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CREDITS

OPERATION CAUSEWAY
FORMOSA 1944

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 at **www.worldatwarmagazine.com/waw/e-rules**

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1.0 INTRODUCTION

Operation Causeway: Formosa 1944 (Formosa) is an operational-level two player wargame covering the planned but never executed Allied invasion of the island of Formosa in World War II. Had the operation been executed, it would have been the largest amphibious invasion of the Pacific Theater of Operations. The Allied objective is to gain control of Formosa with a minimal number of losses. The Japanese objective is to inflict sufficient cost in terms of manpower and delay to make the invasion counterproductive for the Allies.

1.1 Game Scale

Each hex on the map represents 10 miles (15 kilometers) across. Each game turn (GT) represents about a week of operations. Ground units are brigades, regiments, special battalions, and groupings of corps level support. Air units represent sorties needed to accomplish missions.

2.0 COMPONENTS

A complete game of **Formosa** includes a 22×34-inch game map, rule set and a sheet of 176 ⅝-inch counters. Players must provide one six-sided die to resolve combat and other random game events.

2.1 Game Terms & Abbreviations

#d6: Roll the number of six-sided dice equal to the number, then total the results.

DR: Die Roll

CF: Combat Factor

CW: Commonwealth

CRT: Combat Results Table

EZOC: Enemy Zone of Control

Functional: A port or airfield with a US engineer base unit occupying it

GT: Game Turn

LP: Logistics Points

LOS: Line of Supply

May: The player can choose to take or not take the action

MF: Movement Factor

MP: Movement Points

Must: The player is required to take the action

Occupy: Have a unit in a hex

Phasing Player: The player currently taking an action within the sequence of play

Pick: Randomly draw a unit or marker

Select: Deliberately choose a unit or marker

TEC: Terrain Effects Chart

VP: Victory Points

ZOC: Zone of Control

2.2 Game Map

The game map shows the militarily significant terrain of the island of Formosa in World War II (today's Taiwan). The hexagonal (hex) grid regulates the placement and movement of units across the map. A unit is always in only one hex at any time. Each hex contains terrain features that affect movement and combat. Each hex on the map has a unique four-digit identification number printed within it, to help reference places more quickly and allow players to record unit positions. The names of map features are based on contemporary Japanese conventions for authenticity.

Important: If there are two types of terrain within a hex, players must always use the least favorable terrain when moving units and the most favorable terrain when defending.

Charts, Tables, and Tracks: These are explained in the appropriate rule sections.

Amoy Display: This represents the nearby Chinese coastal area around Amoy which the Allies were planning to turn into a staging point.

Mission Displays: Used to assign missions to air units.

Important: The Japanese *Tokku* (Special Operation) display is used to hold Kamikaze air units.

Staging Areas: Each player has a holding display for air and naval units which are in play but not being used for on-map missions.

Reinforcement & Replacements Display: These are holding areas for units which have not yet entered play.

2.3 Unit Counters

There are two types of cardboard counters: "Units" (which represent combat formations) and "Markers" (used to track specific information). There are three types of units:

- **Mobile**
- **Static**
- **Strikes** (Air, Naval)

2.3.1 Sides, Nationality & Contingents

A unit's nationality is indicated by the abbreviations listed below as well as by the counter's background color. There are two sides in the game:

Allied: The Allied side consists of two contingents:

United States:

Combat Units: Green	Strikes: Khaki

British Commonwealth:

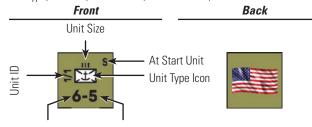| Combat Units: Dark Blue	Strikes: Light Blue

Japanese: The Japanese consist of one contingent:

Combat Units: Orange	Strikes: Light Orange

2.3.2 Ground Combat Units

Each combat unit counter displays specific information regarding nationality, unit type, unit size, attack factor, defense factor, and historical identification.

Front	Back

Unit Size

Unit ID →
S ← At Start Unit
← Unit Type Icon
6-5

Combat Factor (CF)   Movement Factor (MF)

Unit Identification: Regiments which are part of divisions display their identification with the regiment to the left of the slash and their divisional organization to the right of the slash.

Combat Factor: A unit's CF is the numerical measure of its ability to participate in combat relative to the other units in the game.

Offensive and Defensive Units:

1) Units with an "**A**" between their CF and MF gain a bonus when attacking.
(3 A 6)

2) Units with a "**D**" between their CF and MF gain a bonus when defending.
(5 D 0)

Movement Factor:

1) Units with a MF of one or more are mobile.
2) Units with a MF of zero are static.
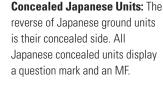**3)** Units with a white box around their MF are mechanized mobile.
(3 A 6)

Optional Units: These have "OPT" printed on them.
(1Amph x Opt 4-6)

Front	Back (concealed)
7/9 / 4-6	?-6

Concealed Japanese Units: The reverse of Japanese ground units is their concealed side. All Japanese concealed units display a question mark and an MF.

Front	Back (base)
2-5	2-0

US Engineers: The reverse of US engineer units shows their base side (representing the construction of a functional base in that hex).

Unit Sizes:

XXXX: Army (Support)	**III:** Regiment
XXX: Corps (Support)	**II:** Battalion
XX: Division	**[III]:** Task Force or Group
X: Brigade	**I:** Company

2.3.3 Unit Abbreviations

Allied:

Amphib: Amphibious Vehicles	**DB:** Defense Battalions
AC: Amphibious Corps	**RCT:** Regimental Combat Team
AU: Australian	**SB:** Sea Bees (Construction Battalions)
BC: British Commonwealth	
CD: Coastal Defense	**USMC:** US Marine Corps

Japanese

Amph: Amphibious	**IJN:** Imperial Japanese Navy
AR: Air Raider	**Nav Gd:** Naval Guard
Det: Detachment (from Division)	**SR:** Sea Raider
Eng Gd: Engineer Guard	**Tag:** Takasago

2.4 Ground Unit Types

Mobile Ground Combat (Mechanized)

Armor or Tank

Artillery

HQ Allied Headquarters

Mobile Ground Combat (Non-Mechanized)

Infantry

Marines

Airborne

Rangers
(Special Forces)

Engineer

Construction Troops

Guard Troops
(Second Line Infantry)

G Guerrillas

Static

Coastal Defense

Dug In, Heavy
Weapons

Engineer Base (static):
This is the reverse side of
a mobile engineer unit.

2.5 Air Unit Types

There are four types of air units:

Tactical Air Strikes (TAC)

Kamikaze Air Strikes

B-29 Air Units: B-29 bomber units do not have an air strike value.

Air Supply Units

Air Points: Each TAC air strike counter has a front and back value of one or two on it to represent one or two air strike points. Air points at start, and later LP purchases are always on the basis of points, not counters. When players allocate air strike points to missions, they may exchange one two-point counter for two one-point counters or vice versa as needed.

Important: The "number of air points" refers to the air point value of the air strike, not the number of counters.

Important: Kamikaze air strike points can only be used once per game.

2.6 Naval Markers

Allied Naval Gunfire

Allied Amphibious

2.7 Administrative Markers

Turn Marker

US Logistics Points (LP)

Japanese Logistics Points (LP)

Airborne Drop Zone (DZ)

Allied Amoy Control

3.0 INITIAL SETUP

Each of the two scenarios (24.0) covers a different potential starting set-up. Players first agree which scenario to play, and which side each will command. They then place each of the units for their own side. Play starts with the first turn of the scenario and continues until its final turn, or until one player wins a Sudden Death Victory or one player concedes.

- Players set up in the order indicated in the scenario.
- The scenario instructions describe deployment in terms of unit types. If there are units of different strengths within a category, the player can select which ones will be deployed. Unless stated otherwise, historical identifications do not matter.
- Instructions may call for units to be deployed in specific hexes. Other units may be set up anywhere in designated areas.
- Units must meet stacking requirements.
- Japanese units can be placed revealed or concealed.
- Players do not expend LP for at-start ("S") units. Additional units may be recruited by expending LP. These units are immediately deployed on the map or placed in the Available Box.
- Japanese unit types in the first two boxes of the LP Expenditure Chart must be recruited during setup, otherwise they are aside for the remainder of the game.
- Units listed as OPT are used only if using the optional rules (25.0).

4.0 VICTORY CONDITIONS

There are two ways to win the game: Sudden Death and End of Scenario.

4.1 Sudden Death Victory

The game comes to an immediate end and the indicated player gains a Strategic Victory if either of the following conditions are in effect after the start of GT 2:

Allied: Allied ground units occupy all port and airfield hexes on the Formosa map.

Japanese: There are no Allied ground units on any hexes of the Formosa map.

