

CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 VICTORY POINTS & VICTORY FEVER
- 4.0 SETUP
- 5.0 SEQUENCE OF PLAY
- 6.0 JAPANESE EVENTS
- 7.0 STACKING & MOBILITY RESTRICTIONS
- 8.0 ACTIONS
- 9.0 MOVEMENT
- 10.0 ALLIED REACTION
- 11.0 COMBAT
- 12.0 JAPANESE REINFORCEMENTS
- 13.0 JAPANESE REFIT
- 14.0 FOG OF WAR
- 15.0 ON-MAP BASE UNITS
- 16.0 JAPANESE HOME ISLANDS
- 17.0 RANDOM LOCATION
- 18.0 UNIQUE UNITS
- 19.0 ALLIED OPERATIONS
- 20.0 ALLIED MOVEMENT & RANGE
- 21.0 ALLIED COUNTERATTACKS
- 22.0 ALLIED REINFORCEMENTS & REFIT
- 23.0 JAPANESE SHOCK EFFECT
- 24.0 EVENT DESCRIPTIONS
- 25.0 OPTIONAL RULES

CREDITS

Design: Joseph Miranda

Managing Game Developer: Doug Johnson

Playtesting: Douglas Brede, Dave Deitch, David DeThorne, John Heim, JR Lawlor, Roger Mason, Terry Rooker

Proofers: David Boe, Michael C. Neubauer, Brendan Whyte

Map Graphics: Joe Youst

Counters: Nadir Elfarra

Production: Richard Aguirre

Images: Above: *Pearl Harbor Attack*, by John Hamilton, USN Art Gallery.

Page 16: *Japanese Furutaka class cruiser*, US Department of Naval Intelligence, 1940.



© 2020 Decision Games, Bakersfield, CA



JAPANESE CAMPAIGN IN THE PACIFIC 1941-42

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game @ www.worldatwarmagazine.com/waw/e-rules/

1.0 INTRODUCTION

Centrifugal Offensive: the Japanese Campaign in the Pacific, 1941-42 is a solitaire, strategic-level wargame of the initial Imperial Japanese campaigns in the Pacific War, 1941 to 1942. The player commands the Japanese forces, with the Allies controlled by the game system. The player's objective is to accomplish campaign objectives ahead of the original schedule, thereby forestalling the inevitable US-led Allied offensive. A critical factor in the game is victory fever. The more the Japanese are winning, the greater the chance they will have to attain additional objectives to win the game. Another factor is that the game ends before the Allied counteroffensive in the Solomons, so there are no Allied amphibious operations.

1.1 Game Scale

Most ground units in the game represent divisions, brigades and regiments. Aircraft units represent one to three air groups or regiments (three to nine squadrons). Distances between each space on the map vary depending on location and strategic importance, with the distance varying from 1000 to a few hundred kilometers. Each turn represents one month of operations.

2.0 COMPONENTS

A complete game of **Centrifugal Offensive** includes a 22x34-inch game map, rules, and a sheet of 228 7/8-inch counters. Players must provide one six-sided die to resolve combat and other probabilistic game events.

2.1 Game Map

Map Errata: Allied Targeting Priority Table is missing TR. Replace AP with TR.

The game map emphasizes the strategically critical operational routes in the Pacific Ocean and Southeast Asia.

Charts and Tables: Charts/tables on the map include Terrain Effects, Allied Refit Table, Allied Targeting Priorities, and the Japanese Refit Table. The Allied Air & Land Reinforcement Deployment Table is on the last page of the rules.

Allied Fleet Reserve Display: Represents the Allied naval bases on the US West Coast and in the Middle East.

Island Chain Spaces: () Represent the areas in and around specific strategically important island chains.

Japanese Initial Objective Line: (—) Represents the area that the Japanese originally were planning to conquer. This affects game functions.

Land Axes: (—) Allow movement between specific land spaces.

Lateral Axes: (—) Connect certain sea spaces that allow movement from one operational sea axis to another.

Off-Map Displays: Represent staging and holding areas for various units.

Example: Japanese Reinforcement Display.

Operational Sea Axes: (—) These are the lines radiating from the Japanese Home Islands that allow sea movement between sea spaces, island chain spaces, and coastal land spaces. They show major avenues of movement.

Port: Any land or island chain space that has a connecting Sea Axis.

Reaction Range: The die rolls required to generate possible Allied deployment.

Spaces: Various types of sea, island chain, fortress and land spaces, including the Japanese Home Islands.

2.2 Counters

There are two types of counters: combat units (naval, air, and sea) and informational markers.



Important: Naval and air units printed with a red movement factor or range are elite units (optional rule 25.5).

2.3 Nationality & Background

The background colors of the counters correspond to a unit's nationality, and therefore the side to which it belongs during play. All Japanese units are friendly to all other Japanese units. All Allied units are friendly to all other Allied units.

Japanese Units

Burma Independence Army (BIA): Light Brown with Green unit type.

Japanese Army (IJA): Brown.

Japanese Bases: Dark Brown.

Japanese Navy (IJN): Gold.

Siam: Light Brown with Gold unit type.

Allied Units

Allied bases: Dark Blue.

British Empire (BR): Light Grey.

China (CH): Light Red.

Netherlands (NE): Green.

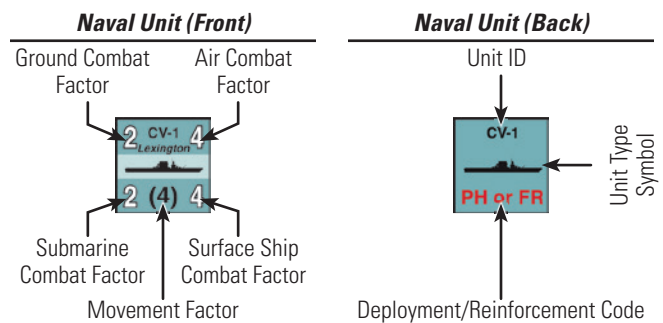
United States (US): Light Blue.

2.4 Combat Units

Combat units represent naval, air and ground units. Bases represent logistical installations.

2.4.1 Naval Units: Submarines & Surface Ships

There are two broad categories of naval units: submarines and surface ships. If a rule applies to naval units, it applies to both submarines and surface ships. If a rule applies only to submarines or only to surface ships, limit the effect of that rule to that category of naval units only. Within the category of surface ships are carriers, surface combat, and amphibious craft.



The backs of naval units depict the unit identification, unit type symbol, and either a deployment or reinforcement code.

Deployment Code: The setup position for at-start units.

Reinforcement Code: Shows the period that the unit may become available.

1941: 1941 reinforcements

1942A: 1942 reinforcements (first wave)

1942B: 1942 reinforcements (second wave)

Naval Unit Types: The naval type is the primary ship represented by the counter. Ship units represent one or two fleet aircraft carriers, divisions of two to four light or escort carriers, two to four battleships, squadrons of four to sixteen destroyers, and various numbers of other ships. Abbreviations for ship types are as follows:

Carriers

CV: Fleet Aircraft Carrier
CVL: Light Aircraft Carrier

CVE: Escort Carrier
AV: Seaplane Tender

Surface Combat Types

BB: Battleship
CA: Heavy Cruiser
CL: Light Cruiser

CLAA: Anti-aircraft Cruiser
DD: Destroyer

Amphibious Types

APD: Fast Transports
LS: Landing Ship

TR: Transport Ships

Submarine Types

SS: Submarine Flotilla

Ship Identifications & Abbreviations

The unit identifications are the historical division or squadron numbers, not ship hull numbers.

Japanese

CV-1: Akagi, Kaga
CV-2: Hiryu, Soryu
CV-5: Shokaku, Zuikaku
CVL-3: Hosho, Zuiho
CVL-4: Ryujo
CVL-CG: Junyo, Shoho
CVE-1: Taiyo class

BB-1: Mutsu, Nagato
BB-2: Fuso, Hyuga, Ise, Yamashiro
BB-3a: Hiei, Kirishima
BB-3b: Haruna, Kongo
BB-Y: Yamato

British

BB-Z: Force Z, Prince of Wales, Repulse

Netherlands

CL-Nei: Netherlands Cruiser Squadron

United States

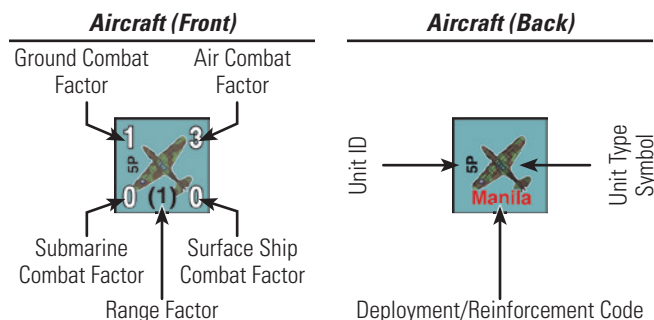
CV-1: Lexington, Saratoga
CV-2: Enterprise
CV-17: Hornet, Yorktown
BB-1: Arizona, Nevada, Pennsylvania

BB-2: California, Oklahoma, Tennessee
BB-3: Idaho, Mississippi, New Mexico
BB-4: Colorado, Maryland, West Virginia

2.4.2 Aircraft Units

Aircraft units (air units) have silhouettes of the general type of component aircraft; all air units function the same otherwise.

