-surface ship combat factors of one or more. Such coastal defense units fire defensively against enemy naval units, but only if the surface ships have initiated an action (bombardment or amphibious assault) against their island. Coastal defense units may not fire back against carrier units making ranged strikes. Coastal defense units use their anti-surface factor according to the following strictures:

- If enemy naval units conduct a bombardment against the area in which they are located, they fire back normally at those bombarding units.
- If an enemy amphibious force conducts a landing into their area, they fire at the amphibious units. If an amphibious unit is sunk or damaged, that has no effect on the transported ground units (they land normally).

**Example**: Two US BB conduct a bombardment of a Japanese island that contains a coastal defense unit. That coastal defense unit would fire at the BB in Stage 2 of the combat sequence using its anti-surface ship factor. The BB would use their anti-ground factors against the coastal defense unit in Stage 4 (10.3).

**11.0 US REINFORCEMENTS**

**11.1 Pools**

Units that appear in the game after play has already begun are called reinforcements. When conducting a G-1 Reinforcement Action, pick reinforcements at random from that side’s reinforcement pool. Once you have pulled them, place them on the map in accordance with the specifics below.

**11.2 Year-Group Reinforcements**

The US starts with all units designated as 1943 reinforcements in its
pool. Units designated as 1944 reinforcements are initially placed in the 1944 Display. On the first turn of 1944, add all those reinforcements to the US pool. For 1944, then, you will draw from a combined 1943-1944 reinforcement pool.

11.3 US Reinforcement Deployment Specifics
US naval units may enter (your choice on a unit-by-unit basis) via:
• Pearl Harbor; or,
• In a sea zone in the same grid as any functioning naval base (port with a US base unit) and no Japanese naval units in that same grid; or,
• In the same zone as a service squadron (SR) and no Japanese naval units.
US Air Units may enter (your choice on a unit-by-unit basis) via:
• Pearl Harbor; or,
• On any functioning US airbase (airfield with base unit) within stacking limits.

US Ground Units may enter (your choice on a unit-by-unit basis) via:
• Pearl Harbor; or,
• On any functional US, naval base within stacking limits. There can be no Japanese naval units in that grid.

11.4 Automatic Embarkation
If you pick US reinforcements that include ground and Amphib units, you may start those ground units embarked on the Amphibs within capacity (and then deploy them as given above for naval units).

12.0 REFITS

12.1 Eliminated Units
When a unit is fully eliminated in combat, place it in its side’s Refit Display. Eliminated units may be returned to play via refit. You may choose to conduct refit for US forces as an action. You must conduct refit for the Japanese during their Refit Phase (21.0).

12.2 Refit Actions
For a single refit action, designate any one category of US units for refit: naval (all types), air and ground. For each unit of that type in the Refit Display, roll one die and refer to the Refit Table.

12.3 Refit Table Outcomes

Deploy: Place the unit on the map as given for US reinforcements in 11.0.
Damage: Place the unit in the US reinforcement pool, from where it may be picked normally as part of a later reinforcement action.
Destroy: Remove the unit from play for the rest of the game.

12.4 Bases & Refitting
Eliminated base units are not refit as above. Eliminated bases are, however, immediately available to be built anew via the base building action.

12.5 Reduced US Divisions
While on the map in that state, may be restored to full strength via a G-4 Replacement Action.

13.0 FOG OF WAR
You may not examine the contents of Japanese stacks unless one or more of the following apply. You may always examine US stacks.

Because of these rules, you may sometimes launch attacks against enemy forces you cannot affect.
• If you have a friendly land unit in the same area, you may examine all Japanese units in that area.
• If you have a friendly naval unit in a sea zone, you may examine all Japanese naval units in that same zone.
• At the start of each combat’s resolution, all units involved on both sides are revealed.
• G-2 actions allow you to examine Japanese forces.
• You may always examine Japanese base unit strengths.

14.0 ON-MAP BASES
There are two types of bases printed on the map: airfields (airfield symbol) and naval (port symbol). To function as such, a base printed on the map must have a friendly base unit with it.

14.1 Base Unit Immobility
Base units represent major logistical installations and are therefore immobile (static) once placed on the map. You may never have more than one base unit in any given area at any one time; however, there may be one friendly and one enemy base unit in the same area at the same time.