4.2 End Game Victory Points

If neither side gains a Sudden Death Victory, victory and defeat are determined after completion of the last GT of the scenario.

- Victory Points (VP) are based on the control status of hexes containing the following objectives:

- The Allied player is awarded VPs as follows:
  4: Each Allied-controlled major port hex containing an Allied engineer base unit.
  2: Each Allied-controlled minor port hex containing an Allied engineer base unit.
  1: Each Allied-controlled airfield hex containing an Allied engineer base unit.
  1: Each Allied-controlled Industrial Objective and Peak hex (regardless of engineers).

Important: If there is more than one objective in a hex, then the Allies gain VP for each objective. The Amoy Display does not award VP.

- The Japanese player is awarded one VP for each Allied HQ, regiment or brigade sized unit (including groups/task forces) in the Allied Eliminated Display.

    Designer's Note: VP are only awarded for eliminated Allied units at the end of the game. It behooves the Allied player to expend LP to replace eliminated units.

- The Allied player then subtracts the Japanese player's total VP from the Allied VP total to determine the level of victory:

  25 or More: Allied Strategic Victory

  19–24: Allied Operational Victory

  13–18: Draw

  7–12: Japanese Operational Victory

  6 or Less: Japanese Strategic Victory

5.0 OPERATIONAL CONSIDERATIONS

5.1 Friendly Forces

All Japanese units may stack and conduct combat together. The following special cases apply to the Allies:

1) US units of any type may never stack with CW units, and vice versa.

2) US and CW units can attack together.

3) US/CW air and naval units can provide combat support for both US and CW units, if at least one of the attacking units is of the same nationality.

4) US units cannot trace LOS to CW HQ, nor can CW units trace LOS to US HQ.

5) US and CW units/HQ may trace an LOS to any functional port (20.0). They both may trace to the same port.

6) Allied LP can be used to recruit and support both US and CW units.

5.2 Boots on the Ground

A player controls a hex if at least one friendly unit occupies the hex.

- If a hex is not occupied by units from either side, that hex is not controlled by either side.
- EZOC have no effect on hex control.

5.3 Area of Operations

Units can move anywhere on the hex map, within the strictures of the movement rules (12.0).

- Friendly forces cannot enter or attack into enemy displays.
- Only Allied units can enter Amoy.

6.0 SEQUENCE OF PLAY

The game is played in a series of GTs. Each GT is divided into one Strategic Stage and two Player Turns (one Allied, and one Japanese). The Strategic Stage and Player Turns are further comprised of segments called phases.

Important: The Allied and Japanese Player Turns are different.

Designer's Note: The sequence of play is asymmetrical. This is in part due to different capabilities for each side, and in part due to general Allied air and naval superiority.

6.1 The Sequence of Play

All game actions must be conducted in the following order:

Strategic Stage

Logistics Phase (7.2): Both players add LP available this GT. Skip this phase on GT 1.

Recruit Phase (8.0): The Japanese player may recruit reinforcements/replacements; then the Allied player may recruit reinforcements/replacements. Skip this phase on GT 1.

Amoy Operation Phase (9.1): Check to see if the Allies conquer Amoy. Skip this phase on GT 1.

Strike Planning Phase (16.1): Each player secretly allocates friendly air strikes and naval units to various missions.

Strike Reveal Phase (16.1): Both players reveal all air strike and naval missions.

Air Superiority Phase (16.2): Both players engage in air superiority combat.

Japanese Special Attack Phase: The Japanese player executes Kamikaze missions (16.6) and any mobile fleet sortie (18.0).

Important: The mobile fleet sortie may not be conducted on GT 1 (18.0).

Allied B-29 Phase (16.5): The Allied player executes any B-29 strikes.

Allied Player Turn

Invasion Phase (10.1): The Allied player conducts any amphibious and/or airborne operations.

Naval Transfer Phase (21.0): The Allied player moves any units from the Staging Area to Allied occupied ports and/or airfields on the map.

Ground Movement Phase (12.0): The Allied player moves friendly ground units on Formosa.

Combat Phase (15.0): The Allied player initiates ground attacks, including applying air and naval gunfire support.

Base Building Phase (20.0): The Allied player builds engineer bases.

Interdiction Phase (16.4): The Allied player places any TAC interdiction missions.

Japanese Player Turn

Ground Movement Phase: The Japanese player moves friendly ground units on Formosa.

Combat Phase: The Japanese player initiates ground attacks, including air and naval gunfire support.

Administrative Segment

Air Return Phase: Both players return all air strikes on the map to their Available Air & Naval Display.

End of Turn Phase: Both players perform the following steps:

1) Check for any game actions required to be taken at the end of the GT; **and,**

2) If it is the last turn of the scenario, the game ends and the players check for victory; **or,**

3) If it is not the last GT, move the GT marker ahead one space on the Turn Record Track and begin the next GT.

7.0 LOGISTICS POINTS

Logistics Points (LP) can be used to:

Logistics Points 🇺🇸

- **Recruit and Replace units** (8.0)
- **Provide combat shifts** (15.4.1)
- **Build Infrastructure** (20.0)

Important: Only the Allied player may build infrastructure.

7.1 Gaining LP

Players keep a running record of their current LP using the tracks on the map.

- Scenarios will provide a basic number of starting LP for each player.
- Each side will receive additional LP throughout the game based on:

  1) The current GT (both sides).

  2) (Allied only) Engineer bases on ports and airfields (20.0).

  3) (Allied only) Control of Amoy (9.0).

7.2 Logistics Phase

During the Logistics Phase (beginning with GT 2), both players add LP as follows and then expend LP to recruit reinforcements and replacements.

- The Japanese player receives LP as follows:
  1) The Japanese player rolls 1d6 and adds the result to the total Japanese LP.
  2) The Japanese player adds one LP for every two Japanese-controlled airfields on Formosa (round down).

- **The Allied player receives LP each GT as follows:**
  5: If playing Scenario 1.
  10: If playing Scenario 2.
  5: If the Allied player controls Amoy (9.0).
  3: For each Allied functional major port (20.0).
  1: For each Allied functional minor port (20.0).
  1: For every two Allied functional airfields (round down).

- LP can be expended immediately or accumulated for later use.
- Neither side can ever have more than 20 LP at the end of the Recruit Phase. Any excess must be spent during the ensuing Recruit Phase or the excess LP are lost.
- Players cannot expend LP such that they go below zero.
- LP received in a GT after the Logistics Phase can be used on subsequent GTs.
- Actions can expend LP; if LP go to zero, they can go no lower and no further LP may be expended.

7.3 Recruiting & LP Expenditures

The Allied and Japanese LP Expenditure Charts (end of rules) specify the LP cost for each unit.

- Deduct the number of LP indicated on the chart.
- A player may recruit any number and type of units within the restrictions as stated on their respective LP Expenditure Charts (end of rules) and 8.0.

8.0 REINFORCEMENTS & REPLACEMENTS

Scenarios will designate starting units that a player may place on the map or in different displays. Do not expend LP for these units. During initial setup, each player may also recruit units by paying the LP cost listed on his respective LP Expenditure Chart to add them to his starting forces.

- During the Recruit Phase of GT 2 and later, players may purchase reinforcements and replacements.
- Reinforcements are additional units recruited after initial setup. Players initially place all units eligible to be a reinforcement in their respective Reinforcements Display.
- Replacements are used to return eligible eliminated units to play. Some eliminated units are NOT eligible for replacement.

Important: The Japanese player recruits and deploys all his own reinforcements and replacements first, then the Allied player does the same.

8.1 Deployment

Placing reinforcements and replacements on the map is called deployment.

Allied Deployment
Ground Units:
1) During initial setup, the Allied player deploys all ground units in the Allied Staging Area.

2) On GT 2 and later, during the Recruit Phase, the Allied player deploys units in:
  a) The Allied Staging Area; **or,**
  b) Amoy (If Allied Controlled); **or,**
  c) Functional ports on Formosa (20.0).

Air and Naval Units: Are placed in the Available Air & Naval Display.
Amphibious and Airborne Drop Zone Markers: Are placed in the Allied Amphibious & Airborne Invasion Markers Display.

Japanese Deployment:
Ground Units:
1) During initial setup, the Japanese player deploys all ground units on Formosa according to scenario instructions.
2) During the Recruit Phase, the Japanese player deploys units in any city or port hex with a revealed or concealed Japanese unit. They may deploy in Allied ZOC (14.0).

⬦ **Exception:** Coastal defense units may only be deployed in any port (major or minor) hex not containing a static unit.

▣ **Exception:** Heavy Weapons units may only be deployed in any city or town hex not containing a static unit.