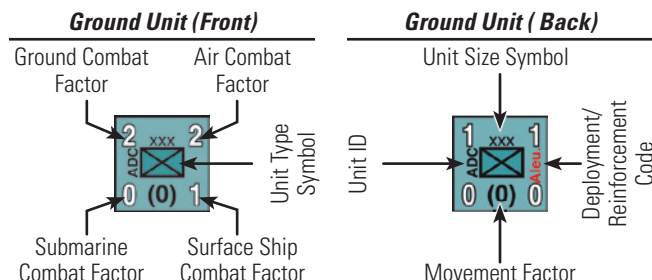
Exception: Seaplanes (18.0).



The backs of air units depict the unit identification, unit type symbol, and either a deployment or reinforcement code.

Important: All the aircraft unit counters in the game are land-based. The combat factors for aircraft carriers include the aircraft aboard those ships.

2.4.3 Ground Units



NATO style symbols identify the ground units in the game. There are two general types of ground units: mobile and static.

Step Strength: A "step" is a wargaming term used to describe the ability of a unit to absorb a certain amount of punishment (hits) in combat prior to elimination from play. Units with combat factors on just one side of their counter require only one hit to eliminate them from play. Two-step units have combat factors printed on their reverse. Base units can potentially have up to four steps. Players can increase the strength of bases via certain G-4 operations (8.2).

Important: The strength of a base (in steps) is the number found in the middle of the hexagonal symbol on the counter.

Example: A base with a 3 depicted in the hexagon takes a hit. Remove the counter and replace with a base with a 2 in the hexagon. A base with a 2 takes a hit. Turn it over so the 1 is now showing.

Mobile Units: Mobile units have a movement factor of 1 or more. Players may move and/or transport them.

Static Ground Units: Static units have a movement of 0. Players cannot move or transport them.

Ground Combat Unit Types



Infantry



Marine



Airborne



Armor



Engineer



Base

Ground Unit Sizes: A symbol atop the unit type symbol indicates the organizational size of each ground unit. Bracketed size symbols indicate the unit is a task force.

XXX: Corps

XX: Division

X: Brigade

III: Regiment

II: Battalion

2.4.4 Unit Identifications

Japanese

A or #: Army Unit

AR: Air Raiding

BF: Base Force

B: Independent Brigade

BIA: Burma Independence Army

CF: Combined Fleet

CG: Covering Group

Comb: Combined

IG: Imperial Guard

K: Kawaguchi Detachment

Maz: Maizuru

NSD: North Seas Detachment

R: Reinforcement Unit

Sas: Sasebo

SNLF: Special Naval Landing Force

SSD: South Seas Detachment

SXA: Southern Expeditionary Army

TF: Task Force

Y: Yamato

Yokh: Yokohama (seaplane)

Yoka: Yokosuka

British Commonwealth

A: Australian

RAN: Royal Australian Navy

ABDA: American, British, Dutch, Australian

AIF: Australian Imperial Force

BC: Burma Command

EI: East Indies Squadron

FEC: Far East Command

FEF: Far East Fleet

IC: India Command

Ind or In: Indian

NAC: North Australia Command

NZ: New Zealand

RAAF: Royal Australian Air Force

Z: Force Z

Netherlands

NEI: Netherlands East Indies

United States

AC: Allied Command

ADC: Alaska Defense Command

AF: Asiatic Fleet

AVG: American Volunteer Group (Flying Tigers)

B: Bombardment

CF: Cruiser Force

LF: Luzon Force

M: Marine

MF: Manila Force

P: Pursuit

SF: Scouting Force (seaplane)

PS (Errata: Counter is marked PD): Philippine Scouts

2.5 Markers



Task Force Markers (TF): Players may use these markers to reduce on map congestion.



Battle Markers: A mnemonic to show where a battle is taking place when players remove them from the map to resolve combat.



Event Markers: Represent random events for the Japanese and commands for the Allies.



Turn Marker: Indicates the current game turn (GT) on the Turn Record Track (TRT). The reverse shows if Victory Fever is in effect (4.0).



AP Marker: The players use this marker to record the number of Japanese action points.



VP Marker: The player uses this marker to record the number of VPs the Japanese have accumulated. Use the front of the marker “+” if the VP total is a positive number and the back of the marker “-” when the VP total is a negative number.

2.6 Important Terms & Definitions

Air: Refers to all land-based aircraft units but not to carriers.

Amphibs: TR, APD, and LS units are collectively amphibious (short for amphibious craft).

Important: Under certain circumstances, the Japanese side may use DD units as APD.

Bin: Any cup or mug used to randomly pick a counter.

Carriers: CV, CVE, CVL, and AV are collectively called carriers.

Force: A force is one or more units conducting an action together. Normally, units comprising a force must begin the action in the same area or space, and then move and/or attack into the same area or space. If a player has more than one unit in an area, he does not need to use all of them to compose a single force. A player composes a force on an action-by-action basis, and that composition does not automatically carry over to future actions or turns.

Functioning Base: A land space with a friendly base unit.

Ground Unit: Refers to all units with a NATO symbol or base symbol (○) (2.4.3).

Occupy: To have a unit physically in a space.

Random Location: Various game actions will require you to determine location randomly (17.0).

Randomly Pick: When instructed to randomly draw a unit or markers, you do so without looking.

Select: Deliberately choose a specific unit or marker.

You: The player.

2.7 Control

The control status of the various land spaces on the map has bearing on determining the winner of the game (3.0), as well as determining which side's forces can make use of the base facilities (if any) located within them (7.0). Neither player can control sea spaces; it is possible for units of both sides to be co-located in the same sea space at the same time.

Land Space Control: Each land space on the map is always in one of the following states of control:

Neutral: Not occupied by either side's ground units.

Japanese Control: Only occupied by Japanese ground units.

Allied Control: Only occupied by Allied ground units.

Contested: Contested land spaces are those land spaces simultaneously occupied by ground units of both sides.

Important: A contested, or controlled land space comes under control of the other side the instant that side is the only side to have one or more ground units in it. The control status of a given land space may switch back and forth between the two sides and go into or come out of neutrality or contested status any number of times during play.

3.0 VICTORY POINTS & VICTORY FEVER

The Japanese are trying to accomplish the objectives of the initial offensive faster than they did historically. A victory means you have outperformed the historical Japanese command. A defeat means the Allies will win the war within two years. A draw means you have duplicated the overall strategic historic outcome.

3.1 Scoring VP

The Japanese score victory points (VP) for accomplishing certain actions throughout the game. Track VP on the Japanese VP Track. The number of VP at the end of the game will determine if the Japanese win the game. The player should immediately add or subtract VP when one of the events below occurs.

- Immediately add the listed number of VP to the Japanese VP Track when any of the below occur:
 - a) Eliminating Allied units in combat:
 - 3: Each Allied CV, BB
 - 2: Each Allied CVL, CA
 - 4: FEF Naval unit
 - b) Japanese gaining control of:
 - 2: Each fortress Space
 - 1: Each other Objective Space
 - c) Eliminated Japanese units refitted and returned to play (on map or in the pool):
 - 3: Each CV or BB
 - 2: Each CVL or CA
- Immediately subtract the listed number of VP from the Japanese VP Track when any of the below occur:
 - a) Eliminating Japanese units in combat:
 - 3: Each CV, BB, or BC
 - 2: Each CVL or CA
 - b) Japanese lose control of:
 - 2: Each Fortress Space
 - 1: Each other Objective Space

Important: Objective spaces could be added and subtracted multiple times within a GT.

- c) Eliminated Allied units refitted and returned to the Reinforcement Pool or Fleet Reserve Display.
 - 3: Each CV or BB
 - 2: Each CVL or CA

3.2 Sudden Death

Japanese Sudden Death Defeat: Beginning GT 2, the game comes to an end and the Japanese suffer a defeat if at any time after the first action in GT 2 the Japanese VP Track total is less than zero.

Japanese Sudden Death Victory: Beginning GT 2, the game comes to an end and the Japanese win a decisive victory if at any time after the first action in GT 2 the Japanese VP Track total is 18 or greater.

3.3 Levels of Victory

At the end of the game, the number of points determine the level of victory or defeat you (the Japanese) has obtained.

Victory: 13 VP or more.

Defeat: 0 to 6 VP.

Draw: 7 to 12 VP.

3.4 Victory Fever

Normally, the game comes to an end at the end of April 1942 (Turn 5); however, a Japanese Victory Fever may extend the game. During each

Japanese Victory Fever Phase (5.1), the player must roll three dice and total the result.

- If the result is greater than the current number of VP, no effect this turn.
- If the result is less than or equal to the current number of VP, then implement the effects of Victory Fever:
 - 1) Flip the turn marker so the victory fever side is showing.
 - 2) Do not conduct any further checks. Victory Fever remains in effect for the remainder of the game.

