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AVAILABLE ON-LINE
OPTIONAL RULES & SCENARIO II

NETHERLANDS EAST INDIES 1941–1942

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***

1.0 INTRODUCTION
1.1 Background
NETHERLANDS EAST INDIES (NEI) is an operational wargame of the campaign in 1941–42 in which the Japanese seized control of the Dutch colonial empire in the South Pacific. **NEI** is a combined naval-air-land campaign, in which operational capabilities can be decisive. The game system shows the effects of various operations over the course of a scenario. Players conduct actions which encompass discrete combat, logistical, intelligence, and other operations. A player can conduct one or more actions per turn. All units in the game use a similar combat system. The system shows the interaction of naval, air, and land forces. At stake: the resources of the South Seas and the gateways to the Indian Ocean and Australia.

1.2 Game Scale
Each game turn (GT) represents two weeks of operations. Within a turn each player can take a specific number of actions. On the map each square represents 245 miles or 400 kilometers from side to side. Ground units represent regiments, brigades, or equivalent formations. Aircraft units represent one or two groups/regiments, depending on the quality of the air force. Ship units represent one fleet aircraft carrier or two seaplane tenders, divisions of two or three battleships, four to eight cruisers, flotillas of twelve to twenty destroyers, or various numbers of other ship types.

2.0 COMPONENTS
A complete game of **NEI** includes a 22×34-inch map, this 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 Map
The map is divided into three general regions:

Off-Map Home Bases: Displays located near map edges outside of the operational areas. The Allied player has two off-map home bases: **Indian Ocean** and **Australia**.

Important: Singapore is a home base for the player that currently controls it.

On-Map Home Bases: The Japanese player has three squares that are treated as home bases:
    Palau (C10)   **Cam Ranh Bay** (A4)   **Saigon** (B3)

Operational Area: The map portion in which units normally operate and is divided into squares which may be further divided into land and sea areas. Squares are separated by vertical and horizontal lines.

- Game units may only be in one square at a time. Restrictions on unit entry and movement are detailed in the specific rules dealing with land, air, and/or naval units.
- Squares may contain land areas and sea areas. Such squares may allow both land and naval units.
- Land units may only move from one square to another using land movement if the grid line crossed has a white or black double arrow on it (⬌ ⬌).
- Naval units may only move from one square to another if the square being entered is colored as sea square, a land and sea square, or (if a Japanese unit) a Japanese square.

Important: Squares may be prohibited to one side or the other and may be prohibited to both sides.

- Sea areas may contain red chokepoint arrows (⬌).
- Squares may be referenced using an alpha numeric code. The player can reference the letter (A–H) and number (1–12) in the top-right each square.

Example: The square in the upper left corner of the map is A1. Palembang is in square F3.

2.2 Displays & Tracks

Both sides have displays and tracks that allow players to organize units and as reminders of the level of game functions.

Turn Record Track (TRT)**:** Used to note the current GT.

Allied and Japanese Actions Track: Used to note the number of remaining actions for the current GT.

Japanese Drive on Singapore Track: Indicates the advance of the Japanese 25th Army down the Malay peninsula towards the British fortress of Singapore.

Allied and Japanese Disrupted Units Displays: Units which were on the map but were disrupted via combat or other reasons are placed here. These units may be refit and returned to play.

Allied and Japanese Units Destroyed Displays: Units that have been permanently destroyed are placed here (due to certain refit results) and may not return to play.

Allied and Japanese Potential Reinforcements Display: Reinforcements that are available to be placed in a wide mouth container (bin) to allow randomized picks of reinforcements during the game.

ABDACOM (American-British-Dutch-Australian Command) **Marker Display:** Allows the Allied player to track the status of the Allied ABDA Command marker.

Task Force (TF) **Displays:** The Allied player has two TF displays and the Japanese player has three. These displays allow each player to hold the units belonging to specific TFs off map.

2.3 Charts & Tables

The map also depicts charts and tables to facilitate game play. Charts and/or tables may be common to both players and/or one player.

Terrain Effects Chart: Provides examples regarding each type of terrain on the map and its effect on unit movement, stacking, and other game functions.