Guerrilla Units: Guerrillas are a special case. They can deploy:
1) In a hex with a revealed Japanese static unit; **or,**
2) Any city, town, airfield, port, rough, or mountain hex not containing an Allied unit.
Air Units: Are placed in the Available Air Display.

- When deploying units on the map, stacking and terrain restrictions must be met.
- The Japanese player deploys ground units with their concealed side up.

Important: Reinforcements must enter play the GT they are recruited. Units unable to enter play for any reason during the GT of recruitment are returned to their respective Reinforcement Displays and the owning player must again expend LP to recruit them during a subsequent GT.

8.2 Recruiting Restrictions

After initial recruitment and setup, the Japanese player can not recruit any units in the top two boxes of the Japanese LP Expenditure Chart, and cannot replace any units listed as "N/A" in the replacement column of the Expenditure Chart. The Allied player is free to recruit or replace any unit during the game (including amphibious and drop zone markers).

- If a unit type has units with different strengths, the player is free to select which one(s) will be recruited.
- The number of units in the counter-mix is a design limit.

  Designer's Note: The restrictions on what can be recruited or replaced after the start of the game represent a wide range of logistical and planning factors.

8.3 Replacement Procedures

Ground units which at the time of their elimination can trace a LOS per 19.0 can be replaced. Place them in the owning side's Replacements Display.

- Ground units which are not able to trace a LOS are placed in the Eliminated Units Display; they are out of play for the rest of the game.
- Units are replaced and deployed using the procedures in 8.1 and 8.2.
- Pay the LP cost listed under the Replacement column on the appropriate LP Expenditure Chart.

8.4 Air & Naval Units

Air units can always be replaced when eliminated. Place eliminated air units in the appropriate Reinforcements Display. Allied naval gunfire units can always be replaced.

Important: The Japanese kamikaze units and mobile fleet sortie marker cannot be replaced.

9.0 AMOY

Amoy represents the island and adjoining coastal areas of the Chinese coast across the straits from Formosa. Part of Operation Causeway was seizure of these areas, represented in the game by the Amoy Display.

- When the Allies conquer Amoy, they receive additional LP each GT and can use the Amoy Display as a Staging Area.

    Designer's Note: The Amoy operation is conducted by Allied forces not otherwise shown in the game (V Amphibious Corps).

9.1 Capturing Amoy

Starting with GT 2 and continuing each GT until Amoy is captured, the Allied player rolls 1d6 during the Amoy Operation Phase.

- If the DR is less than the current GT number, Amoy is captured. On other results, there is no effect (roll again next GT).
- Beginning the GT after Amoy is captured the Allied player receives 5 additional LP.

10.0 ALLIED INVASIONS

Only the Allied player can conduct amphibious and airborne invasions. These require amphibious and drop zone markers.

- Both types of markers operate in the same way.
- The Allied player must recruit them (8.1).
- Once recruited they are placed in the Allied Amphibious & Airborne Invasion Marker Display.
- Place them on the map to conduct amphibious and airborne invasions (respectively) during the Allied Invasion Phase.

10.1 Invasion Procedure

Invasions (both amphibious and airborne) are conducted during the Allied Invasion Phase.

- Amphibious markers can be placed on the following terrain types:
    1) Open coastal hexes not occupied by enemy units.
    2) Port hexes not occupied by enemy units.
    3) All sea hexes adjacent to an enemy-occupied port or open coastal hex.
- Only one amphibious marker may be placed in a single hex.
- The drop zone marker can be placed on the following terrain types:
    1) Open hexes not occupied by enemy units.
    2) Airfield hexes (regardless of other terrain in the hex) not occupied by enemy units.

Important: In all cases, the hex can be in an EZOC.

- Place all available amphibious and drop zone markers. Then place the assaulting units on them. The presence of EZOC does not affect the placement.
- Once placed, the markers and/or units cannot be moved.

- Units conducting either type of invasion function normally for the rest of the GT.
- At the end of the Invasion Phase, return all amphibious and drop zone markers to the Allied Reinforcements Display. The markers can be recruited again on subsequent GTs.
- Amphibious and drop zone markers have no other effect.

10.2 Amphibious Capacity

All Allied mobile ground units can conduct amphibious invasions. The units must start in the Allied Staging Area, Amoy, or a functioning port on Formosa (20.0).

- Each amphibious marker can land up to four mobile units in the marker's hex. All units on each marker must land in the same hex.

10.2.1 Amphibious Invasion (Unopposed)

If the amphibious assault hex does not contain enemy units then the invading units land in the hex.

- No further movement or combat occurs during the Invasion Phase.
- Allied units conducting an unopposed amphibious invasion cannot move in the ensuing Movement Phase; however, they must attack adjacent Japanese units during the ensuing Combat Phase (15.0).

Important: Allied naval transfer is conducted by a different procedure (21.0). The Allied player does not need to use amphibious movements to deploy reinforcements in ports.

10.2.2 Amphibious Invasion (Opposed)

If the assaulted coastal hex does contain Japanese units, then the assaulting units must attack from all-sea hexes prior to entering the assaulted coastal hex. This attack occurs during the Invasion Phase and is conducted using the standard combat procedures (15.0) as modified below.

- If more than one assaulting stack is adjacent to a single defending hex, all such units can combine into a single hex. ZOC restrictions apply.
- Amphibious assaults can be supported by naval gunfire (17.0) and tactical air support (16.0), but not ground attack.
- Amphibious assaults cannot be supported by air supply (19.4).
- If all Japanese units in the coastal hex being assaulted are eliminated or retreated, the assaulting units must advance into the assaulted hex. Stacking limits apply.
- Allied units conducting an opposed amphibious invasion cannot move in the ensuing Movement Phase; however, they must attack adjacent Japanese units during the ensuing Combat Phase (15.0).
- If the assaulting units fail to clear all Japanese units from the hex then those Allied units are returned to the Allied Staging Area Display. If not all assaulting units can advance into the hex due to stacking restrictions, then those units unable to advance are returned to the Allied Staging Area Display. Units must end their move on land. They cannot remain at sea.

10.3 Airborne Operations

The drop zone marker allows up to two regimental-sized airborne units to conduct an airborne assault into a single hex. See 10.1 for drop zone marker and unit placement.

- If the drop zone marker is adjacent to enemy units, the airborne units cannot attack in the Allied Invasion Phase.
- Units which conduct an airborne invasion cannot move in the immediately ensuing Allied Movement Phase.
- They can attack normally in the ensuing Combat Phase.

11.0 FOG OF WAR

There are restrictions for examining enemy units.

- The Japanese player can always examine Allied ground units deployed on Formosa. This includes units in stacks.
- Both players can always examine friendly units. This includes Japanese concealed units.
- The Allies can always examine revealed Japanese units. The Allies cannot examine concealed Japanese units.
- Players cannot examine units in their enemy's off-map displays.

11.1 Japanese Concealed Units

Japanese units are back-printed with a question mark.

- The front side is their revealed status. The back side (with the question mark) is their concealed side.
- The Japanese player has the option to reveal a concealed unit at any time.
- Concealed Japanese units have a ZOC.
- Concealed units all have the same movement factor printed on the back of the counter. When revealed, they use the movement factor on their revealed side. The two D/0 deception units and concealed Japanese static units cannot be moved.
- The instant that a deception unit is revealed, remove the marker from the map. They cannot be replaced during the current game.

  Designer's Note: The idea is that when Japanese units are not detected by the Allies, they have more operational mobility.

11.2 Revealing Japanese Units

Concealed Japanese units are revealed:

1) At the start of any Japanese or Allied Combat Phase in which they are in EZOC; **or,**

2) If they move into a hex containing an Allied air unit conducting an interdiction mission.

- Concealed units are not revealed when subjected to B-29 attack, though they may still be affected by bombing results.
- Once a concealed unit is revealed, it remains so until the end of the game.
- If a unit is eliminated and then replaced, the unit must be deployed with its revealed side showing.
- The Japanese player may, at any time during his player turn, choose to reveal any of his units.

12.0 LAND MOVEMENT

During a friendly Movement Phase, the phasing player may move any (or no) friendly units.

- Units are moved from hex to adjacent hex in any direction within the restrictions stated in this section of the rules.
- Units are moved one at a time.
- As each unit enters a hex, it must expend one or more movement points (MPs) from its printed movement factor.
- Movement costs are given on the Terrain Effects Chart (TEC) printed on the map.
- Mechanized and non-mechanized class units may pay different movement costs, depending on the in-hex or hexside terrain crossed.
- A unit is not required to move.
- The unit may expend MP up to the limit of the unit's printed movement factor.

12.1 Effects of Terrain

Each type of terrain requires a specific MP cost to enter, as indicated on the Terrain Effects Chart (TEC). When the TEC calls for an MP expenditure to cross a hexside, that cost is in addition to the cost for entering the hex.