Example: The current Japanese VP total is eight. The player rolls three dice, adding the result of all three to obtain a total. In this case the results are 3, 1 and 2 for a total of 6. This is less than the current number of VP, so Victory Fever goes into effect.

- If Japanese Victory Fever goes into effect:
 - a) Deduct 5 VP from the current Japanese victory level. If the result is less than or equal to zero, set the VP level to one.
 - b) Extend the game two additional turns (June 1942).
 - c) Add the Japanese special event markers (Operation MI and Operation MO) to the Japanese event pool.
 - d) Add the Allied Theater Reorganization and Allied Surprise Naval Attack to the Allied event pool.
 - e) The Japanese receive one additional AP per turn in accordance with 5.2 (3).

Designer's Note: The loss of VP for Victory Fever models the Japanese high command's overconfidence from the first round of big victories and then going for the big win. You get more time and actions but must gain an even bigger victory.

4.0 SET UP

You set up units in the order listed below. The setup instructions sometimes list units by specific type or identification. When any one type of unit contains individual units that have differing factors, randomly draw the proper number of units required.

Important: When a rule calls for a base, the word base will have a number in parentheses indicating the strength of the base in steps.

4.1 Game Length

Place the turn marker on the December 1941 turn, face up (with the Victory Fever side face down). Play continues to the end of the April 1942 turn, unless Victory Fever is in effect (3.4).

4.2 Japanese Set Up & Reinforcement Pool

You set up Japanese units according to the instructions provided below. Japanese units not initially deployed on the map constitute the Japanese Reinforcement Pool. See 12.0 for details concerning their entry into play.

At Start

Indochina: Base (4)	Palaus: Base (2)
Formosa: Base (3)	Truk: Base (3)
Okinawa: Base (2)	Marshals: Base (2)
Bonins: Base (1)	Marianas: Base (2)

Any sea space within the Japanese Initial Objective Line: SS-1, SS-2, and SS-3 Naval

Japanese Home Islands and/or any space with a Japanese

base unit: All other ground, naval, and air units marked as "Start" on their reverse side.

Exception: Place the Siam and BIA Infantry aside.

Japanese Bases Available Display: All remaining bases.

Japanese Reinforcement Pool

At Start: Place all Japanese units marked 1941 in the Japanese Reinforcements Display. See 12.0 for instructions for the units marked 1942A and 1942B.

Japanese Event Pool

Set aside event markers Operation MI and Operation MO. They are only used if Victory Fever occurs (3.4). Place the Operation AI marker in the Japanese Events Available Box (it will be played on the first turn). Place the remaining ten event markers in the bin.

4.3 Allied Set Up & Reinforcement Pool

Once the Japanese setup is complete, you set up Allied forces according to the instructions given below.

At Start

India: Base (3), IC Infantry	Manila: Base (4), PD Infantry, MF Infantry, 4 Marine, 5P Air, 5B Air,
Ceylon: Base (3), FEF Naval	DD-AF Naval, SS-AF Naval
Rangoon: Base (2), AVG Air	Darwin: Base (1)
Burma Road: Base (1), BC Infantry, 221 Air	Port Moresby: Base (2)
Malaya: Base (1), 3Ind Infantry	Rabaul: Base (1)
Singapore: Base (3), 8A Infantry, 224 Air, BB Z Naval	North Australia: Base (2), NAC Infantry, RAAF Air, 11 Air, CA-RAN Naval
Java: Base (2), NEI Infantry, NEI Air, CL-NEI Naval	New Hebrides: Base (1)
Sumatra: Base (2)	Samoa: Base (1)
Borneo: Base (1)	Wake: Base (2)
Luzon: Base (2), LF Infantry	Midway: Base (2)
	Aleutians: Base (2), ADC Infantry

Pearl Harbor: Base (4), 24 Infantry, 25 Infantry, 14P Air, 18B Air, SF Air, AV-1 Naval, CA-SF Naval, CL-CF Naval, DD-1 Naval, DD-2 Naval, SS-SF Naval.

Allied Fleet Reserve Display: CA-1, CL-1, DD-3 Naval.

Pacific Fleet: Place CV-1, CV-2, BB-1, BB-2 and BB-4 naval units into cup and randomly draw two units. Place the drawn units in the Pearl Harbor Space. Place the remaining three units in the Allied Fleet Reserve Display.

Reinforcement Pool

At Start: Place all Allied units marked 1941 in the Allied Reinforcements Display. See 12.0 for instructions for the units marked 1942A and 1942B.

Allied Event Pool

Set the special event markers (Pacific Theater Reorg. and Allied Surprise Naval Attack) aside. Place all remaining markers in the bin.

Important: One option marker comes with the game. It is for use in future games and or possible future variants; do not use it when playing the standard game.

5.0 SEQUENCE OF PLAY

Game turns (GT) regulate the play of the game. Each GT consists of a sequence of steps, outlined below. Once a phase, or action within a phase is complete, no portion of it may be in any way redone.

5.1 Turn Sequence of Play Outline

Japanese Player Turn

Random Event Phase: Randomly pick one Japanese event marker. (6.0).

Exception: On GT 1, select the Operation AI event and then randomly pick one event.

Japanese Action Determination Phase: Determine the number of Japanese actions for the current game turn (5.2).

Japanese Action Execution Phase: Conduct actions. (8.0) and make any required Allied reaction checks (10.0).

Important: Victory points should be added or subtracted immediately as the combat actions dictate (3.1).

Allied Player Turn

Allied Naval Return Phase: Move Allied naval units on the map to the Allied Fleet Reserve Display (19.4)

Allied Reinforcement Phase: Deploy any Allied reinforcements per 19.1. If there are any units in the Allied Reinforcements box from a prior game turn Allied Refit Phase, also deploy them per 19.2.

Allied Event & Action Execution Phase: Randomly pick Allied event markers per the Turn Record Track (6.2). For each marker, conduct the requisite Allied Action (19.0 & 20.0).

Allied Counterattack Phase: Conduct any counterattacks by Allied units (21.0).

Allied Air Return Phase: Move Allied air units flying missions to their bases (21.1).

Allied Refit Phase: Check all Allied units in the Allied Units for Refit Display and for increasing base unit strength (22.2 & 22.3).

Japanese Victory Fever Phase: Determine if Victory Fever will go into effect (3.4).

Turn Record Phase: Reset the AP marker to zero. You cannot accumulate AP from GT to GT. If it is the last turn of the scenario, the game comes to an end and the winner is determined (24.2); otherwise, move the turn marker forward one space to the right on the Turn Record Track and begin the next turn..

5.2 Japanese Actions

Use the Japanese Actions Track to record the number of AP available.

- Determine the number of AP available by totaling the below:
 - 1) Take the number equal to the Basic Actions number on the Turn Record Track for that game turn.
 - 2) Add one for each Japanese currently controlled fortress space with a base unit (of any strength).
 - 3) Add one if Victory Fever is in effect.
 - 4) Add additional actions gained by any event markers (6.0).

Example: Japanese actions for GT1: 4 per the Japanese Basic Actions on the Turn Record Track, +1 for Truk fortress with a base, +2 special G3 actions as described in Operation AI in 24.1 for a total of 7 actions. Set AP marker to 7 on the Japanese Actions table and continue to the Japanese Action Execution Phase (5.1).

- Conduct each action individually until complete. This does not cause the turn marker to be advanced.

5.3 Allied Actions

During the Allied Action Phase, use the available event marker to determine the type of actions (if any) the Allied side will take for that phase.

- When randomly picking more than one action, implement each in order (19.0).
- Additionally, during the Allied Counterattack Phase, the Allied side may potentially counterattack with units in the same space as Japanese ground units (21.0).

6.0 EVENTS

Important: There are more event markers than there are turns; this is intentional to increase game replay ability.

6.1 Japanese Events



During the Japanese Event Phase, you must randomly pick one Japanese event marker (including on the first turn). See 24.1 for Japanese event explanations.

- You may keep any number of event markers in the Japanese Events Available Display.
- You may choose to implement any number of those events in any order (unless specific event descriptions restrict that) or hold them (if allowed by the event).
- When playing each event, resolve that event prior to resolving the next one. Certain events give the Japanese additional actions. Resolve these actions when playing the event.

Example: Play Operation MO and take two actions on the Central Pacific Axis. Then resume other actions.

6.2 Allied Events



During the Allied Event & Action Execution Phase, you must randomly pick the number of Allied event markers equal to the number on the Turn Record Track. See 25.2 for Allied event explanations.

- Allied events will normally give the Allied action(s) for the current turn.
- Upon playing the marker, it is either discarded, retained, or returned to the bin of Allied event markers as required or allowed by that event.
- You execute each action before randomly picking and playing the next one.
- Actions will generate deployment of and/or movement of Allied forces on the map.
- Resolve all combat generated by those actions during the Allied Counterattack Phase.

7.0 DEPLOYMENT, STACKING & MOBILITY RESTRICTIONS

Every unit in the game can be in only one sea space or land space at any one time.

- Air units can be based on bases or flying a mission over spaces.
- Naval units can only be in spaces that have one or more sea axes connected to them.
- Ground units can be in any type of land space (Japanese Home Islands, fortress space, land space, island chain space) or transported at sea by Amphibs.