Terrain Key: Gives examples of terrain and information on the map pertinent to game play.

Allied and Japanese Incident Tables: Provides information regarding the possible incidents that may occur during game play.

Japanese Drive on Singapore Table: Used by the Japanese player to determine the status of Singapore.

Allied and Japanese Refit Tables: Used by each player to determine the outcome of refit actions.

2.4 Counters

There are two general types of counters:

**Combat Units:** Which represent various land, sea, and aerial combat forces.

Markers: Which provide information and are used as mnemonics to assist players in tracking game functions.

 Counter Errata: The 1+3 Yok Marine unit should be an airborne unit.

2.4.1 Combat Units

All combat units have identical factors and information printed on the counter. See 12.0 for combat factor use.
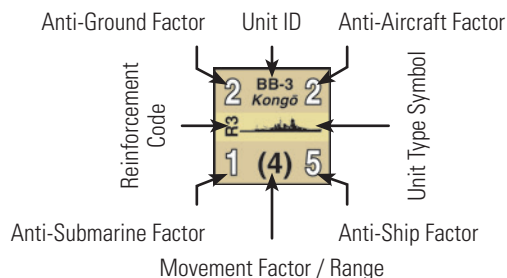
Important: All ship types are one-step single sided units that are back printed with a national or battle flag; however, naval amphibious type ship units are back printed with their unit identification, unit type symbol, and a circled number indicating the number of ground units the counter may transport. Air transport units are also noted in the same manner.

Combat Factors: Used when conducting attacks against specific types of combat units.

    1) Anti-Ground Factor: Used when attacking ground units.

    2) Anti-Aircraft (AA) Factor: Used when attacking air units.

    3) Anti-Submarine (ASW) Factor: Used when attacking submarines.

    4) Anti-Ship Factor: Used when attacking surface ships.

Movement & Range Factor: Used to determine the number of squares a unit may move during an Action.

Deployment Codes:

Start: Units marked as "Start" begin the game on the map.

R Plus Number: Indicates the unit is placed in the Reinforcement Pool on the GT equal to the number.

Spor or R-Sp: Indicates unit placed in the Reinforcement Pool when the Japanese conquer Singapore.

Unit Identification: The name or number of a historical unit that fought in the campaign.

Unit Type Symbol: An icon used to easily identify different unit types.

Opt: The units are only used with the optional rules.

2.4.2 Naval Units

Naval units have identifying icons; they also carry letter abbreviations of their types.

- The number after the ship type is usually the historic ship, naval squadron, or division number.

- There are two broad categories of naval units:
  Surface Ships   **Submarines** (SS)
- If a rule applies to "naval units," it applies to both surface and submarine units.
- If a rule applies only to surface or submarine units, the appropriate naval unit category will be used in that rule.
- The surface ship category includes carriers, combatants, and amphibious.

Carrier Types

AV: Seaplane Carrier/Tender   **CVL:** Light Carrier
CV: Aircraft Carrier

Combat Types

BB: Battleship Division   **CX:** Armed Merchant Cruiser
CA: Heavy Cruiser Division   **DD:** Destroyer Squadron
CL: Light Cruiser Squadron

Amphibious Types

LS: Landing Ships (various types)   **TR:** Transport Ships

Designer's Note: Naval units may represent more than one class. For example, Japanese destroyer flotillas usually had a CL as a leader, while most nations' capital ships would include a couple of DD as escorts. Similarly, ground units may include close support and interceptor aircraft where these were too small to show otherwise or were assigned to close support by doctrine.

2.4.3 Aircraft-Types

Aircraft aboard aircraft carriers are "built in" to those ships' combat factors and not represented by separate units. All aircraft units in the game are land-based. Air units represent groups of squadrons.

Aircraft Types

A: Attack Bomber   **HB:** Heavy Bomber
F: Fighter   **TR:** Transport (air)
B: Bomber   **SP:** Seaplane

Important: SP air units display their Patrol Mode on the back of the counter. This is only used in the optional rules.