Example: A unit crossing an unbridged river into open terrain would pay 1 (open) +1 (river) for a total of 2 MP.

12.2 Movement Restrictions

The following restrictions apply to land unit movement:

- Each unit may be moved once each friendly Movement Phase.
- A unit may never enter a hex that is occupied by an enemy unit or is prohibited terrain.
- MP not used in a Movement Phase are not accumulated from phase to phase or turn to turn, nor may they be transferred from unit to unit.
- Mechanized class units may not enter certain types of terrain, as noted on the TEC, except via a railroad or road.
- Units cannot move directly from one enemy zone of control (EZOC) to another EZOC (14.0).
- A unit that moves into an EZOC must cease movement for that phase (14.0).

12.3 Minimum Movement

All units may move a minimum of one hex per friendly Movement Phase, regardless of terrain costs. Units may not enter prohibited terrain or move directly through EZOC (14.0) via this rule.

Important: Reinforcement deployment, advance after combat, and retreat after combat are not considered movement, and thus do not require the expenditure of any MP, but terrain prohibiitons still apply.

12.4 Road/Railroad Movement

Units moving from one road/rail hex to another road/rail hex along a contiguous road/railroad expend one-half an MP, no matter the hexside terrain crossed or the MP cost of the hex entered.

- Units moving across rivers via a road/railroad do not pay the hexside cost for crossing rivers.
- Units moving via road/railroad in interdicted hexes still pay the additional MP cost (16.4).

Important: Railroads are treated as roads for all purposes. There is no special railroad movement.

13.0 STACKING

Stacking is the placement of more than one friendly unit in the same hex at the same time.

- Stacking applies only to units on the map, not in off-map displays. A player can stack an unlimited number of units in all off-map displays.
- Stacking is checked at the end of the Movement (the phasing player's units) and Combat Phases (for both sides).
- At all other times, there is no limit to the number of units that may enter and/or pass through a given hex over the course of a phase or turn.

Important: Markers, including amphibious and drop zone markers do not count for stacking.

13.1 Allied Stacking Limits

The Allied side's stacking limits are as follows:

Important: US and CW ground and/or air units cannot stack together. Amphibious and drop zone markers can be used for either US or CW units.

Ground Units: Up to four Allied mobile units and one Allied static unit per hex.

Air Units: Up to two tactical air points and the air supply unit.

Exception: The B-29 air unit cannot stack with any other air units including the air supply unit.

Naval Gunfire Units: Up to two naval gunfire units.

Important: Each of the above stacking limits do not affect any of the other stacking limits given.

13.2 Japanese Stacking Limits

The Japanese side's stacking limits are as follows:

Ground Units: Up to three Japanese mobile units and one Japanese static unit per hex.

Air Units: One Japanese tactical air point.

Important: Each of the above stacking limits do not affect any of the other stacking limits given.

Japanese Mobile Fleet Sorties: These are resolved off-map; they never are placed on the map.

13.3 Over-Stacking Penalties

If any hexes are found to be over-stacked at the end of any Recruit, Movement or Combat Phase, the violating player must select the minimum number of units necessary from that hex to bring it back into compliance with the stacking rule. The excess units are placed in the Replacements Display and may be re-recruited later.

14.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute a zone of control (ZOC). An enemy unit's Zone of Control is abbreviated EZOC.

- Ground units always exert a ZOC. This includes static units and guerrillas.
- ZOC extend into and out of all types of terrain and across all types of land hexsides and borders. They also extend into enemy occupied hexes.
- Guerrillas, air units, naval gunfire units and markers do not exert ZOC.

Designer's Note: ZOC are never negated. This is owing to the ferocious fighting of the Pacific battles.

Important: Deception units exert ZOC until they are revealed (and removed).

14.1 ZOC & Movement

Non-guerrilla units must halt their movement when entering an EZOC. There is no additional MP cost to enter an EZOC.

- Units may exit an EZOC if they begin their Movement Phase in an EZOC and then move into a hex that is not in an EZOC. The unit could then, after moving into a hex not in an EZOC, move into another hex containing an EZOC at which point it must cease its movement.

Exception: Guerrilla units (23.0).

14.2 ZOC & Combat

Non-guerrilla units that begin a friendly Combat Phase in an EZOC must attack adjacent enemy units (15.0).

- A unit cannot retreat into or through hexes containing EZOC, even if a friendly unit occupies the hex.
- A unit can advance after combat into or through a hex containing an EZOC.

14.3 ZOC & Lines of Supply

A line of supply (LOS) cannot be traced through an EZOC, even if a friendly unit occupies the hex.

- A unit in an EZOC can trace a LOS out of the hex and back to a supply source.
- A supply source in an EZOC can only supply units in its own hex.

15.0 GROUND COMBAT

Ground units attack adjacent enemy ground units via combat. Combat is conducted in the Combat Phase.

Important: Opposed Amphibious Invasion combat takes place during the Invasion Phase.

- The phasing player is the attacker. The non-phasing player is the defender.
- The attacker may resolve individual attacks in any order.
- Units cannot attack across all-sea hexsides.
- The phasing player must attack with all friendly units which are in an EZOC. All enemy combat units exerting a ZOC into a hex occupied by friendly units must be attacked.
- The following units are not required to attack, (although the owning player may attack with them) even if in an EZOC:
  1) Static and Guerrilla units; **and,**
  2) Mobile units stacked with static units.
- Conduct each attack one at a time. The attacking player does not have to declare ahead of time which unit(s) will attack.
- A defending hex may be attacked by all friendly units which can be brought to bear in the six adjacent hexes.
- If there is more than one attacking unit in a hex, they must all attack together.
- All defending units in the same hex must be attacked as a single defending unit (total their combat factors).
- A single attacking unit can only attack once during a single Combat Phase.
- No defending unit may be attacked more than once per Combat Phase.
- A unit can attack more than one enemy occupied hex if adjacent to all defending units.
- A given unit's attack and defense factors are always unitary. That is, a given unit's combat strengths may not be divided among different combats on attack or defense.
- For each attack, all attacking units must be adjacent to all defending units.

15.1 Multi-Unit & Multi-Hex Combat

If two or more combat units are in the ZOC of a single enemy unit, they may combine their combat strengths into a single attack strength against that enemy unit.

- If a unit is in the ZOC of more than one enemy-occupied hex, then it must attack all such enemy units as one combined combat.

Important: Situations may arise that an enemy unit is adjacent to more than one friendly unit that is in the ZOC of different enemy units. Players must conduct their attacks so that all friendly units in EZOC launch attacks and all enemy units exerting ZOC into a friendly occupied hex are attacked (15.0).

- The combat strengths of all enemy units in all adjacent hexes are totaled into one combined defense strength.
- If two or more combat units are in the ZOC of two or more enemy units, they may combine their combat strengths into a single attack strength against those enemy units which defend as a single force.

This type of attack can be initiated only if all attackers are adjacent to the same defenders.

- In situations involving multiple attacking and defending units, the attacker determines which friendly unit will attack which enemy units, if the above conditions are met.
- When more than one attacking or defending unit participates in a combat, any combat results are applied against all such units, respectively.
- A unit (or group of units) may attack at poor odds in order that other units can attack at higher odds.

15.2 Ground Combat Resolution

Combat is resolved according to the procedure below. Each combat is resolved individually and in the following sequence:

1) The attacker declares which attacking unit(s) will be attacking which defending unit(s).

2) Total the CF of all participating attacking units.

3) Total the combat strengths of all participating defending units.

4) Divide the attacker's total by the defender's total and multiply that result by 100 to get a percentage.

5) Consult the appropriate Combat Result Table (Japanese Attacking or Allied Attacking) and locate the column that contains the percentage derived in step 4.

6) Apply any shifts to the percentage column (15.4; air/naval support, terrain, supply, concentric attacks, etc.), to arrive at the final percentage.

7) The attacker rolls one six-sided die and cross-indexes the result with the final percentage column.

8) Immediately apply the result.

15.3 Minimums & Maximums

Percentage columns used in an attack are restricted as follows:

1) Attacks at less than 49% are resolved on the <=49% column.

2) Attacks at greater than 700% are resolved on the >=700% column.

3) When determining shifts, any shifts that would shift the percentage column off the chart are ignored.

Example: A one-strength unit attacks an enemy unit with a five-strength. The combat would be resolved at the <=49% column. An eight-strength unit attacking a one-strength enemy unit would be resolved on the => 700% column.

15.4 Column Shifts

A shift is an alteration of the combat percentage determined above.

- A shift to the right favors the attacker; a shift to the left favors the defender.
- If both the attacker and defender have shifts, subtract the defender's shifts from the attacker's shifts and use the final shift.
- If a percentage column is shifted above or below the maximum or minimum odds, then use the right or left most column, respectively.
- All shifts are applied, and the cumulative total for each type is used.