7.1 Stacking

Stacking is the term used to describe the placing of more than one friendly unit in same space at the same time.

- Units belonging to all three major categories of units (ground, air and naval) may potentially stack together in every land space and sea space on the map. They do not count against each other's limits.
- The player may stack an unlimited number of units in each space/area, with the following exceptions.

Base: Each side can have no more than one base unit in a space (of any strength) (15.0).

Naval units: Can stack in land spaces only if the space contains a port (2.1).

Air units: Up to five when flying a mission over a space. When on the ground, up to the friendly base strength.

Important: An unlimited number of air and ground units can stack in the Japanese Home Islands.

Ground units: For island chains, up to four (in addition to any base). For sea, can enter only if transported (and within those limits).

Important: You must follow stacking restrictions when invading island chains.

7.2 Over Stacking Penalty

At the start or end of any Japanese action, if the Japanese side has units over-stacked in one or more of the restricted stacking areas described in 7.1, you must eliminate enough units to comply with the stacking limit. Place eliminated units in the Japanese Units Available for Refit Display.

7.3 Co-Existing & Continual Actions

Island Chains: If an amphibious or airborne invasion fails to eliminate all Allied ground units on an island chain space, then all surviving invading units re-embark on the amphibians that transported them. If there are insufficient amphibians then select excess ground units and eliminate them. Eliminate all airborne units. This ends the invasion.

Large Islands/Land Spaces: If a Japanese amphibious or airborne invasion fails to eliminate all Allied ground units on a large island or land space, then all surviving Allied units remain on the large island/land space. On the ensuing Allied Counterattack Phase, Allied ground units on the island/land space will automatically conduct a counterattack action against the Japanese units (21.0). If the Japanese units survive the counterattack, you may use them to attack in their ensuing Action Phases. This requires an action (and if you take no action, no combat ensues). Japanese and Allied units can otherwise co-exist indefinitely.

7.4 Japanese Task Forces



You can use task force (TF) markers to reduce on map congestion. Place the marker on the map and the naval units in the corresponding Task Force Display. The units are considered to be on map for all game purposes.

8.0 ACTIONS

Action is the term used to describe the performance of the basic increments of movement and/or combat. Actions may be restricted to only being performed by one side (as noted), while most are available for use by either side.

Important: You control the actions for Japanese forces. Allied operations rules (19.0) dictate Allied operations.

8.1 Type of Actions

There are four basic types of actions in the game.

G1: Personnel	G3: Operations
G2: Intelligence	G4: Logistics

- Normally an action involves only one force of units in one area or space. Exceptions will be stated in the action description.
- A single unit or force may potentially take more than one action per turn if there are enough actions points to be expended.

8.2 Japanese Actions

G1 Actions

G1-1 Reinforcements (12.0): Roll one die, then randomly pick that number of units (one to six) from the Japanese reinforcement pool. Place those units according to the Japanese reinforcement deployment rules (12.1). If you roll higher than the number of units in the pool, there is no additional effect.

G1-2 Emergency Amphibious or Engineer Replacements: Select one TR naval or engineer ground unit from the Japanese Units for Refit Display and deploy it as a reinforcement (no refit required).

G1-3 Appeal to Imperial General Headquarters: Randomly pick one Japanese event marker. This is in addition to the normal events procedure. You can take this action a maximum of once per turn.

G2 Actions

G2-1 Aerial Scouting: Designate any one space containing at least one Japanese base or carrier unit. Examine all Allied units in and adjacent to that space.

G2-2 Long-Range Scouting: Same as G2-1, except perform this action with a space containing at least one seaplane tender (AV) or air unit. Long-range scouting range is three spaces out along all connecting axis from the space containing the AV.

G2-3 Espionage: Roll one die. If the result is an odd number, examine all Allied units on the map or examine all Allied units in the Fleet Reserve Display. If the result is an even number, there is no effect.

G2-4 Burma Independence Army: If the Burma Road space is Japanese controlled, deploy the BIA unit there.

G3 Naval Actions

G3N-1 Move a Force of Naval Units: Move one or more naval units up to their movement factor. These units must begin in the same space and move together. The units must cease movement in the first space containing enemy naval units. The moving force may start in a space containing enemy units (or not). You may also move directly from one space containing enemy units, to another space containing enemy units but must then stop. See 9.0, 10.0, & 15.0 for more details.

G3N-2 Move a Force of Naval Units from the Japanese Home Islands to a Sea Space: Same as G3N-1. The force may attack at the end of the move if conditions for combat exist.

G3N-3 Move a Force of Naval Units from a Sea Space to the Japanese Home Islands: Same as G3N-1. The moving force must cease movement in the Home Islands.

G3N-4 Re-Base Naval Units: Double the movement factor of one force of naval units (per G3N-1). The force must start and end the move in spaces containing a Japanese base, or the Home Islands. The force cannot start in nor enter a space containing any Allied naval units, air units or an Allied base. Each move between spaces along a lateral axis requires the expenditure of two movement factors. The player may transport ground units per the amphibious rule.

G3N-5 Naval Units in a Sea Space Attack an Enemy Naval Force: See 10.0 & 11.0.

G3N-6 Move Naval Units from One Sea Space to Another and Attack: Same as G3N-1, but the moving force enters a sea space containing enemy units and then attacks them as part of that same action. The attack must include the participation of all other friendly naval units that were in the space when the moving force arrived (10.0 & 11.0).

G3N-7 Naval Units Bombard Enemy Ground Units in the Same Space: See 11.4. If a bombardment is into a contested land area, it cannot include the participation of friendly land and air units there.

Exception: See G-3C Combined Actions.

G3N-8 Carrier Air Strike: Same as a naval attack but use only the carrier class units in a space to attack an enemy force in the same space. The only enemy units which can fire back are enemy air and carrier units. Attacking units must be in the same space as defending units.

G3N-9 Transport Ground Units: TR, APD and LS can perform this. The Amphibs must start the action in a port space with friendly ground units, and there must be no enemy naval units in that same sea space at that time. You may select up to three mobile ground units (of any size) for each transport. The newly combined force can then move up to the Amphibs' normal movement limit (G3N-1 & G3N-2). The force cannot enter any space containing enemy naval units. At the end of the move, the ground unit(s) may stay aboard the Amphibs or disembark into any port space, or the Home Islands. If enemy ground or air units occupy the space, this may trigger an amphibious assault per G3C-2. Other naval units may accompany the transporting Amphibs.

G3N-10 Transport Air Units: LS (only) can perform this. This is the same as G3N-9 except the LS transports air units. Air units disembark on land areas with enough basing or the Home Islands. You may not use this to conduct an amphibious assault; the disembarked air units may not attack as part of this action. Each amphib can transport one air unit.

G3N-11 Emergency Naval Transport: BB, CA, CL, and DD can perform this. This is the same as G3N-9 except that you may only transport marine units. You can select one marine unit for each of the above ships to transport. You can conduct an amphibious assault at the end of the action.

G3 Air Actions

G3A-1 Re-Base Air units from one Friendly Base to another

Friendly Base: Move one force of air units a distance up to twice the range of the air unit with the lowest range factor. The take-off and landing bases may be on contested areas. The takeoff and landing areas must contain bases with enough capacity, and/or be the Home Islands (Home Islands have unlimited capacity). Rebasing forces may not conduct combat as part of this action.

G3A-2 Land-Based Air Strike at Ground and/or Air Units in a Land Space: Move one force of air units based in one space to any one land space in range, then attack enemy ground and/or air units there. If there are any friendly air units already in that targeted area, they may join in the attack. At the end of the action, land the air units. Do not combine this action with an attack by carriers.

G3A-3 Land-Based Air Strike into a Sea Space: Move one force of air units based in one space to any one sea space in range, then attack enemy naval units there. At the end of the action, land the air units. Do not combine this action with an attack by carriers.

G3 Ground Actions

G3G-1 Move Ground Units via Ground Movement: Move one or more friendly ground units in any one space to any adjacent area along a land axis. This may include movement from and/or to areas containing enemy ground units.

G3G-2 Move Ground Units to an Adjacent Space Containing Enemy Units and Attack: Same as G3G-1. At the end of its move the moving force attacks enemy ground units in the space that it moved. If there are any friendly ground units already in that space, they must join in the attack. See 11.0 for more details.

G3G-3 Ground Force in a Land Space Attacks a Force in that Same Space: Designate one land space containing friendly ground and enemy units. Initiate an attack using all friendly mobile land units. (Bases do not attack.) See 11.0 for more details.

G3G-4 Air Transport an Airborne Ground Unit from a Friendly Base to any Other Friendly Base: Select one Japanese airborne ground unit located in the same space as a Japanese base or Home Islands. Move it up to six spaces to any other space with a Japanese base or to the Home Islands. Such areas may be contested at the time of the move, and may also include, in either direction, Pearl Harbor. The moving units can not initiate combat as part of this action.