14.2 Base Unit Strengths
Base units are multi-step units. Each hit against a base reduces its strength by one step. When it goes below one “1,” it is removed from the map. You can increase a reduced US base unit’s strength by conducting a G-4 Build Base Action. Also note that bases, as they go to higher levels, may get higher anti-aircraft values.

Important: If a base unit has combat values of zero, it must still be attacked to be destroyed.

14.3 US Air Basing
The US has a functional airbase on an island that: contains an airfield symbol; and has a base unit of any level. The number of US air units that may operate from it is equal to the step-level of the base unit there. If anything would cause a base to be reduced below the current number of air units operating from it, you must immediately eliminate the excess air units based there and place them into the Refit Display.

Example: A US level-4 base could base four air units. If a Japanese attack reduced the base to level-2, then two of those air units would be put into the Refit Display.

14.4 US Naval Basing
The US has a functional naval base on an island that: contains a port symbol; and has a base unit of any level. Functional naval bases are used to enter certain reinforcements and refits. They may also provide additional actions as given in 5.3.

14.5 Other US Base Functions
Bases are required for certain G-4 actions (25.7).

14.6 Japanese Base Special Rules
Do not check Japanese base units for refit. When they are reduced they remain reduced until fully eliminated, they are permanently out of play. Functional Japanese airbases are used to determine range for Japanese air attacks (19.0) and may reduce the number of US victory points.
15.0 OFF-MAP BASES
Off-map bases represent major logistical installations in areas near the theater of operations. The US off-map base is Pearl Harbor. The Japanese off-map bases are Iwo Jima and the Philippines.

15.1 Control & Functionality
A side always automatically controls its off-map bases. There is no need to garrison them. They are always functional.

15.2 Restrictions
Neither side may move their units to, or in any way attack into, the enemy’s off-map bases. The US may not launch attacks with forces located in Pearl Harbor. Japanese off-map bases are considered within range of the map for Japanese air range attack determination.

Example: US air units in Pearl Harbor may not fly out to attack Japanese units on, say, Tarawa; however, Japanese air units could fly from Iwo Jima to attack Saipan.

15.3 Off-Map Base Capacity
There may be an unlimited number of units in an off-map base. All types of units may be kept in an off-map base for any length of time.

15.4 Entry & Exit
Units in an off-map base may enter the map from there and vice versa. Each base is considered to lie just (one sea zone) off their respective map edges. They may be entered/exited by air and naval movement on that basis. Ground units would have to be transported by air or sea. A unit must cease movement for that action upon entering an off-map base.

15.5 Eastern Pacific
These grids are treated normally except only US units may enter them. The US may not launch long range carrier strikes from them.

16.0 RANDOM ISLAND LOCATIONS
Various actions will require you to randomly determine an island. Use the Island Location Table printed on the map. Roll two dice, add them together and cross-index that total on the table and use the island indicated.

17.0 SPECIAL UNITS & MARKERS

17.1 US Para-marines (PM)
At the start of the game you may decide to add the PM unit to the 1943 Reinforcement Pool. If so, you must permanently remove from play the 4th Marine Division. The PM acts as infantry, except it may perform the G-3 Airborne action.

17.2 Seaplanes (SP)
US SP units must be based at Pearl Harbor or in sea zone adjacent to a friendly land airbase, and they count against the latter’s capacity. They may also be based in a zone containing a seaplane tender. A single seaplane tender can base an unlimited number of seaplane aircraft. Japanese SP can be based in a sea zone adjacent to a friendly land airbase or in a zone containing a seaplane tender.

Note: There is only one SP for each side in this game.

17.3 Japanese Deception Markers
These markers are placed as ground units. The instant one is revealed, remove it from the map and place it in the Japanese Refit Display.

17.4 US UDT
The UDT is a marker, not a unit. It begins in the US reinforcement pool. When picked, hold it off-map. You may use it to support a US amphibious invasion action. The UDT generates a +1 to the US for that action’s first fire die roll. After its commitment, return it to the reinforcement pool. It may never be hit or eliminated, nor does it count for stacking.