2.4.4 Ground Unit Types

Ground unit types in the game are identified by NATO-style symbols. Ground units are broken into two categories:

Mobile: Mobile units have a movement factor of one or two and can move and be transported.

Static: Static units have a movement factor of zero. They cannot move; however, they may be transported by naval or air transport units.

Mobile (Non-Mechanized)

Infantry   Amphibious Engineers
Marines   Oilfield Engineers
Airborne Infantry   Anti-aircraft
Engineer   Artillery

Mobile (Mechanized)

Armor or Tank
Armored recon

Static

Bases

Note: The number inside the hex on a base is the number of steps the base currently possesses.

2.5 Ground Unit Sizes

X: Brigade   **III:** Regiment

2.6 Ground Unit Step Strength

A "step" represents the overall ability of a ground unit to absorb a certain amount of damage in combat prior to being disrupted and removed to the Disrupted Units Display.

One-Step Units: Are units with combat factors only printed on the front side of their counter. They require only one hit to be disrupted and removed to the Disrupted Units Display.

Two-Step Units: Are units with their combat factors printed on both sides of their counter. The front side of the counter is the full-strength side. When a two-step unit suffers a hit in combat, flip it over so its "reduced" side shows. If a reduced unit takes another hit in combat, it is disrupted and placed in the appropriate Disrupted Units Display.

Japanese Engineers: The reverse side of a Japanese Engineer unit is its base side. This is not a reduced step.

2.7 Nationality & Background Colors

There are two opposing sides in the game; each side is composed of two or more contingents:

Allied Contingents:

Netherlands East Indies: Orange   **Australia:** Steel Blue
United States: Green   **Portuguese:** Gray
British: Light Blue

Japanese Contingents:

Imperial Japanese Army: Brown   **Imperial Japanese Navy:** Gold

2.8 Unit Abbreviations

Japanese

1AF: First Air Fleet (fleet carriers)   **Kw D:** *Kawaguchi* Detachment
AD: Air Defense   **N:** Naval Engineer
AR: Air Raiding (Paratroopers)   **SNLF:** Special Naval Landing Force
CF: Covering Force   **Sag D:** *Sakaguchi* Detachment
EF: Eastern Force   **WF:** Western Force
IG: Imperial Guard   **Yok:** *Yokosuka*

Allied

ABDAFLOT: American-British-Dutch-Australian Fleet   **MD:** Military District
AsF: US Asiatic Fleet   **NEI:** Netherlands East Indies
BF: Black Force   **Prov:** Provisional
BG 7: Brigade Group 7th Division   **R:** Revenge Class Battleships
CSF: Combined Striking Force   **RAN:** Royal Australian Navy
EI: East Indies   **RCT:** Regimental Combat Team
FE: Far East   **SARFOR:** Sarawak Force
GF: Gull Force   **SF:** Sparrow Force
MAW: Marine Air Wing   **VBS:** *Veiligheidsbezetting Soerabaja*
Mbl: Mobile Group

2.9 Markers

Markers are used for various administrative and information purposes.

ABDACOM: Used as a mnemonic to indicate the American-British-Dutch-Australian command status.

Action Points (AP): Each player has one AP marker; it is used on the corresponding Actions Track to indicate that player's current number of AP.

Battle: Used to indicate the space in which a battle is occurring when units are removed from the map to resolve combat.

Singapore Control: Used on the Japanese Drive on Singapore Track to represent how far the Japanese have advanced in Malaya towards Singapore. The reverse side of the marker shows the Japanese have captured Singapore.

Turn: Used on the Turn Record Track to indicate the current GT.

CV-1AF: This is a special marker representing a one-time mass air strike by the main Japanese fleet carriers.

Oilfield Demolition: Used to show oilfields demolished by the Allied player.

2.10 Important Definitions

1d6: The player rolls the number of six-sided dice equal to the number preceding the "d."

Adjacent: Squares are adjacent if they have a common border (grid line). Units are not adjacent if they are connected only by a corner.

Example: Palembang (square F3) is not adjacent to Pontiansk (square E4).

Adjoining: A sea area is adjoined to a land area if both are in the same square.