G3G-5 Airborne Assault: Perform this action with a Japanese airborne unit. Conduct this in the same general way as G3G-2, except the airborne unit lands on any land space up to three spaces away (no base required in the landing area). If the landing space is Allied occupied, the airborne unit must attack those enemy units as part of that same action. If there are friendly ground or air units already in the space, they can participate in the attack. You may also conduct this as a G3 Combined Air-Ground Attack.

G3C Combined Actions

G3C-1 Combined Air-Ground Attack: Move or already have in place ground units in a space 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 & G3A-3). The player may use this to support an airborne assault (G3G-3).

G3C-2 Combined Naval/Ground Amphibious Invasion: This is the same as G3N-9, plus disembark one ground force transported by Amphibs onto the same land space. Conduct an attack against enemy land units in that space (11.0). The Amphib force may have just moved as part of this same action or started in the space assaulted. It may also include friendly land units already in the space. You may include friendly naval units located in the same land or island chain space as the invading ground units to conduct bombardment (G3N-7). You may add in one force of air units that can fly to or are already in the space (per G3A-2 and G3C-1).

Important: The space in which the amphibious invasion is occurring cannot contain any enemy naval units.

G3C-3 Combined Naval-Air Attack: Same as G3N-5 or G3N-8 and add one stack of air units within range to the attack. Allied air units cannot participate.

G3C-4 Combined Airborne/Ground Attack: Same as G3G-2, G3G-3, G3G-5 or G3C-2 but move one airborne unit in range to participate in the ground attack.

G4 Logistics Actions

G4L-1 Build Bases: For any or all spaces with a Japanese Amphib or engineer that do not contain a Japanese base: place a level 1 base in the area. For details see 15.0.

G4L-2 Increase a Base Strength: For any or all spaces with a Japanese Amphib or engineer that contain a Japanese base, raise the base one level (up to the max). For details see 15.0.

G4L-3 Refit Naval Units in the Refit Box: See section 13.0.

G4L-4 Refit Air Units in the Refit Box: See section 13.0.

G4L-5 Refit Ground Units in the Refit Box: See section 13.0.

G4L-6 Rebuild a Reduced Ground Unit: Designate either the Home Islands or a land space containing a Japanese base and reduced Japanese mobile ground units. For the Home Islands, 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 the base unit level.

G4L-7 Administrative Naval Movement: Move any/all air naval units that start in the Home Islands or a space with a Japanese base per the G-3N-4. The units must end the move in the same space as Japanese base units. As a special case, units can move separately and end in different spaces. They cannot move into spaces containing Allied naval, air units, or an Allied base.

G4L-8 Administrative Air Movement: Move any air units that start in the Home Islands or a space with a Japanese base per the G-3A-1. As a special case, units can move separately and end in different spaces. They cannot move into a space containing Allied naval, air units, or an Allied base.

G4L-9 Administrative Ground Movement: Move any ground units that start in a space with a Japanese base per the G3G-1. The units must end the move in the same space as a Japanese base. Units can move separately and end in different spaces. They cannot move into a space containing Allied naval, air units, or an Allied base. They cannot use amphibious or airborne movement.

9.0 MOVEMENT

Movement takes place between contiguous spaces. Units move from space to adjoining space along connecting axes. Units can move via the land and sea axes (solid lines), and across lateral axes (dashed lines).

Movement Costs: Units pay one movement factor (MF) to move from one space to an adjoining space by land or sea axes (solid lines). It costs all a unit's MF to move from one space to an adjoining space via a lateral axis (dashed lines).

Example: Manila to Palau.

***Designer's Note:** The cost to move along lateral axes is due to the command and logistical requirements to shift operational focus. Units that move along lateral axes can also attack at the end of the movement if they otherwise can. This rule includes airborne movement (18.0).*

9.1 Forces & Movement

Designate the units you will move together as a force within the strictures of 8.0. All the units that will make up a moving force must start their move already in the same area or space. Once a force moves, the units in that force must remain together for that entire action. Units with a force may not go in different directions or drop off.

Important: Events dictate Allied movement.

9.2 General Movement Strictures

Naval units: Can only move into spaces connected by sea or lateral axes, including the Japanese Home Islands. They may remain at sea an unlimited amount of time.

Example: A naval unit can enter Singapore but cannot move directly from Singapore to Malaya as this is a land axis. A naval unit can never occupy the Siam, Burma Road, or India spaces as these spaces do not have a connecting sea axis.

Air Units: Can move into sea spaces, land spaces, and (Japanese only) the Home Islands. Eliminate air units if they cannot land at a friendly base after completing an action.

Ground Combat Units: Place on land spaces, the Home Islands (Japanese only) or with naval units that are transporting them. They can move either by land axis, or amphibious transport.

Base Units: Place on land or island chain spaces. The player cannot move or transport bases.

9.3 Naval Unit Movement

Naval units can move up to the number of sea spaces in a single action according to the MF printed on their counters. Each sea space entered along a sea axis costs one MF. Naval units must cease movement for that action the instant they enter a space containing any enemy naval units.

9.4 Naval units, Land Spaces & Ports

Any land or island space that has a connecting Sea Axis (—) is a port. The player may conduct certain logistical support actions for naval units in port with a friendly base unit.

Important: See the rules for Event AI, played automatically on GT 1 (24.1).

9.5 Air Units



Air units may only operate from land or island chain spaces containing friendly bases, or from off-map bases (i.e., the Japanese Home Islands). They may fly over sea spaces and land spaces and attack targets in both.

9.5.1 Aircraft Basing

Eliminate an air unit if it starts or ends any action in an area that has no friendly base. An air unit must land at the base in which it started its current action unless it is re-basing. If combat causes a base to reduce below the level able to support all the air units in its area, eliminate the excess air units (owning player's choice).

Example: The Japanese have a level 2 base on Taiwan. An Allied air raid causes a reduction to level 1. Only one Japanese air unit could be based on it.

Important: Carriers have the strength of their aircraft built into their strength. There are no separate units for them. They do not fly separately from their carriers.

9.5.2 Aircraft Range

An air unit's range is on the counter. The range is the maximum number of spaces an air unit may move prior to conducting an attack. Each space entered on the way to the target counts as one point. Do not count the originating base area. When returning from the target area or space, the air unit again counts out the areas and/or spaces through which it is moving. 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.

9.6 Land Movement

Ground combat units move from ground space to ground space. Base units cannot move.

9.6.1 Amphibs & Ground Units at Sea

Ground units can go to sea in friendly amphibious transport ships (AP, APD, and LS) collectively called "amphibs". The capacity of each amphib based on the type of unit is set out in the various action descriptions. To show a ground unit transported by an amphib, place the ground unit beneath the amphib counter.

- Boarding an amphib unit is not a separate action, it is a part of the action of transporting them.
- While at sea, ground units are part of the amphib unit transporting them. If a transporting amphib unit comes under attack, do not attack the transported units separately.
- Transported ground units share the fate of the amphib transporting them. When an amphib sinks, place all ground units on it in the Refit Display.
- Transported ground units may conduct no other actions nor may they in any way use their combat factors until they disembark.
- Ground units may remain on amphib units at sea for any length of time. To disembark, the amphib must be in a port space (i.e., land or island chain space with a sea axis). Place the ground units on the adjacent land as part of the action.

- When an amphib is used to deliver ground units to an amphibious invasion (to either an enemy controlled or contested land space), 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 (11.16).

Important: Allied amphibians cannot transport ground units. Allied ground units move using Allied events.

9.7 Blocking Movement

The presence of enemy units does not automatically affect movement of friendly forces. Both sides must cease movement when:

- Surface naval units must cease movement if entering a space with enemy air, naval, or base units.

Exception: Enemy air, naval, or base units do not block submarine unit movement.

- Air units must cease movement when entering a space with enemy air or base units (air units rise to intercept automatically).
- Ground units must cease movement if entering a space with enemy ground units (including bases).

Exception: See G-4 Administrative Move actions.

10.0 ALLIED REACTION

Whenever a Japanese naval force enters space containing an Allied reaction number (via a Movement action), then you must immediately roll one die.

- If the result is within the range of numbers in the corresponding Reaction Range:
 - 1) The Japanese force must cease movement.
 - 2) Randomly pick the number of Allied naval units from the Fleet Reserve Display equal to the die roll and place them in that space.
- If the result is not within that range, then nothing happens, and the Japanese force may continue moving.

Important: Roll for reaction even if there are already other Japanese units in the same space. However, a force that does not move does not initiate a reaction check.

10.1 Reaction Combat

The Japanese must engage in combat with all Allied naval units in that space. This includes both the reacting units and any other units (both sides) that were in the space prior to the move.

Example: A Japanese naval force moves into Midway (reaction value of 1, 2, 3, 4). The reaction die roll is 3. You randomly pick three Allied naval units and deploy them in Midway. The Japanese must then execute an attack on the naval units before going on to complete their action.

11.0 COMBAT

Combat may occur whenever an action specifically allows for it. Opposing units can otherwise co-exist indefinitely within the same land spaces and/or sea spaces.

Exception: See 7.3.

- Combat can occur only within the same space. Both sides' units must be within either the same sea space or land space.
- Japanese attacks are normally at the player's option. Combat is only mandatory for the Japanese whenever ending an action in a space containing Allied units.