Example: An attack is initially determined to be 400%. The attacker has one shift to the right; the defender has two shifts to the left. The attack will take place on the 300% column.

Example: The attacker has 20 combat factors; the defender has 1 combat factor. There is a one column shift to the left for terrain, the attack shifts from 700+% down to 600–699%.

15.4.1 Shifting Details

The percentage column determined in Step 4 of the combat resolution procedure (15.2) may be shifted by one or more of the following:

Airstrikes/Naval Gunfire: If the attacker has committed air or naval support, the column is shifted one to the right per air point or naval gunfire marker committed to the attack (including B29 suppression results (16.5). If the defender has committed naval support, the column is shifted one column to the left per naval gunfire marker committed.

Attack Bonus Units: If any attacking unit has an "A" indicator, the attack receives a one column shift to the right. Only one shift applies, no matter the number of units with that attack indicator.

Defense Bonus Units: If any defending unit has the "D" indicator, the defense receives a one column shift to the left. Only one shift applies, no matter the number of units with that defense indicator.

Concentric Attacks: If units participating in the current attack are positioned such that they occupy or are adjacent to all six hexes adjacent to the defending hex, then shift one column to the right. All such units must actually be attacking the same hex.

Counterattack: If the combat was initiated by a counterattack "CA" result, shift one column to the right.

Attacking LP Expenditure: If any attacking unit can trace an LOS to a friendly supply source, and the player expends one LP, shift one column to the right.

Important: When attacking (only) the Allied player may expend two LP to gain a two-column shift to the right in each combat. The Japanese player may only ever expend one LP per combat (attacking or defending).

Air Supply: Air supply provides one favorable column shift for Allied units attacking or defending (19.4).

Defending LP Expenditure: If any defending unit can trace an LOS to a friendly supply source, and the player expends one LP, shift one column to the left.

Terrain: The defending force receives shifts for terrain (to the left).

- This can be either for the terrain in the defender's hex or along hexsides or both. For the defender to receive hexside terrain shifts, all attacking units must be attacking across hexsides that give the shift.
- If more than one defensive in-hex terrain applies, use only the most beneficial.
- For certain terrain, Japanese units receive different shifts than Allied units.

Important: Roads, bridges, and railroads do not negate terrain for purposes of combat shifts.

15.5 Combat Results Explanations

Results are implemented immediately before proceeding to the next combat.

- The owning player chooses which units are to be eliminated or otherwise affected if there is a choice.

A1 (Attacker Suffers Attrition): Eliminate one attacking unit.

AE (Attacker Eliminated): Eliminate all attacking units.

AR (Attacker Retreat): Retreat all attacking units one hex (15.7).

B1 (Both Sides Suffer Attrition):

1) Eliminate one attacking unit.

2) Eliminate one defending unit.

3) If no defenders remain, surviving attacking units may advance one hex.

BB (Bloodbath):
    1) Eliminate the side with fewer printed ground combat factors.
    2) The other side must eliminate units whose total printed combat factors equal at least the first side's printed combat factors.
    3) Surviving attacking units may advance one hex.

CA (Counterattack):
    1) If the defending force includes a coastal defense or heavy weapons unit, the combat comes to an end; **otherwise,**
    2) Defender must conduct a Counterattack (15.6).

D1 (Defender Suffers Attrition):
    1) Eliminate one defending unit.
    2) If no defenders remain, attacking units may advance one hex.

DR (Defender Retreat):
    1) All defending units retreat one hex.
    2) Attacking units may advance one hex.

DE (Defender Eliminated):
    1) Eliminate all defending units.
    2) Attacking units may advance one or two hexes.

Example: Two US 5-5 units attack a Japanese 3-6 unit. The combat result is BB. The Japanese 3-6 is eliminated. The US eliminates one 5-5. The surviving 5-5 can then advance one hex.

15.6 Counterattack Procedure

All defending units must launch an attack against any one hex of attacking units (counterattacking player choice).

- The former defenders are the attacker and the former attackers (in that one hex) the defenders. This combat is resolved normally, with the following special cases:
    1) The counterattacking force gains one right shift.
    2) Do not apply any other shifts.
    3) At the conclusion of the counterattack, the combat comes to an end (even if another counterattack is rolled), in which case treat the CA as "no effect".
    4) Counterattacking units can advance after combat.

Important: The counterattacking force can only attack one enemy hex, even if adjacent to more than one. This is a special case for the general combat rule and models the chaos of battle. The automatic one-column right shift for counterattacks means that all such attacks will be resolved on the 50–99% column or higher.

15.7 Retreat

The player controlling the retreating units must move them one hex. Retreat does not require the expenditure of MP.

- The retreat can be in any direction, within the following restrictions:
    1) The retreating units may not enter a hex containing an enemy unit or EZOC.
    2) They may not retreat into a hex they could not normally move into or cross a prohibited hexside.
    3) If a retreat causes a unit to over-stack, then that unit must retreat an additional hex such that stacking limits are met.
    4) Units must retreat towards a supply source unless 3) applies.
    5) Units blocked from retreating for any reason are eliminated. Within all that, a unit cannot be forced to retreat into a prohibited hex if there is an alternative.

Important: Mobile units defending in or attacking out of the same hex as a static unit always ignore retreats.

15.8 Advance After Combat

If an attack (or counterattack) clears a defending hex or hexes of all enemy units, the attacking player's mobile ground units may occupy the cleared hex or hexes with some, none or all attacking ground units.

- Advances are at the attacker's option and must be conducted immediately.
- Advancing after combat does not require the expenditure of MP.
- An advance after combat may be into or through EZOC (at no penalty).
- If the result is a DE, the attacking player's units may advance one or two hexes. The first must be the defending hex or hexes. The second hex can be in any non-enemy occupied hex adjacent to the first.
- If there is more than one defending hex, then the attacker may advance into any cleared hexes. There may be situations where one enemy hex is cleared but others are not; the attacker can advance into the cleared hexes.

Example 1: There are two units defending in one hex. One is eliminated by a D1. The attacker cannot advance.

Example 2: There are two units defending in two different hexes. One is eliminated by a D1. The attacker can advance into the hex of the eliminated unit.

15.8.1 Advance after Combat Restrictions

Units are never required to advance.

- Hexes advanced into must be terrain the unit could otherwise enter.
- An advance may result in units moving adjacent to enemy units which were not otherwise attacked. The advancing units cannot attack them in the current Combat Phase.
- Victorious defenders never advance after combat; they hold in their original hex.

16.0 AIRPOWER

There are different types of air units, each with a specific mission or missions that they may conduct.

Allied & Japanese Tactical Air Strikes: May conduct air superiority (16.2), ground support (16.3), and (Allies only) interdiction (16.4).
Japanese Kamikaze: May conduct special air attacks (16.6).
US B-29: May conduct B-29 strikes (16.5).

Important: Allied tactical air units and naval gunfire units can only be committed to ground support or naval gunfire missions if at least one of the participating ground units is of the same nationality as the tactical air unit. B-29 strikes and interdiction missions are not affected by this rule.

Allied Air Supply: May conduct air supply (19.4).

- Tactical air units display a strength number (1 or 2). These counters are used like change. A player can at any time exchange counters representing the same total, including using the reverse of the counters.

Example: An air strike with a strength of two could be replaced with two air strikes with a strength of one.

16.1 Air Mission Deployment

Air units are held in the friendly Available Air & Naval Displays.

- Players commit them to specific mission displays during the Strike Planning Phase by secretly placing air units in the Air Superiority, Tactical, B-29, or Kamikaze Displays.

Important: The Allied Airborne Drop Zone marker remains in the Air Available Display until deployed on the map during the Allied Invasion Combat Phase.

- During the Strike Reveal Phase, both players reveal their planned air missions.
- Mission resolution may be resolved off-map (air superiority and special air attacks) or on-map (ground support, interdiction, B-29s, and air supply). Mission air units conducting missions on the map will be moved to their specific mission hexes in later phases.

Designer's Note: Air units are not based on the airfields on the map. The effects of airfields are built into the additional LP received for their control.

- Ground support, interdiction, B-29s, and air supply air units can be deployed on any hex on the map.
- Each air unit can only conduct one mission per GT.
- Air strikes can stack with friendly and enemy ground and air units. Friendly and enemy air strikes in the same hex do not engage in combat with each other.

Important: US and CW air strikes cannot be placed in the same hex.

16.2 Air Superiority Missions

The air superiority mission is used to destroy enemy tactical air units.
- The Allied player always fires first, then the Japanese player.
- During the Air Superiority Phase, both players resolve air superiority as follows:
  1) Each player totals the number of air points of all his air units assigned to air superiority.
  2) The Allied player consults the Air Combat Table and locates the number of air points determined in step 1.