18.0 JAPANESE ACTIONS
You operate Japanese forces within the parameters of the following rules.

18.1 Japanese Event Markers
During the Japanese Event Phase, you pick one Japanese event marker. Japanese events will generally dictate Japanese actions for the turn. Upon playing a marker, it is either discarded, retained, or returned to the pool of Japanese markers (6.1).

18.2 Japanese Event Explanations
See 23.0.

18.3 Japanese Force Availability
If there are insufficient Japanese units available to place on the map as called for by an event, use whatever units are available.

18.4 Japanese Deployments & Returns
Japanese units deployed may be placed even if there are US units in that same grid. Except as noted below, and the Truk naval unit’s exception, Japanese naval and air units will not be kept deployed on the map. They appear only to execute operations.

Ground Units: Once Japanese ground units are placed on the map, they remain there until eliminated.

Air Units: When Japanese air units are placed on the map, they remain there until the end of that mission. Surviving air units are returned to the Air Available Display. Eliminated air units are placed in the Refit Display.

Naval Units: When Japanese naval units are placed on the map they remain there until the ensuing Japanese Return Phase unless eliminated. During the Return Phase, remove all Japanese naval units from the map and place them in the Combined Fleet Display (see the Truk exception in 22.0).

19.0 JAPANESE MOVEMENT & RANGE
Japanese units do not move across the map. The following are special cases.

19.1 Japanese Aircraft Range & Basing
Japanese air units are temporarily deployed on the map to make airstrikes. When they conduct a strike, they must be within range of a functional Japanese airbase. If there is no functional Japanese airbase within range, the air units may not attack; return them to the Air Available Display.

Example: Say there is a functional Japanese airbase on Ponape. A Japanese air unit with a range of “3” could attack US units on Majuro; an air unit with a range of “2” could not do so.
19.2 Japanese Naval Units
Japanese naval units have movement factors. The movement factor printed on the counters are not used in the game but are there for future variants.

20.0 JAPANESE GROUND COUNTERATTACKS
During each Japanese Counterattack Phase, you conduct attacks with Japanese ground units located in the same areas as US units (this will only be on large islands).
- Start with the lowest-numbered grid. Execute each attack with the Japanese as the attacker and the US as the defender. There is no air or naval support for the Japanese. Both US ground and air units on the island may fire. Apply all applicable modifiers.

Important: US naval bombardment cannot be used defensively.
- If neither side is fully wiped out, you may (but are not required to) launch an attack with US forces on that island in the following US turn (after possibly reinforcing with more units). That requires an action.

21.0 JAPANESE REINFORCEMENTS & REFITS
The IJN 1943 reinforcement is placed in the Combined Fleet Display at the beginning of the November 1943 turn. At the start of the January 1944 turn, place all Japanese 1944 reinforcements as follows.
- Submarines: In the Submarine Display.
- Other Naval Units: In the Combined Fleet Display.
- Air Units: In the Air Available Display.
- Land Units: Place on the map via the Island Random Location Table. If the rolled island is not Japanese controlled, or if there are US naval units in its grid, the unit is returned to the Refit Display. Do not pick a substitute.

21.1 Japanese Refits
All Japanese units eliminated in combat are placed in the Japanese Refit Display. During every Japanese Refit Phase, execute the refit procedure for each unit in the display using the Japanese Refit Table. Roll a die for each Japanese unit. The table gives dispositions for refit units: permanently destroyed, returned to the Refit Display or returned as reinforcements. Japanese refits are placed according to 21.0. You may examine Japanese units that are being refit. Unlike the US, you automatically refit all types of Japanese units as part of this phase.

22.0 TRUK
Truk was the major Japanese base in the Central Pacific. Three Japanese naval units begin the game in the sea zone containing Truk (CL-Truk, DD-Truk, AP-Truk). They remain on the map until eliminated or the Japanese base unit on Truk is eliminated, whichever occurs first. When eliminated, Truk naval units are placed in the Japanese Refit Display. If refit from there, they go to the Combined Fleet Display. Japanese naval units at Truk defend normally. They do not attack unless other Japanese naval units are placed by an event into the Truk Zone and they attack. The Truk naval units are not removed in that case (unless eliminated).