Important: Japanese units that are not part of the force conducting the action cannot attack unless allowed for in that action.

- Events (19.0) and counterattacks (21.0) dictate Allied attacks.

11.1 Combat Sequencing

A unit must have a combat factor of 1 or more to fire. A unit can fire during each stage if it has the appropriate combat factor.

Example: An air unit has an air factor of 3 and a ground factor of 1. It could fire at enemy air units (using a factor of 3) and then enemy ground units (using a factor of 1).

- If a unit's printed combat factor for a type of target is zero, that unit cannot fire at that type of target.
- Each unit has four combat factors:
 - a) Use a unit's aircraft combat factor when it fires at an enemy aircraft unit.
 - b) Use a unit's surface combat factor when it fires at an enemy surface ship unit.
 - c) Use a unit's submarine combat factor when it fires at an enemy submarine unit.
 - d) Use a unit's ground combat factor when it fires at an enemy ground unit or base unit.
- Execute attacks in this order:
 - 1) **Anti-Air Stage:** All units fire their air factor against enemy air units.
 - 2) **Anti-Surface Naval Stage:** All units fire their surface factor against enemy surface naval units.
 - 3) **Anti-Submarine Stage:** All units fire their submarine factor against enemy submarine units.

Important: Units conducting an amphibious assault land after this stage.

- 4) **Anti-Ground Stage:** All units fire their ground factor against enemy ground combat and base units.

11.2 Tactical Edge

At the start of each battle, determine the tactical edge (who fires first). The side that fires first executes all fires within each stage (11.1) and inflicts all losses before the other side returns fire within that stage.

- Roll two dice, one for the Japanese side and one for the Allied side. Modify each side's die roll as follows:

Important: You determine tactical edge only once per battle and that carries through to all four fire stages.

Japanese:

- +1: If the Japanese have one or more air or carrier units and the Allies have none.
- +1: If the combat is taking place in a Japanese fortress space (attacking or defending).
- +#: Bonuses may apply by the play of event markers.

Allied:

- +1: If the Allies have one or more air or carrier units and the Japanese have none.
- +1: If the combat is taking place in an Allied fortress space (attacking or defending).
- +#: Bonuses may apply by the play of event markers.

Important: On Turn 1, the Allied side does not use the above modifiers.

- The side with the higher modified die roll wins the tactical edge.
- If the battle occurs within the Japanese initial objective line the Japanese side wins all ties. If the combat takes place outside that line the Allied side wins all ties.

11.3 Defending Air Units

Air units based in a space under attack automatically rise to fight, attacking enemy air or ground units. There is no separate action to provide combat air patrol or defensive support. Air units must launch and fight in the air if their area is under attack; you cannot leave them on the ground.

Exceptions: Air units on bases bombarded by enemy naval units or if the air units are in a space subject to an enemy carrier strike cannot fire back on those attacking units.

11.4 Bombardment & Coastal Defense Units

Naval units in the same space as enemy ground units can attack them using their anti-ground factors; ground units with an anti-naval factor can fire on enemy naval units, again, if they are in the same space. See 9.2 for restrictions on naval movement.

11.5 Combat Details

Remove the involved units of both sides from the map and place them in the Battle Display. Put the battle marker in the area/space that those units came from to serve as a reminder of where to return surviving units.

- Neither side can withhold units from participating in a battle.

Exception: See below for target priorities.

- You fire each unit individually and then apply hits per the priorities in (11.6.1 & 11.6.2).
- Each involved unit on both sides can fire once per stage.

11.6 Combat Resolution

A unit's hit number is equal to its combat factor. If the result of the combat die roll is less than or equal to that number, then you inflict one hit. If the result is greater than that number, there is no effect.

- A hit will eliminate a one-step unit.
- Ground units may have two steps. If they take one hit, flip it to its reduced side. If it takes a second hit, eliminate it.
- Each hit reduces a base unit by one level.
- If units inflict more hits than there are enemy units, ignore all additional hits, there is no overkill.
- At the completion of the Anti-Ground Stage, the battle is over. There are no multi-round battles.
- Return surviving units to their positions on the map and remove the battle marker.
- Place units eliminated in battle in their side's Refit Display.

Example 1: A unit with an air factor of 2, attacks an enemy air unit. A die roll of 1 or 2 hits the target (3 or higher would have no effect).

Example 2: A level 3 base takes two hits; replace the unit with a level 2 base for the first hit, then flip the unit to a level 1 with the second hit.

11.6.1 Japanese Priority of Targeting

When Japanese units fire, you select the affected Allied units for each round.

Exception: When Japanese non-carrier surface ships are attacking Allied surface naval units, only attack Allied carriers and amphibies if at least one Japanese surface unit attacks each non-carrier unit. You can select the target for submarines, carriers, and air units.

Example 1: Four Japanese surface ships are attacking a force of two Allied DD and one CV. The Japanese could assign one unit to attack each DD, and two to attack the CV.

Example 2: A Japanese submarine is attacking the same Allied force. It could attack the CV without the DD being attacked.

11.6.2 Allied Targeting & Eliminations

Japanese Air Units: You determine the Japanese units hit.

Japanese Naval Units: Hits are allocated according to the Allied Targeting Priority Table. Make at least one hit against each unit within a given type (the left-most unit type first) before affecting next unit type.

Example 1: An Allied naval attack against a Japanese naval force (containing two CV, one CVL, and three DD) inflicts two hits. Eliminate both CVs. A third hit would eliminate the CVL.

Japanese Ground Units: When fired upon by air or naval units, you must apply enough hits to a base to eliminate it prior to inflicting hits on other ground units. After eliminating the base, you determine the Japanese units hit. If a ground unit fires on other ground units, you determine all the Japanese ground units hit.

Example 2: An Allied ground attack against a Japanese force containing one division and one regiment inflicts two hits. You could either eliminate the division or reduce the division and eliminate the regiment.

Example 3: An Allied air raid against a Japanese force containing one two-step base unit and one regiment inflicts two hits. You would have to reduce the base two steps and thus eliminate it.

12.0 JAPANESE REINFORCEMENTS

Units that appear in the game after play has already begun are reinforcements. The Japanese start with all units designated as 1941 reinforcements in their pool. On the January 1942 turn add all 1942A reinforcements to the Japanese pool. On the May 1942 turn add all 1942B reinforcements to the Japanese pool. When Taking a G-1 Reinforcement action, randomly pick reinforcements from the pool. Once picked, place them on the map in accordance with the instructions below.

12.1 Japanese Reinforcements Deployment

"Deployment" is placing units on the map.

Home Islands: You may deploy Japanese units in the Japanese Home Islands. The player may also place units as follows:

Naval Units: Any fortress space with a Japanese base. There can be no Allied naval units in the same space.

Air Units: Any fortress space with a Japanese base within stacking limits (7.1).

Ground Units: Any fortress space with a Japanese base within stacking limits. There can be no Allied naval units in the same space.

Embarkation: If you pick Japanese reinforcements that include ground and amphib units, you can start the ground units embarked on the amphibies within capacity (and deploy them per naval units).

13.0 REFIT

You may return eliminated units to play via refit. You may conduct refit for Japanese forces as an action. You must conduct refit for the Allied during their Refit Phase (22.0).

Important: Place base units in the Available Base display.

13.1 Japanese Refits

For a single refit action, designate any one category of Japanese units for refit:

Air

Ground

Naval (both surface and submarine)

For each unit of that type in the Refit Display, roll one die and consult the Refit Table.

13.2 Japanese Refit Outcomes

Important: Rebuild reduced Japanese divisions using a G4L-6 Replacement Action.

13.3 Bases & Refitting

Eliminated Japanese base units are not refit. Bases may be built per action G4L-1 if there are bases available in the Japanese Bases Available box.

14.0 FOG OF WAR

You can always examine Japanese units. You cannot examine Allied units on the map or in any display unless one or more of the following apply:

- 1) If you have a friendly unit in the same space, examine all enemy units in that space.
- 2) At the start of each combat resolution, reveal all units (of both sides) involved in that combat.

Important: The above rule may require you to initiate an attack against unidentified enemy forces that you cannot target. In this case, no fire takes place.

- 3) G-2 actions will allow you to examine Allied forces.
- 4) You can examine Allied base unit strength at any time. For this reason, if an Allied base is in the space, it should be the top unit in the stack.

14.1 Allied Units in Displays & Deployment

Allied ground mobile units:

- a) Are deployed face down (concealed) in the Available Display.
- b) Are deployed face down when placed as reinforcements.
- c) Allied units are deployed face up (revealed) in other displays.

15.0 BASE UNITS



Base units represent major logistical and defensive installations, and represent local defense forces such as flak, patrol boats, and interceptors. They are immobile (static) once placed on the map.

- Bases have up to four steps. This represents the base's various capabilities, NOT combat values, which is zero for that purpose.
- You cannot move or transport bases.
- Each side may never have more than one base in any space at any one time. However, there may be one friendly and one enemy base in a space at the same time (7.1).
- Bases are multi-step units. Each hit against a base reduces its strength by one level. Remove a base when it goes below one. You can increase a reduced Japanese base's strength by the G-4 build base action.