Important: If one or both players did not allocate any air points to air superiority, or if all air units in the Air Superiority Display were eliminated, that player will still fire using the zero column on the Air Combat Table. This represents the effect of anti-aircraft fire.

  3) The Allied player rolls 1d6 and cross-references the result with the number of air points calculated in 1). The result is the number of air points that the Japanese player must eliminate from either the Air Superiority Display or any air units committed to ground support (but not kamikazes). Eliminated air units are placed in the appropriate Reinforcements Display, but they can be replaced.
  4) The Japanese player rolls 1d6 and cross-references the result with the number of air points calculated in 1).

Important: Japanese losses suffered in **3)** do not affect the total Japanese air points committed to air superiority.

  Results are the number of air points that the Allied player must immediately eliminate from either the Air Superiority Display and/or any air units committed to ground support and/or interdiction. Eliminated air units are place in the appropriate Reinforcements Display, but they can be replaced.
  5) Return all surviving air units in the Air Superiority Display to the appropriate Available Air & Naval Display.

Important: Airdrops and B-29 strikes are never affected by air superiority.

Example: A player is required to lose two air points. The player could select two air points from the air superiority mission (which just fired) or two from ground support, or one of each.

16.3 Ground Support Missions

Each player deploys tactical air units that will conduct ground support on the map at the beginning of their friendly Combat Phase prior to declaring any attacks.
- Air units must be deployed on hexes containing enemy units that are adjacent to friendly units.
- The Allied player may deploy up to two air points in each hex; the Japanese player can only deploy one air point in each hex.
- Each air point provides one right-column shift.
- Air units are returned to the appropriate Available Air & Naval Display after the combat is resolved.

Important: Ground support missions can only support an attack; they cannot be used in the defense.

Designer's Note: The reason for this is that the Japanese tended to make ground attacks at night when Allied airpower could not operate effectively. Conversely, Allied ground attacks usually occurred in the day when Allied air superiority would have made Japanese airpower superfluous.

16.4 Interdiction Missions

Only the Allied player can conduct interdiction missions.
- The Allied player places air points conducting interdiction missions on the map during the Allied Interdiction Phase. They remain on the map until the ensuing Air Return Phase at which point they are returned to the Allied Available Air & Naval Display.
- The Allied player may place a maximum of two tactical air points in a hex and these have the following effects:
  1) Japanese concealed units that are in or enter an interdicted hex are immediately revealed.
  2) Japanese ground units that enter a hex containing one air point must pay one extra MP to enter the hex.
  3) Japanese units that enter a hex containing two air points must pay two extra movement points.
- Interdiction missions do not affect the movement of units exiting or remaining in a hex. They do not provide ground combat shifts.
- Interdiction missions do not affect tracing of LOS.

16.5 B-29 Strikes

B-29s function differently from other Allied air units. The Allied player can conduct B-29 heavy bomber strikes against hexes containing Japanese units.
- The Allied player commits the B-29 to the map in the Allied B-29 Phase and then conducts the bomber strike.
- The B-29 unit can be placed in any hex containing Japanese units, including concealed units. If the concealed units includes a coastal defense or heavy weapons unit, the Japanese player can reveal the unit in order to adjust the attack to the Fortified column.
- The Allied player conducts B-29 attacks using the following procedures:
  1) Consult the B-29 Attack Table and locate the terrain or column that matches the terrain in the strike hex.

Important: The Fortified column is only used if the hex contains a coastal defense or heavy weapons unit.

2) Roll 1d6 and cross-reference the result with that column.

3) Immediately implement the result.

• Resolve B-29 strikes as follows:

D1 (Destroy One Unit):

1) The Japanese player must eliminate one Japanese ground unit in the hex; **and,**

2) Apply a DS result to any surviving Japanese units in the hex.

DS (Suppression): The Allied player flips the B-29 unit over to show its suppressed side. The Japanese units are affected as follows:

1) All Japanese units in the hex lose their ZOC; **and,**

2) If attacked by Allied units in the ensuing Allied Combat Phase, the Allied attack gains one column shift to the right.

3) In the ensuing Japanese Ground Movement Phase, Japanese units in the hex cannot move; **and,**

4) No other Japanese units can enter the hex; **and,**

5) If Japanese units attack out of the suppressed hex, they suffer one column shift to the left.

Important: A B-29 attack does not require the Japanese player to reveal any concealed units in the hex.

• During the Air Return Phase, return the B-29 unit to the Allied Reinforcements Display. The Allied player may purchase the B-29 unit during any subsequent GT.

16.6 Japanese Kamikaze Attacks

Japanese Kamikaze special attacks represent Kamikaze and similar attacks. Kamikazes can only conduct special attacks.

• Only Kamikaze air units can conduct Kamikaze attacks.

• Kamikaze air points are managed in the same manner as tactical air points.

• The Japanese player conducts Kamikaze attacks during the Japanese Special Attack Phase.

• Total the number of Kamikaze air points in the *Tokku* Display and use the following procedure:

1) Consult the Air Combat Table and locate the column equal to the number of Kamikaze air points conducting the attack.

2) Roll 1d6 and cross-reference the result with that column.

3) The Allied player must then resolve the result as follows (Allied player choice):

a) Return that number of available amphibious markers to the Allied Reinforcements Display (thereby canceling any amphibious landing they would have conducted); **or,**

b) Return that number of naval gunfire units in the Allied Staging Area Display to the Allied Reinforcements Display; **or,**

c) The Allied player may select either or both of the above resolutions and divide the numerical result between each chosen outcome in any manner desired.

• After resolving the Kamikaze attack all participating Kamikaze air units are eliminated.

Important: Roll for Kamikaze attacks every turn even if none are allocated, i.e., roll on the 0 column.

17.0 ALLIED NAVAL GUNFIRE

Allied naval gunfire units remain in the Allied Staging Area until the Allied player commits them to a specific attack or defense.

• Naval gunfire units can be committed to the following combats:

1) An opposed amphibious landing combat during the Invasion Phase; **or,**

2) An Allied attack from or defense in a coastal hex in the Allied or Japanese Combat Phases.

Important: Naval gunfire units can only support an attack or defense if at least one hex containing a participating Allied unit occupies a coastal hex.

• The Allied player can commit up to two naval gunfire units per combat (regardless of number of ground units involved). Each gunfire unit provides a one column shift in favor of the Allied player.

• At the conclusion of the combat, return naval gunfire units to the Allied Staging Area.

• Naval gunfire units are never affected by combat results.

18.0 JAPANESE MOBILE FLEET SORTIE

The Japanese mobile fleet unit represents an Imperial Japanese Navy attempt to fight a decisive battle. The Japanese can declare a mobile fleet attack once per game if the marker has been recruited.

• During the Japanese Special Attack Phase, the Japanese player may declare a special naval operation.

Important: The special naval operation may not be conducted on GT 1.

• The Japanese player then places the marker anywhere on the map uses the following procedure:

1) Consult the Japanese Mobile Fleet Sortie Table at the end of the rules.

2) Roll 1d6 and cross-reference the result with the column corresponding to the scenario being played.

3) Apply the determined result as follows:

Fiasco: No Effect.

Indecisive Action: The Allied player cannot use naval gunfire units this turn. Place all naval gunfire units in the Available Air & Naval Display. They will be available the next GT.

Decisive Battle: Same as for Indecisive Action, plus:

a) The Allied player rolls 1d6 and eliminates that number of LP from the Allied LP Track. The number of LP on the track cannot go below zero.

b) The Allied player cannot place amphibious markers this GT. Any markers which were recruited may be used in any subsequent GT without incurring additional LP expenditure.

4) Permanently remove the mobile fleet marker from the game.

19.0 LINES OF SUPPLY & LOGISTICS

Units must check if they have a line of supply when attempting any of the actions listed in 19.5. A line of supply (LOS) is a path of hexes traced from a unit back to a supply source. **Exception:** Guerrilla units (23.0).

• LOS cannot be traced into or through:

1) All-sea hexes or across all-sea hexsides.

2) Enemy occupied hexes.

3) Hexes containing EZOC.

4) Mechanized units cannot trace into or through mountain or peak hexes unless following contiguous road or railroad hexes.

19.1 Length of LOS

Both the Allied and Japanese player must trace an LOS from each unit back to its supply source.

- The maximum length of each unit's LOS is the number of hexes equal to that unit's printed movement factor.

Important: LOS is in hexes, not MP. Terrain (other than prohibited terrain) has no effect on the length of an LOS.

- Units cannot trace LOS into or through hexes prohibited to them.

19.2 Allied Supply Sources

Allied units can trace an LOS in one of two ways.