23.0 JAPANESE RANDOM EVENTS
Air-Naval Attack: For each US naval force moved this turn, and whose final zone is in an on-map grid, follow this procedure.
- Starting with the lowest-numbered zone, roll a die. Randomly pick that number of Japanese air units from the Air Available Display and deploy them in that zone. The selected air units must be within range of a functional IJN airbase. Base capacity limits must be adhered to, however, more than one airbase can be used, if each air unit has a friendly base within range and the base chosen has the capacity for the air units.

Example: The zone identified is four zones from a functional IJN airbase with a capacity of 2 and another IJN airbase, range of three zones, and capacity of two. Two Betty bombers (5), one Zero (3) and one Kate (2) are picked. Only the Betty bombers and the Zero would be placed in the zone.
- Those Japanese units execute an air attack against the US naval units. US ground and air units on any island in that grid do not participate in this combat.
- Place all surviving Japanese air units back into the Air Available Display. Eliminated Japanese units go into the Refit Display.
- Discard this marker.

Air-Ground Attack: Use the Island Random Location Table to determine an island. If there are any US ground or air units on that island:
- Roll one die and pick that number of Japanese air units from the Air Available Display and deploy them on that island. The selected air units must be within range of a functional IJN airbase. Base capacity limits must be adhered to, however, more than one airbase can be used, if each air unit has a friendly base within range and the base chosen has the capacity for the air units.
- Those Japanese units execute an air attack against the US ground and air units. US naval units in the grid containing the island do not participate in this combat.
- Place all surviving Japanese air units back in the Air Available Display.
- Discard this marker.

Banzai: All Japanese ground forces that participate in this turn’s Japanese Counterattack Phase have a plus-one (+1) for first fire die rolls. This event remains in effect until the ground defensive tactics event is picked, at which time it is discarded. If defensive ground tactics is already in effect, treat Banzai as no effect and immediately discard.

Defensive Ground Tactics: Japanese ground force gain a plus-one (+1) for their first fire die rolls in ground combat when defending (but not counterattacking). This is against any type of US attack. This event remains in effect for the remainder of the game.

Combined Fleet Sorties: Roll two dice to determine a zone: the first die rolled is the tens digit; the second is the ones digit.

Example: A 3 and a 4 would be zone 34.

Deploy all Japanese naval units in the Combined Fleet Display into the designated zone. If there are any US naval units in that grid, engage in naval combat. If the Japanese Truk naval units are present, they join the battle. Surviving IJN units remain in the zone until the ensuing Return Phase. Discard this marker.

Note: Using this rule, the combined fleet cannot sortie into zones 71 through 82.
Naval-Ground Attack: Use the Island Random Location Table to determine an Island. If there are any US ground units on that island, follow the procedure below (otherwise, no effect).
- Roll one die and pick that number of Japanese naval units from the Combined Fleet Display and deploy them in the zone in which the island is located.
- If there are US naval units in the zone, the Japanese units execute a naval attack against them.
- Surviving Japanese naval units execute a bombardment against the US ground units on the island. Japanese units that conducted naval combat are eligible to fire again. US may fire coastal defense units that are present.
- Surviving Japanese units remain in the zone until the Return Phase.
- Discard this marker.

Naval-Naval Attack: For each US naval force that moved in this turn, follow the below procedure starting in the lowest numbered zone.
- Roll two dice and total the results. Pick that number of Japanese naval units from the Combined Fleet Display and deploy them in that zone.
- Execute a Japanese naval attack against the US naval units in that zone.
- Surviving Japanese units remain in the zone until the Return Phase.
- Discard this marker.

Operation A-GO: Determine the US force that has the largest number of aircraft carriers. If more than one US force has the largest number pick one at random via a die roll.
- Roll one die, add six to the result (to get a number from 7 to 12) and pick that number of Japanese air units from the Available Display. The selected air units must be within range of a functional IJN airbase. Base capacity limits must be adhered to, however, more than one airbase can be used, if each air base has a friendly base within range and the base chosen has the capacity for the air units. Deploy them into the grid where they then conduct an attack against US naval units as given above for the air-naval attack. Return surviving Japanese air units to the Available Display.
- Move all Japanese units in the Combined Fleet Display to a grid adjacent to the US force. To determine the grid, roll a die:
  1-2: The grid to the south;
  3-4: The grid to the west;
  5: The grid to the north;
  6: The grid to the east.
If the designated grid is off-map or in the Eastern Pacific, roll again. If there are any US units in the grid into which the Japanese are deploying, the US units in that grid are ignored and do not participate in the ensuing combat.
- The A-GO units conduct a long-range carrier strike against the US naval force determined in the above step. The US may then conduct a counterstrike against the Combined Fleet (10.11).
- Surviving Japanese naval units remain in the zone until the Return Phase. Other naval units in that grid thereafter engage in combat normally.
- Discard this marker.