Example: Batavia is adjoining the sea area in square G3.

Disrupted: When a unit has been rendered combat ineffective. Disrupted units are removed from the map and placed in the Disrupted Units Display and are available for refit.

Destroyed: Units may be destroyed when attempting refit. Place the unit in the Units Destroyed Display.

DR: Die Roll.

Force: A group of one or more units conducting an action.

1) Normally, units comprising a force must begin the action in the same area, and then move and/or attack into the same area.

2) If a player has more than one unit in an area, he may use less than all of them to compose a force.

3) Composing a force is done on an action-by-action basis and does not carry over to future actions or GTs.

Friendly Unit: A unit you control.

Enemy Unit: A unit controlled by the other player.

Functional Airfield or Port: A land area with an airfield (🛩) or port (⚓) is only functional if it also contains a friendly base unit (5.4).

May: The player may or may not perform an action or function.

Must: The player is required to perform the action or function.

Pick: Randomly draw a unit or marker from a bin.

Select: Intentionally choose a unit or marker.

Pools: Players will need two wide mouth opaque containers (bins). Bins are used to randomize various reinforcement units for each side and are called "pools." The Potential Reinforcements Display is used to contain reinforcement units until placed into the pool.

3.0 SCENARIOS

There are two scenarios, Scenario I can be found in section 23.0. Scenario II is in the on-line version of the rules and can be downloaded from the Strategy & Tactics E-rules site.

4.0 HOW TO WIN

There are two ways to win **NEI**:

Sudden Death Victory   **End of Game Victory**

4.1 Sudden Death Victory

Play is immediately stopped, and a sudden death victory is declared if at any time during a GT:

1) The Japanese player controls all land areas containing a port, airfield, or resource (5.0): Japanese player wins a sudden death victory.

2) There are no Japanese BB, CV, CVL, and CA units on the operational map: Allied player wins a sudden death victory.

4.2 End of Game Victory

Upon completion of the last GT of a scenario, each player totals their Victory Points (VP). The players then deduct the Allied player's VP total from the Japanese VP total to get the VP differential. The differential determines who wins the game:

50 or More: Decisive Japanese Victory

36–49: Theater Japanese Victory

16–35: Marginal Japanese Victory

6–15: Draw

1–5: Allied Marginal Victory

Less than 0: Allied Decisive Victory

4.3 Japanese Victory Points

1) The Japanese player receives the following VP if that player controls (5.0) a land area containing:

Batavia (G3): 3

Each Allied Major Port: 3

Each Allied Airfield: 1

Each Allied Minor Port: 1

Each Allied Demolished Oil Objective: 3

Each Allied Non-Demolished Oil Objective: 6

Important: Control of Singapore does not count for VP.

2) The Japanese player receives the following VP for each Allied unit currently in the Allied Units Destroyed Display and the Allied units in the Disrupted Units Display:

BB or CV: 2

AV or CA: 1

Mobile Ground Unit: 1

Air Unit: 1

All Other Units: 0

Important: Units that were disrupted and refit during the game do not count for VP.

4.4 Allied Victory Points

The Allied player receives the following VP for each Japanese unit currently in the Japanese Units Destroyed Display and the Japanese units in the Disrupted Units Display:

CV, CVL, or BB: 3

AV, CA, or TR: 1

Mobile Ground Unit: 1

Air Unit: 2

All Other Units: 0

5.0 CONTROL & FUNCTIONALITY

A player controls an area if specific types of friendly units are in either a sea area or land area and there are no enemy units of a specific type in that sea or land area.

- A **land area** is controlled if a friendly ground unit (mobile or static) is in that area and no enemy ground unit is within the area. Air and naval units by themselves cannot control or contest control of land areas.
- A player controls a **sea area** if a friendly surface naval unit (any type) is within that area and no enemy surface naval units are in the area. Air and ground units by themselves cannot control or contest control of sea areas.
- If both players have units (of the above types) in the same area, then neither player controls the area, and it is contested.
- If neither player has the appropriate units in the area, then the area is un-controlled.