Important: Even though bases have a combat value of zero, you must attack them to destroy them.

- Bases may provide additional actions to the Japanese (5.2).

15.1 Japanese Air Basing

The number of Japanese air units that may operate from a base is equal to the step-level of the base. Immediately eliminate the number of air units more than the current base level and place them in the Refit Display.

Example: A Japanese base with a level of 4 could base four air units. If an Allied attack reduced the base to a level of 2, eliminate two of those air units.

15.2 Japanese Naval Basing

Place reinforcements and conduct refit at bases.

15.3 Other Japanese Base Functions

G-4 actions may require a base. Players may use bases as sites in which to place reinforcements and refit units (12.0 & 13.0).

15.4 Allied Base Special Rules

Allied bases are refitted per 22.3 during the Allied Refit Phase of the turn sequence (5.1). Do not check Japanese bases for refit.

15.5 Bases Forward

You can build new base units on any type of ground space (island chain or land space) per the G-4 Action.

16.0 JAPANESE HOME ISLANDS

The Japanese always controls the Home Islands space.

- Allied units cannot move into or attack into the Japanese Home Islands.

Important: The Doolittle Raid special event simulates the historical air raid on the Japanese Home Islands but does not involve actual Allied units.

- The Home Islands space may contain an unlimited number of naval, air and ground units.
- Japanese units that enter the Home Islands must cease movement for that action. They can move out on a subsequent action.
- You use the Home Islands space to deploy reinforcements and refits (12.0 & 13.0).

17.0 RANDOM LOCATION

Various game actions will require you to determine location randomly.

- Roll one die. The result (1 to 6) determines the Operational Axis of placement.
- Roll a second die. The result is the number of the spaces outward from the Japanese Home Islands you place the unit. If the number is greater than the number of spaces, then place it on the highest one for that Axis.

Example: You roll a 1 and a 4. The 1 means you place the unit on the North Pacific Axis. The 4 means you place it in the Aleutians.

18.0 UNIQUE UNITS



Japanese Airborne: Japanese airborne units can use the various airborne actions.



Japanese Marine Units: Japanese marine units can use various special amphibious actions. Other ground units can perform the general amphibious actions.



Seaplanes: Seaplane (SP) units can base per normal air units. They can also base in a space containing a friendly seaplane tender (AV). A single seaplane tender can base an unlimited number of seaplane units.

Important: There are two seaplane air units; US Scouting Force (SF) and Japanese Yokohama (Yokh) air units.



Siamese Army: This is a Japanese controlled unit. Deploy it in Siam the instant a Japanese ground unit enters Siam. It cannot leave Siam.



Burma Independence Army (BIA): This is a Japanese controlled unit. See the G-2 actions for deployment. It can only enter Rangoon, the Burma Road, and India. If refitted, place it in any of these areas if Japanese controlled.



British Far East Fleet (FEF): This represents units of the British Far East Fleet stationed in India. The FEF unit can never move, and it never returns to the Allied Fleet Reserve Display. It otherwise functions as a naval unit. Once eliminated, it can never refit. The Japanese gain additional VP if they eliminate this unit (4.0).



Flying Tigers: If eliminated, the Allied AVG unit cannot be refitted.

19.0 ALLIED OPERATIONS

You operate Allied forces within the parameters of the following rules.

19.1 General

Ground Units: Once Allied ground units deploy on the map they remain in their space until eliminated or an action calls for them to move.

Air Units: Can fly missions in their own space, including engaging in combat if enemy units enter their space. If an event calls for it, they can fly offensive missions.

Naval Units: When Allied naval units deploy on the map, they remain there until the ensuing Allied Naval Return Phase. Place them in the Reserve Fleet Display.

19.2 Allied Fleet Reserve Display

Allied naval units in play will be in the Allied Fleet Reserve Display, unless temporarily placed on the map owing to events. The Japanese cannot attack Allied units in the Allied Fleet Reserve Display.

20.0 ALLIED MOVEMENT

You move Allied units on the map within the following directions, and only per the directions of Allied events. Given the nature of the map, there may be more than one potential target. Randomly pick one (use a die roll).

20.1 Allied Naval Raids & ABDA Events

Roll on the Allied Naval Event Deployment Table using the Raid or ABDA line (per the event) and deploy the units on the indicated space. There is no movement.

20.2 Allied Naval Offensive Events

Roll on the Allied Naval Event Deployment Table using the Naval Offensive line and deploy the units on the indicated space. If the space contains any Japanese units of any type, they remain there. Otherwise, move the stack as a combined force the number of spaces towards the Japanese Home Islands equal to the lowest movement factor unit in the force.

Example: A force of Allied naval units with movement factors of 2, 3, and 4 deploy on the New Hebrides space. If there are any Japanese units in that space, the Allied units remain there. Otherwise, they move two spaces, first to the Solomons and if there are Japanese units present in that space they stop; otherwise, they continue moving to Rabaul.

Important: If the naval force ends up in a space containing Japanese units, they engage in combat in the ensuing Counterattack Phase.

20.3 Allied Aircraft Range & Basing

If an event calls for an Allied air offensive, Allied air units fly missions to attack Japanese units in other spaces.

Example: there is an Allied base on Singapore with an air unit with a range of 3 that is ordered to attack. It could fly to Indochina and attack Japanese units there; an air unit with a range of 2 could not.

20.4 Allied ground units

If an event calls for an Allied ground movement, move the Allied units per the event.

20.5 Movement restrictions

Allied units normally follow the same movement restrictions outlined in 9.0.

Example: An Allied naval unit would cease movement if entering a space containing a Japanese naval unit.

21.0 ALLIED COUNTERATTACKS

During the Allied Counterattack Phase, you must conduct attacks with Allied units (not bases) located in the same spaces as Japanese units.

- 1) Conduct attacks starting with the lowest numbered Operational Axis and the space on that Axis closest to the Japanese Home Islands space, then outward. Once resolving all attacks on that Axis, move to the next lowest Axis and repeat the process.
- 2) Execute each attack with the Allies firing first as the attacker. All Japanese naval, air, and ground units in the space are engaged per (11.0).

21.1 Post combat

Allied air units return to the base from which they launched in the ensuing Air Return Phase. If that base is no longer Allied controlled, then eliminate the air units (they do not fly to another base). Ground units remain in place (but see optional retreat rule 25.3). Naval units remain in the space (but go back to the Fleet Reserve Display in the ensuing turn's Naval Return Phase).

Important: If units from both sides remain, then you may initiate an action to attack with Japanese forces in the space in the next Japanese turn (may be reinforced by more units). Otherwise, units may co-exist without requiring combat.

22.0 ALLIED REINFORCEMENTS & REFIT

The Allies start with all units designated as 1941 reinforcements in their pool. On the January 1942 turn, add all 1942A reinforcements to the Allied pool. On the May 1942 turn, add all 1942B reinforcements to the Allied pool.

22.1 Reinforcement Deployment

During the Allied Reinforcement Phase, you must roll the number of dice equal to the number given on the Turn Record Track. Total the results, then randomly pick that number of reinforcement units from the Allied bin. Place all Allied Naval units in the Fleet Reserve Display. For each air and ground unit, consult the corresponding line on the Allied Air & Land Reinforcement Deployment Table and deploy the unit in the indicated location:

Naval Units: Place in the Fleet Reserve Display.

Air Units: Deploy if there is an Allied base unit in the space with a level that would allow the air unit to base there (7.0).

Ground Units: Place if the space is Allied controlled, contested, or neutral (2.7). Reinforcements cannot be placed in Japanese controlled spaces.

Important: If a reinforcement cannot deploy, then return it to the bin. Do not pick a substitute.

- If the deployment space is contested, this will lead to the reinforcements (and other Allied units in the space) engaging in combat during the ensuing Counterattack Phase (21.0).
- Use the ABDA line only when the ABDA event is picked. Unlike the other reinforcements, roll only one die for all ABDA reinforcements and place the units in that one space.

22.2 Allied Refits

Place Allied units eliminated in combat in the Allied Refit Display (unless otherwise stated).

- During the Allied Refit Phase, for each Allied unit in the Refit Display, you must execute the refit procedure, using the Allied Refit Table.
- Roll one die for each Allied unit (all types). The table gives disposition for refit units (permanently destroyed, returned to the Refit Display, or returned as reinforcements). Place Allied refits per 22.1.

Important: You can examine Allied units that are being refit. Unlike the Japanese, you refit all types of Allied units as part of this action.

22.3 Allied Base Refits

During the Allied Refit Phase, you must check each Allied base on the map. Roll one die and on a result of 6 raise it one level. A base cannot go higher than level 4.

- Check only bases outside the Japanese Initial Objective Line.
- Start with Axis 1 line and proceed clockwise.
- Do not check if there are any Japanese naval or ground units in the same space.
- Eliminated bases cannot be refit.

23.0 JAPANESE SHOCK EFFECT

The following rules are in effect throughout GT 1:

- a) Japanese naval units can move through spaces containing Allied units without stopping.
- b) Ignore all Allied reaction checks (10.0).
- c) The Japanese automatically have the tactical edge.