Submarine Attack: For each US naval force that moved this turn, follow the below procedure.
- Starting with the lowest-numbered zone, pick a Japanese submarine from the Available Display and deploy it in that zone.
- Execute a Japanese naval attack against those US naval units. This attack is conducted normally.
- Surviving Japanese submarines remain in the zone until the Return Phase.
- Discard this marker.

Typhoon: End the turn after the Japanese Return Phase; the Japanese conduct no further actions this turn. On the ensuing turn, the US may not conduct any normal actions, but event generated actions are executed normally. Return all discarded Japanese event markers to the pool other than Banzai and A-Go. Discard this marker.

24.0 US RANDOM EVENTS

Halsey: Keep, may play either of the two below options:
- Take one additional G-3 Naval Action, or;
- Add plus-one to any one US tactical die roll for one combat involving US surface ships.
- After playing option, return the marker to the pool.

Logistics Reorganization: Play immediately, may play either of the two below options:
- Take one additional G-1 Reinforcement Action, or;
- Take two additional G-4 Operations.
- Discard this marker.

Nimitz: Play immediately. You may take two additional actions of any type(s) this turn. Return the marker to the pool.

Operation Flintlock. Keep, may play to make one additional G-3 amphibious assault. Discard the marker after play.

Operation Forager: Keep, may play to make one additional G-3 amphibious assault. Discard marker after play.

Operation Galvanic: Keep, may play to make one additional G-3 amphibious assault. Discard marker after play.

Operation Hailstone: Keep, may play to make one additional G-3 long range carrier air strike. The target must be Japanese units in a grid with an island (either in the zone or on the island). Discard marker after play.

Operation Stalemate: Keep, may play to make one additional G-3 amphibious assault. Discard marker after play.

Note: The above operational names are provided for historical interest. They may be launched anywhere the player desires.

Seventh Air Force: Keep, for the remainder of the game you may conduct one additional G-3 air action each turn. Marker remains in effect.

Smith vs. Smith: Play immediately. Roll one die:
- If the result is an even number; conduct one free action of your choice this turn.
- If the result is an odd number; you cannot take any regular action this turn.
Actions allowed due to your control of major objectives (5.3) and other event markers are still taken normally. If picked on turn 1, return to the pool and pick a replacement. Discard marker after play.

Spruance: Keep, may play either of the below two options:
- Take an additional G-3 naval action, or;
• Add plus-one to any one US tactical die roll in any one combat involving US surface ships.
• After playing the option return the marker to the pool.

**Tactics:** Keep, play to add plus-one to any one US tactical die roll. After playing return the marker to the pool.

## 25.0 US ACTIONS

### 25.1 G1 Actions

**G1-1 Call for reinforcements:** Roll two dice, total the result, then randomly draw that number of units (two through 12) from the US reinforcement pool. Place those units according to the US reinforcement deployment rules (11.0). If you roll higher than the number of units in the pool, there is no additional or carryover effect; you get all the units then available.

**G1-2 Call for emergency amphibious or engineer replacements:** This action may be conducted only if you have AP and/or engineer units in your Units Destroyed Display. Select one AP or one engineer unit and deploy it as a reinforcement; no refit is required.

**G1-3 Appeal to the Joint Chiefs:** Roll one die:
- If the result is an odd number, nothing happens.
- If the result is an even number, pick one US event marker.
- This is in addition to the normal random events procedure, and it counts as carrying out an action. You may conduct this action a maximum of once per turn.

### 25.2 G2 Actions

**G2-1 Aerial scouting:** Designate any one area or zone containing at least one US base or carrier unit; then designate a two-grid range. Examine all Japanese units in it on both sea and land. Japanese off-map bases may be scouted. Scouting units do not move, nor does this action generate any combat. When counting range, do not count the grid from which the scouting mission is originating but do count the grid in which it is being conducted.