1) Directly to an Allied-controlled functional port (major or minor) that is within the maximum LOS length; **or,**

2) To an Allied headquarters (HQ) unit (up to the unit's maximum LOS length) and then from the HQ unit to an Allied-controlled functional port.

- The LOS from the HQ to the port must be no longer than the printed movement factor of the HQ; however, if the HQ can trace a LOS to a railroad or road that is within its maximum LOS length, it can then trace an LOS of unlimited length along contiguous road or railroad hexes back to a port.
- Allied amphibious markers provide a source of supply during the Invasion Phase for all units in the same hex.

Important: A port is only functional if there is an Allied engineer base unit in the hex (20.0).

19.3 Japanese Supply Sources

Japanese mobile units must trace a LOS back to any revealed Japanese static unit (coastal defense or heavy weapons unit).

- If the static unit is not already revealed the Japanese player must reveal the unit when the first Japanese unit uses it as a supply source.
- Any number of Japanese mobile units may trace to a single supply source.

19.4 Air Supply

The Allied player can place an air supply unit to support one Allied combat per GT.

- Air supply can only be used if participating units cannot trace an LOS to a supply source.
- Air supply provides one favorable column shift when Allied units are attacking or defending. There is no other effect.
- The air supply unit is not affected by air superiority. It may stack with other air units (**Exception:** 13.1 B29 unit).

19.5 Supply Effects

Units that cannot trace an LOS cannot:

1) Conduct Allied motorized movement (22.0).

2) Receive LP combat shifts (15.4.1).

3) Be replaced if eliminated (8.3).

20.0 ALLIED ENGINEERS & BASES

Allied engineers are printed with bases on their reverse.

- A port or airfield is functional if the hex contains at least one Allied engineer with its base side showing.

- A port or airfield hex that does not contain an Allied engineer base is not functional.

Functional Ports: Provide additional LP (7.2), are bases for embarking and debarking naval transfers (21.0). They also award VPs at game-end (4.2).

Functional Airfields: Provide additional LP (7.2) and award VPs at game-end (4.2).

Designer's Note: Air units are not based on the map. Rather, the enhanced LP represent additional logistics for aerial operations represented by recruiting more airstrikes and bringing in more supplies via air.

Important: This rule applies only to Allied engineers.

20.1 Building Functional Ports & Airfields

The Allied player may convert Allied engineer units to create a functional port or airfield. Ports with a Base unit generate LP during the game and VP at the end of the game.

- The Allied player conducts this operation during the Base Building Phase.
- There must be an Allied engineer unit in the hex (on its mobile side).
- Flip the engineer to its base (static) side and expend the following number of LP.

Port: 3

Airfield: 1

Port and Airfield (in same hex): 4

Important: If both a port and an airfield are in the same hex the Allied player must expend 4 LP.

- The engineer unit does not have to trace a LOS to expend the LP. The engineer unit can be in an EZOC.
- If an engineer base is eliminated, the port or airfield is no longer functional. It can be restored to functionality by building another engineer base on it.
- There cannot be more than one engineer base in a hex.
- A single engineer base provides functionality for both a port and an airfield in the hex.

20.2 Base Demobilization

During the friendly Base Building Phase, the Allied player can flip any base unit to its engineer side. The hex no longer functions as a base.

21.0 ALLIED NAVAL TRANSFER

Important: During the Recruit Phase, the Allied player can deploy reinforcements on a functional major port (8.1 & 20.0) with a Base unit. This is not naval transfer. Such units can move normally in the ensuing Movement Phase.

The Allied player can move mobile ground units via naval transfer. This is conducted in the Allied Naval Transfer Phase.

- The ground unit must begin the phase in the Allied Staging Area, a functional port, or a coastal hex.

Important: A ground unit that conducted an amphibious or airborne invasion during the Invasion Phase can use naval transfer during the Naval Transfer Phase.

- The ground unit may then be moved to any non-enemy-occupied port/coastal hex, or to the Allied Staging Area.
- During each Allied Naval Transfer Phase, the below number of Allied units may use naval transfer:

1) Any number of ground units can move to or from the Allied Staging Area to any number of friendly controlled ports and/or coastal hexes (within stacking limits).

2) Up to a total of four units can move from or to each functional port.

3) Up to one unit can move from each open coastal hex or non-functional port to a functional port or the Allied Staging Area.

- Within the above restrictions, the Allied player can naval transfer any number of units in each GT.

Example: The Allied player could embark three units from a functioning port and debark one unit there.

- A unit cannot debark (move to) in a hex containing an enemy unit.
- A unit can embark (move from) or debark in a hex in an EZOC.
- The landing hex must be in terrain and in a region the unit could otherwise enter.
- Units conducting naval transfer cannot move in the ensuing Movement Phase. They can attack in the ensuing Allied Combat Phase.

22.0 ALLIED UNIQUE UNITS & RULES

HQ **Headquarters:** See logistics (19.0) and lines of supply (19.2) and optional rule 25.4.

24.0 SCENARIOS

Two scenarios with different lengths and setups are provided.

24.1 Scenario 1

This scenario covers the planned operation, taking place sometime in early 1945. The assumption is that the US bypasses the Philippines to invade Formosa directly.

Game Length: 13 GTs

Japanese Order of Battle (Deploy First)
Ground Units:

On Formosa: all regiments of the 9th, 12th, 50th, 66th Divisions; 5× infantry brigades; 2× coastal defense, 5× heavy weapons brigades (player's choice); 2× engineer units; all four deception markers.

Air Points Available:

1) Roll 1d6, then add three to the result. The resulting number is the number of available tactical air points.

2) Roll 1d6, the result is the number of Kamikaze air points available.

Initial Setup LP: Roll 1d6 and add 15 to the result. The resulting number is the number of LP available to recruit additional units as part of the initial setup. The remaining eligible units are available to be purchased as reinforcements beginning on GT 2. No more than 20 LP may be retained after setup (i.e., If Japanese player rolls a six which would award 21 LP, he must expend at least one LP.

Important: Any unit types in the first two rows on the Japanese LP Expenditure Chart that are not used in the initial setup; are set aside and unavailable for recruiting after the initial setup.

Important: Kamikaze may not be recruited during initial set up.

Airborne Units: See the airborne invasion rule (10.3). Otherwise, airborne units function as infantry.

Rangers:

Amphibious Invasions: Rangers can conduct amphibious invasions against any type of coastal hex, (rough, mountain, or mud flats) and ports. This does require the use of an amphibious marker.

Infiltration: Rangers ignore the first EZOC they enter during movement or retreat. They treat the second EZOC normally.

Allied Motorized Movement: If a unit or stack of Allied units begin the Movement Phase on a road or railroad and can trace a LOS the Allied player can double the movement factor of those units.

1) The Allied player must expend one LP for all units in the hex.

2) The units must move only along a road and/or railroad for the entirety of their movement.

23.0 JAPANESE UNIQUE UNITS & RULES

G **Guerrillas:** See deployment (8.1). Guerrillas do NOT project a ZOC (14.0) and are NOT affected by EZOC (including combat requirements (15.0). They are not affected by supply (19.5).

Designer's Note: *Guerrillas in the game are jumped-up militia, stay-behind parties, and remnants of larger units.*

Allied Order of Battle (Deploy Second)
Ground Units:

Allied Staging Area: All regiments of the 1st USMC, 2nd USMC, 7th, 27th, 81st, 96th Divisions; 3AC, 24 HQ; 2× armor groups; 3× artillery groups; 7× engineer groups.

Air Points Available: 15× TAC (US)

Naval Available: 4× Gunfire (US)

Starting LP: 30 LP are available to recruit additional units as part of the initial setup. The remaining eligible units are available as reinforcements to be purchased beginning on GT 2.

Important: The player should spend at least 10 LP because in line with 7.2 any LP in excess of 20 are lost after set-up.

US may expend LP to build additional units (8.2). Other than the units listed in Special Reinforcements below all units and invasion markers are available as reinforcements.

Special Reinforcements:

US 6th Marine Division: The three regiments of this division are only received as reinforcements the GT after Amoy is conquered. Deploy them in the Amoy Display. There is no LP cost.

97th Infantry Division: Only available with optional rule 25.5.

Commonwealth: No Commonwealth units are used in this scenario.

Special Rules:

Pre-Invasion Reconnaissance: After the Japanese have completed their initial deployment, the Allied player rolls 1d6. The Allied player may reveal that number of Japanese stacks of his (Allied player's) choice.

Sequence of Play: On GT 1 skip the Logistics Phase, the Recruit Phase, and the Amoy Operation Phase. The Japanese player may not conduct a mobile fleet sortie.