24.0 EVENT DESCRIPTIONS

Each event contains instructions on the disposition of each event marker.

Important: Not all of the below instructions are used in this game.

Discard: Place the marker in the appropriate side's Events Discarded Display. Do not use it again during the current game.

Keep: You can play this marker this turn or hold it and play it on a later turn.

Play Immediately: You must immediately take the action listed for the marker (Not used in **Centrifugal Offensive**).

Remains in Effect: The effects of the marker remain in effect for the remainder of the game. Place the marker in the appropriate Events in Effect Display. It remains there for the remainder of the game (Not used in **Centrifugal Offensive**).

Return: Return the marker to the event bin after playing the event.

24.1 Japanese Event Explanations



Banzai!: Keep. Play at any time during the Japanese Action Execution Phase. When played; add one (+1) to all Japanese tactical edge die rolls (11.2) for one Japanese Player Turn.

Disposition: Discard after playing.



Greater East Asia Co-Prosperity Sphere: Keep. Play at any time during the Japanese Action Execution Phase. When played, you may take one additional G-1, G-2, or G-4 Action.

Disposition: Return.



IGHQ: Play at the beginning of this game turn's Japanese Action Determination Phase.

Roll one die: On an even result, the Japanese receive one free action this turn; on an odd result, you lose one action this turn (but never less than zero). **Disposition:** Return.

Important: Play the following events at any time during the Japanese Action Execution Phase.



Operation AI: Automatically played on Turn 1:

1) Conduct two additional G-3 Naval or Combined actions on the Central Pacific Axis.

2) During the initial setup, the Japanese may deploy up to six naval units (your choice of type) on the sea space directly west of Pearl Harbor. Do not include transports or ground units. Do not perform the reaction roll for this space for this initial set up. **Disposition:** Discard at the end of Turn 1.



Operation B: Keep. When played, make one additional G-3 Ground or Air operation. **Disposition:** Discard after playing.



Operation C: Keep. When played, make one additional G-3 Naval operation. **Disposition:** Discard after playing.



Operation E: Keep. When played, make one additional G-3 Ground or Air operation. **Disposition:** Discard after playing.



Operation J: Keep. When played, make one additional G-3 Ground or Air operation. **Disposition:** Discard after playing.



Operation MI (Special): Keep. When played, make two additional G-3 Naval or Combined operations on Central Pacific Axis. **Disposition:** Discard after playing.



Operation MO (Special): Keep. When played, make two additional G-3 Naval or Combined operations on the Southwest Pacific Axis. **Disposition:** Discard after playing.



Operation R: Keep. When played, make one additional G-3 Ground or Air operation. **Disposition:** Discard after playing.



Yamamoto: Keep. When played, make two additional G-3 Naval Actions; and if an action results in combat, add one (+1) to the Japanese tactical die roll. **Disposition:** Discard after playing.



Yamashita: Keep. When played, make two additional G-3 ground or air actions. If any action results in combat, add one (+1) to the Japanese tactical edge die roll (11.2). **Disposition:** Discard after playing.

24.2 Allied Event Explanations

The Allied events explanations provide instructions for deploying and moving units due to events. The following are guidelines:

- Allied units cannot deploy in the Japanese Home Islands.
- Allied units deploy regardless if there are Japanese units in the target space.
- If there is more than one space into which Allied ground or air units can move, they move to the closest one. If more than one is closest, then randomly pick one.
- Allied ground and air units starting in the same space as enemy ground or air units remain in the space.
- During the ensuing Allied Counterattack Phase, for each space containing both Allied and Japanese units, engage in combat. This includes all types of units.



ABDA: Randomly pick one naval unit (if available) each for the British, Netherlands and United States from the Fleet Reserve display. Check the Allied Reinforcement Deployment Table and roll once using the ABDA line. Deploy all units on that space. If there is an Allied base in the space, raise it one level. **Disposition:** Discard after playing.



Allied Air vs Naval Offensive: For each space that contains Allied air units (on bases), fly all air units to the nearest space on the same Axis containing Japanese naval units. The space must be within range. **Disposition:** Return.



Allied Air to Ground Offensive: For each space that contains Allied air units (on bases), fly all air units to the nearest space (this movement is not limited by the Allied air unit's range) on the same Axis containing Japanese ground and/or air units. **Disposition:** Return.



Allied Ground Offensive: For each space that contains Allied mobile ground units, move them one space on the same Axis towards the nearest space containing Japanese ground and/or based air units. Ground units cannot end the move in a sea space. If the one space move is into a sea space, then do not move the ground unit. **Disposition:** Return.



Allied Naval Offensive: Roll one die and randomly pick that number of naval units from the Fleet Reserve display. Check the Naval Random Event Deployment table, Naval Offensive line, and roll one die to determine a deployment space. Place all units on that space. Then move the stack the number of spaces towards the Japanese Home Islands equal to the lowest unit MF of the stack. **Disposition:** Return.



Allied Naval Raid: Roll one die and randomly pick that number of naval units from the Fleet Reserve Display. Check the Naval Random Event Deployment Table for the Raid line and roll one die to determine a deployment space. Place all units on that space. **Disposition:** Return.



Doolittle Raid: Roll one die: Add or subtract Japanese VP according to the result as follows:

1: Add one VP.

4 or 5: Subtract two VP.

2 or 3: Subtract one VP.

6: Subtract three VP.

Disposition: Discard after playing.



Allied Surprise Naval Attack (Special): Roll one die and randomly pick that number of Allied naval units from the Fleet Reserve Display. Place all units on one space on the Allied side of the Japanese Objective Line containing Japanese naval units. If more than one such space exists, then use the following priorities:

1) Central Pacific

4) North Pacific

2) Southwest Pacific

5) Philippine Sea

3) South Pacific

6) South China Sea

If there are no Japanese naval units on the Allied side of the Japanese Initial Objective Line, then place the units per the Allied Offensive Event. For any combat that takes place involving this force during the ensuing Allied Counterattack Phase, add +1 to the Allied tactical edge die roll. If there are any Allied carriers in the force, resolve the attack per G3N-8 Carrier Air Strike. **Disposition:** Return.



Pacific Theater Reorganization (Special): Roll one die and randomly pick that number of Allied reinforcement units from the display, then deploy per (22.0). Increase the level by one of all Allied bases currently outside the Japanese Objective Line in spaces that are Allied controlled or contested. **Disposition:** Discard after playing.

ALLIED AIR & LAND REINFORCEMENT DEPLOYMENT TABLE (22.1)

Roll for each reinforcement unit.

Die roll	1	2	3	4	5	6
British Empire	India	India	Rangoon	Singapore	Port Moresby	North Australia
Chinese	India	India	Burma Road	Burma Road	Burma Road	Burma Road
Netherlands	Java	Java	Java	Sumatra	Sumatra	Borneo
United States	North Australia	New Hebrides	Midway	Aleutians	Pearl Harbor	Pearl Harbor

ALLIED NAVAL EVENT DEPLOYMENT TABLE (24.2)

Roll once for all units.

Die roll	1	2	3	4	5	6
Naval Offensive (m)	Ceylon	Darwin	North Australia	New Hebrides	Samoa	Pearl Harbor
Naval Raid (d)	Palaus	Marianas	Truk	Rabaul	Gilberts	Marshalls
ABDA (d)	Rangoon	Singapore	Sumatra	Java	Java	Darwin

(m) = deploy the force in the space; move it per (20.0).

(d) = deploy the force in the space; it remains in place.

25.0 OPTIONAL RULES

25.1 Mopping Up

If the game does not end with a Sudden Death Victory, then deduct one VP for each space within the Japanese Objective Perimeter that contains an Allied base unit of any level.

25.2 Capturing Bases

Whenever Japanese ground units (with or without air or naval support) attack an Allied force consisting of a base unit and eliminate all Allied land units (including the base), you may place a Japanese level 1 base in that space.

Note: This rule gives a major advantage to the Japanese.

Important: When using this rule, there may not be enough bases to replace the counters. Players should make additional Japanese bases or rotate the Allied base to signify the capture.

25.3 Ground Unit Retreat

If a Japanese ground attack results in more hits inflicted on Allied ground units than on Japanese, the surviving Allied mobile ground units retreat (following the completion of the entire battle). Otherwise, all units remain in place. Static units never retreat.

To conduct a retreat, you move the unit one space in any direction. The retreat cannot be into an area that contains any Japanese Ground units. If there is no space to retreat into, then eliminate the Allied units.

Fortress exception: Allied units defending in fortresses never retreat.

Note: Japanese ground units never retreat. Also, Allied units do not retreat if they make an attack and it fails.

25.4 Allied Reinforcement Marching In

Allies deploy reinforcements in the following spaces regardless of the state of control:

India,

Burma Road,

North Australia.

Note: The reinforcements are arriving overland.

25.5 Elite Units

If a side has any elite units in a battle, then it adds an additional plus one (+1) to its tactical edge die roll. The following units are elites:

Japanese: CV-1, BB-1 naval; 23 air.

US: CV-2 naval; AVG air.