**G2-2 Long-range scouting:** Same as G2-1 except this may be performed using a US airbase containing at least one HB air unit or a sea zone containing an SP aircraft unit or a seaplane tender (YP). Long range scouting range is five grids.

**G2-3 ULTRA intelligence:** Roll one die.
- If the result is an even number; nothing happens.
- If the result is an odd number, select one of the following:
  - Examine all Japanese units on the map; or,
  - Pick a Japanese event marker and examine it. During the ensuing Japanese turn, do not pick an event marker; instead, play the event marker you drew as part of this action. This action may be conducted only once per turn.

### 25.3 G3 Naval Actions

**G3N-1 Move a force of naval units:** Move one or more naval units up to the limit of the lowest movement factor within the force. These units must begin this action already in the same sea zone. The force must cease movement upon entering the first area containing Japanese naval units. The moving force may potentially start in, and move out of, a sea zone containing Japanese units. You may also move directly from one sea zone containing Japanese units directly to another sea zone containing Japanese units but must then stop (9.0, 10.0 & 15.0).

**G3N-2 Use naval units in a sea zone to attack a Japanese naval force:** Same as G3N-1 but the moving force ends the movement portion of this action by entering a sea zone containing Japanese units and then attacks them, all as part of the same action. The attack may include the participation of some or all the other friendly naval units that may already be in the zone when the moving force arrives.

**G3N-3 Use naval units in a sea zone to bomb/hit a Japanese naval force:** Same as G3N-1 but the moving force ends the movement portion of this action by entering a sea zone containing Japanese units and then attacks them, all as part of the same action. The attack may include the participation of some or all the other friendly naval units that may already be in the zone when the moving force arrives.

**G3N-4 Rebase naval units:** Double the movement value of one force of naval units. The force must start and end its move in grids containing a functional US base, Pearl Harbor, or a Servron unit. In the latter case, the Servron may, but does not have to, be part of the rebasing force. The force may not start in or enter a grid containing any Japanese units of any types. Ground units may be transported normally.

**G3N-5 Use naval units in a sea zone to attack a Japanese naval force:** See 10.0.

**G3N-6 Move a force of naval units from one sea zone to another sea zone and attack:** Same as G3N-1 but the moving force ends the movement portion of this action by entering a sea zone containing Japanese units and then attacks them, all as part of the same action. The attack may include the participation of some or all the other friendly naval units that may already be in the zone when the moving force arrives.

**G3N-7 Launch a long-range carrier air strike:** This may be conducted only by carriers. The carriers, along with any escorting naval units, may first move per G3N-1 and must start and end that move in the same zone. Designate which carriers are launching the strike. Those carriers then use their target-appropriate combat factors against Japanese forces in one adjacent grid. That is, they attack either Japanese naval forces at sea or ground/air forces on an island, but not both in the same area. Any surviving Japanese carriers in the targeted grid then conduct a counterstrike (10.10).

**G3N-8 Use amphibs to transport ground and air units:** AP, APD and LST may perform this action. The Amphibs must start the action adjacent to a land area containing friendly ground units, and there may be no Japanese naval units in that same sea zone at that time. The Amphibs pick up the ground/air units and that newly combined force may then move up to the Amphibs’ normal movement limit per G3N-1 or G3N-2. It may not enter any zone containing Japanese naval units during the move but may do so at its end. At the end of the move, the transported ground/air unit(s) may stay aboard the Amphibs or may disembark into any land area in the same grid or off-map base. If the area is Japanese occupied, that may trigger an amphibious assault (9.9). Other naval units may accompany the transporting Amphibs.

**G3N-9 Use amphibs to transport air units:** Only AP and LST may conduct this action. This is the same as G3N-9 except on-the-ground air units are picked up and transported. Those air units disembark onto land areas or off-map bases in the final grid of the move. This action may not be used to conduct an amphibious assault. Transported air units may not attack as part of this action. See 9.10 for transport capacities.
25.4 G3 Air Actions
G3A-1 Rebase a force of aircraft from a friendly base to another friendly base: Move one force of air units to a distance up to twice the range of the air unit with the lowest range factor. The takeoff and landing bases may be on contested areas (or not). Off-map bases may be used as either the takeoff or landing grid or both. Rebased forces may not conduct combat as part of this action. This action allows air units to land at a base other than the one from which they started their action.