24.2 Scenario 2

This scenario presumes that prior to invading Formosa the Allies secured islands in the Philippines for support. This pushes Causeway back on the timetable, but the Allies can mobilize more logistic and air support while the Japanese are better prepared. Scenario 2 is set up the same as Scenario 1 with the following changes:

Game Length: 8 turns

Japanese Starting LP: Roll 1d6 and add 20 to the result. (The Japanese player must expend at least enough LP in set up to reduce the number of LP to 20 prior to starting the game.) The resulting number is the number of LP available to recruit additional units as part of the initial setup. The remaining eligible units are available as reinforcements beginning on GT 2.

Important: The player must spend LP down to 20 or less, or the number in excess of 20 are lost after set-up.

Japanese Reinforcements: The Japanese player cannot recruit any regiments of the 10th and 23rd Divisions in this scenario (presumed committed to the Philippines and lost there).

Allied Air Points Available: 20× TAC (US), 2× TAC (British)

Naval Available: 4× Gunfire (US), 1× gunfire (British)

Allied Starting LP: 40 LP are available to recruit additional units as part of the initial setup. The remaining eligible units are available as reinforcements beginning on GT 2.

Important: The player must spend LP down to 20 or less, or the number in excess of 20 are lost after set-up.

Special Rules:

Same as Scenario 1, plus: Allies may recruit Commonwealth units.

25.0 OPTIONAL RULES

Players can use optional rules to increase realism and balance the game.

25.1 Exploitation Attacks

If a combat result is a DE, at the conclusion of any advance the attacker may conduct another attack using one stack of units from the original force, regardless of whether they advanced or not (exception to Section 15.8.1).

- This is conducted per standard combat rules and must occur immediately.
- If there is another DE, then the attacker can conduct another exploitation attack. The owning player may continue conducting exploitation attacks if each preceding attack resulted in a DE result.
- The attacker can use a maximum of one stack to make the exploitation attack regardless of the number of units advancing and can use any number of units in the stack.
- An exploitation attack can be made only by the original attacker and cannot be used in a counterattack situation (15.6).
- Normal combat shifts apply to exploitation attacks.

25.2 Battlefield Victory LP

Each time an attacking player eliminates units in a single attack the number of CF of mobile ground units stated below, and/or then advances into the defender's hex, that player gains 1 LP.

a) The US eliminates nine or more Japanese combat factors.

b) The Japanese eliminate six or more Allied combat factors.

- This applies to units eliminated in the combat itself and any resulting destruction of units which cannot retreat.

Important: Eliminated attacking units do not count.

25.3 Allied Air Transport

The Allied player can conduct air transport missions during the Movement Phase.

- The Allied player may use the air supply marker to pick up one Allied infantry, airborne, ranger, or engineer unit currently in the Staging Area and move it to any functional airbase.
- This costs the transported unit one MP.
- The landing hex may be in EZOC.
- The air supply unit cannot be used for other missions in the same player turn.

25.4 USMC Replacements

The Marines had an efficient replacement system.

- US units with the Marine symbol () which are replaced can be deployed in the same hex as any US headquarters which can trace a LOS back to a US-controlled port (with an engineer base).

25.5 US 97th Infantry Division

 Originally, this unit was intended for the Pacific Theater, but ended up being shipped to Europe to deal with the manpower crisis on that front. The Allied player can select the 97th Infantry Division as a reinforcement by paying the normal LP cost for infantry regiments. **And:**

a) All three units must be recruited at the same time.

b) The Allied player subtracts 5 VP at the end of the game.

25.6 Japanese Die-Hards & Guerrillas

 Whenever any Japanese infantry or Marine unit is eliminated in any type of terrain which provides a defensive shift, the Japanese player rolls 1d6. If the result is less than the unit's combat factor, then replace the unit with a guerrilla unit (if available).

- The number of guerrilla units in the counter mix is a limit.
- Shifts other than those from terrain are ignored for purposes of this rule.

Important: Use in-hex terrain, not hexside terrain.

> *Designer's Note: The guerrilla unit would prevent an advance into the hex.*

25.7 Japanese Marine Brigade

 This is a special reinforcement. It must be recruited during initial set-up, and is placed in the Reinforcements Display.

- The Japanese player may deploy the unit onto the map during any Japanese Movement Phase starting with GT 2.
- Place the unit on any port or beach hex not containing Allied units or an Allied ZOC. Then roll 1d6, and apply the following results:

1–2: Marine unit eliminated.

3: The unit is turned back. Return the unit to the off-map display. The unit may attempt another landing in a subsequent GT.

4–6: The unit lands; place on the coastal hex.

- If the unit lands, it can move no further in that Movement Phase; however, it may attack during the Combat Phase.

25.8 Japanese Airborne Raiders

This is a special reinforcement. It must be recruited during initial set-up, and is placed in the Recruitment Box.

- The Japanese player may deploy it onto the map during any Japanese Movement Phase starting with GT 2 per the following:
  a) Place the raiders on any airfield hex. The hex may contain Allied units and/or Allied ZOC.
  b) Roll 1d6 and apply the following results:
      1–2: Raider unit is eliminated (even if the airfield was unoccupied or Japanese-occupied).
      3: The unit is turned back; return the unit to the off-map display. The unit may attempt another landing in a subsequent GT.
      4–6: The unit lands; place it on the airfield.
  c) If the unit lands, it acts as a regular infantry unit for the remainder of the game.
- If the airfield is not Allied-occupied the unit may not move further in that Movement Phase; however, it may attack during the Combat Phase.
- If the raider successfully lands on an Allied-occupied airfield, the unit is eliminated. The Japanese player rolls 1d6 and applies the following results:
  1–2: No Effect.
  3–4: The Allied player must eliminate one tactical air point.
  5–6: The Allied player must eliminate two tactical air points.

25.9 Japanese Takasago Special Force

This is a special reinforcement representing Taiwanese volunteers. When recruited, it is deployed on any hex in Formosa.

•This unit ignores the first EZOC it enters during movement or retreat. It treats the second EZOC normally.

25.10 Japanese Prisoner of War Camp

The Japanese must deploy the PW camp in any town hex (not city) during initial setup.

- The PW Camp may never attack, even if in an EZOC.
If the Allied player eliminates the PW Camp via ground combat and then immediately advances into the hex, the Allied player gains 5 VP. The PW Camp is the last unit to be eliminated if stacked with other Japanese units.
- If the PW Camp is on the map at the end of the game, the Japanese player gains 3 VP.
- If the Allies attack a hex solely occupied by the PW Camp (concealed or revealed), and the B-29 Attack Table result is D1, remove the PW Camp and the Japanese player receives 5 VP.
- If the PW Camp is in a hex with other Japanese units, and the B-29 Attack Table result is D1, roll one die.
  1–3: remove the PW Camp and the Japanese player receives 5 VP.
  4–6: the Japanese player choose one combat unit to eliminate (per 16.5).

JAPANESE LP EXPENDITURE CHART

Unit Type	LP Cost (Recruit)	LP Cost (Replace)
Armor, Coastal Defense, Heavy Weapons, Marines, Airborne, Special Forces (may only recruit these types during initial setup)	3	N/A
First Line Infantry (10th and 23rd ID and separate infantry brigades) or **Engineer** (may only recruit these types during initial setup)	2	N/A
2nd Line Infantry, Construction, Guerrilla	1	1
Deception	0	N/A
TAC Air Point	2	2
Kamikaze Air Point	1/2	N/A
Mobile Fleet Sortie	4	N/A
PW Camp	See Optional Rules	N/A
Other Japanese LP Expenditure	**LP**	
Ground Attack Shift	1	
Ground Defense Shift	1	

N/A: Unit cannot be replaced.

JAPANESE MOBILE FLEET SORTIE TABLE

Die Roll	Scenario I Result	Scenario II Result
1	Fiasco	Fiasco
2	Fiasco	Fiasco
3	Fiasco	Fiasco
4	Indecisive Action	Fiasco
5	Indecisive Action	Indecisive Action
6	Decisive Battle	Decisive Battle

ALLIED LP EXPENDITURE CHART

Unit Type	LP Cost (Recruit)	LP Cost (Replace)
Headquarters, Heavy Weapons	4	2
Armor, Artillery Group, Airborne, Ranger	3	2
Marine, Infantry, Engineer	2	1
Naval Gunfire, B-29	3	3
Airborne Supply	2	2
TAC Air Point	1	1
Markers	LP Cost (Recruit)	LP Cost (Replace)
Amphibious	3	3
Airborne Drop Zone	1	1
Other Allied LP Expenditure	**LP**	
Convert Engineer to a Base in a Port hex	3	
Convert Engineer to a Base in an Airfield hex	1	
Convert Engineer to a Base in a Port + Airfield hex	4	
Ground Attack Shift	1 or 2	
Ground Defense Shift	1	