G3A-2 Launch a land-based air strike on Japanese ground and/or air units in a land area: Move one force of air units based in one land area to any one land area in range, then attack Japanese ground and/or air units there. If there are any friendly air units already in that target area, they may join in the attack. This action may not be combined with an attack by carriers.

G3A-3 Launch a land-based air strike into a sea zone: Move one force of air units based in one sea zone to any other sea zone in range, then attack Japanese naval units there. This may not be combined with an attack by carriers.

25.5 G3 Ground Actions
G3G-1 Use a ground force in a land area to attack the Japanese force in that same area: Designate one land area containing US ground and Japanese units. Initiate an attack using the friendly land units. See 10.0 for more details.

G3G-2 Air transport a ground unit from a friendly base to any other friendly base: Select one US infantry, marine, airborne or engineer ground unit of any size located on a functional US airbase. Move it to any other functional US airbase. Such areas may be contested at the time of the move, and may also include, in either direction, Pearl Harbor. The moving units may not initiate combat as part of this action.

G3G-3 Make an airborne assault: Perform this action with a US airborne unit. It is conducted in the same way as G3-2, except the airborne unit lands on any large island (no base is needed in the landing area). If the landing area is Japanese occupied, the airborne unit must make an attack on those units, which is resolved as part of that same action. If there are US ground air units already on the island, they may participate in the attack. This can also be done as a G3 Combined Air-Ground Attack.

25.6 G3C Combined Actions
G3C-1 Make a combined air-ground attack: Move, or already have in place, ground units in an area and conduct an attack with them. Add to the attack any one force of air units in range, per a land-based air strike action (G3A-2 & G3G-1). This may be used to support an airborne assault (G3G-3).

G3C-2 Make a combined naval-ground-air amphibious invasion: This is the same as G3N-9, plus disembark one ground force transported by Amphibs onto an island in the same grid then conduct an attack against Japanese land units in that area (10.1). The Amphib force may have just moved as part of this same action via amphibious transport, or it might have started already adjacent to the island to be assaulted. It may also include the participation of friendly land units already in the area being amphibiously assaulted. You may also include as part of this action the participation of friendly naval units located in the same sea zone as the invading ground units to conduct bombardment (G3N-7). You may also add in one force of air units that can fly in or are already in the area (per G3A-2 and G3C-1).

Note: The grid in which the amphibious invasion is occurring may not contain any Japanese naval units and the US may not combine naval and air units to attack Japanese units at sea. The Japanese may do so under the provisions of their A-Go event.

25.7 G4 Logistics Actions
G4L-1 Build a base: To perform this action, you must have an engineer unit in a land area that does not contain a US base. The sea zone must contain an AP, LST or Servron. Place a level-2 base in the area.

G4L-2 Increase a base’s strength: To perform this action, you must have an engineer unit in a land area that already contains a US base of level-1 or higher, along with an AP, LST or Servron in that grid’s sea zone. Raise the base two levels. If you have more than one engineer unit on the island, build up to two additional base step increments for each such engineer. You need only one AP, APd or LST regardless of the number of levels to be built.

G4L-3 Refit naval units in the Refit Display: See 12.0.

G4L-4 Refit air units in the Refit Display: See 12.0.

G4L-5 Refit ground units in the Refit Display: See 12.0.

G4L-6 Provide replacements to a reduced ground unit: Designate Pearl Harbor or a land area containing a US base unit (on or off-map) containing reduced US ground units. For Pearl Harbor, flip all reduced units to their full-strength side. For other land areas, flip the number of reduced units to their full-strength side equal to that bases step-level.

G4L-7 Conduct an administrative naval move: Move any, some or all naval units at Pearl Harbor per the G-3N-4 Rebase Naval Unit’s Action. As a special case for this type of action, units may move separately and end in different grids. They may not move into grids containing or adjacent to Japanese units of any type, whether island or off-map.

G4L-8 Conduct an administrative air move: Move any, some or all air units at Pearl Harbor per the G-3A-1 Rebase a Force of Aircraft Action. As a special case for this type of action, units may move separately and end in different grids. They may not move into a grid containing or adjacent to Japanese units of any type, whether island or off-map.