5.1 Changing Control

Control is determined instantaneously. In a square, one player may control the land area while the other player controls the sea area. If a player moves a unit into an area and there are no enemy units in it, then that player gains control. If the player moves the unit out of the area, then control is lost (and can be regained later by moving another unit into it).

> **Designer's Note:** *This is due to the potential for guerrilla war against both sides in the campaign.*

5.2 Home Bases

A player's home bases are always friendly-controlled. There is no need to garrison them.

5.3 Singapore

The land and sea areas are Allied-controlled until conquered by the Japanese via incident (7.0). Both areas become Japanese-controlled when the incident occurs.

5.4 Functionality

An on-map major or minor port and/or airfield in a land area is functional only if a friendly base unit is present in the area.

- Bases in areas without airfields or ports in them do not function in those capacities.
- The presence of enemy units does not affect functionality.

Important: Ports and airfields in home areas do not require a base to be functional. They are always functional.

- The presence of enemy units does not affect functionality.
- Functionality is maintained even if the area is contested.

5.5 Positioning of Units

Squares may contain large islands where there are two distinct sea areas on either side of the island.

- Players must place their units to show the side of the island where their units are located. Units on opposite sides of the island are not in the same sea area within that square.

Example: Square G4, naval units could be present south of and north of the island of Java.

6.0 SEQUENCE OF PLAY

NEI is played in game turns (GTs). Each GT consists of a sequence of steps, called phases, outlined below.

- Each time the Turn Record Phase is reached, move the GT record marker forward one space forward on the Turn Record Track (TRT).
- If this is the last GT of the scenario, the game comes to an end and victory is evaluated.
- The phasing player is the one who is currently conducting his turn, the other player is the non-phasing player.

Important: If the conditions for a sudden death victory are reached at any point, the scenario comes to an immediate end (4.0).

6.1 Sequence of Play Outline

1) Japanese Player Turn
Japanese Incident Phase
Japanese Action Point (AP) Determination Phase
Japanese Action Execution Phase

2) Allied Player Turn
Allied Incident Phase
Allied AP Determination Phase
Allied Action Execution Phase

3) Turn Record Phase

- The various phases are explained in separate rules sections.
- Once a player completes a step or a sub-routine within a given phase, no portion of it may be taken back or redone unless your opponent gives their permission to do so.

7.0 INCIDENTS, ABDACOM, ALLIED MORALE & SINGAPORE

During each player's Incident Phase, the phasing player must determine the type of incident that will occur for that player during the current GT.

- The player consults the appropriate Incident Table, rolls 1d6. and cross-references the DR with the corresponding incident.
- The player applies the result immediately.
- Singapore is an Allied Home Base until captured (7.4). It then becomes a Japanese Home Base.

7.1 ABDACOM

The ABDACOM marker represents the Allied command's effectiveness.

- The Allied player initially places it in the ABDACOM Marker Display with its "Not in Effect" side showing.
- When the ABDACOM incident goes into effect, flip it to its "In Effect" side.
- When the Not in Effect side is showing, there is no effect.
- When the In Effect side is showing, the Allies gain one additional AP in the Action Determination Phase.
- If ABDACOM is In Effect and the event is rolled again, flip it to its Not in Effect side. It can change status any number of times in a game.

7.2 Allied Morale Level

The Allied player determines the Allied morale level when required by determining if any of the below conditions apply. For each item that currently applies add one to the Allied morale level (at that time):

    1) Singapore is currently Japanese controlled.
    2) Japanese control Batavia (G3).
    3) Japanese control Soerabaja (G5).
    4) All oilfields are demolished or Japanese controlled (F3, G4, D5, C6, D6, & E6).

7.3 Allied Morale Checks

Incidents may require the Allied player to make a morale check. The Allied player determines the current Allied morale level (7.2) and then rolls 1d6 to determine if the morale check failed or succeeded.

Fail: If the result is less than the current morale level, the Allied player rolls 1d6. The Allied player must inflict the result as the number of step losses to Netherlands ground units (player's choice) distributed among mobile or static units.

Pass: If the DR is equal to or greater than the current morale level, the Allied player adds one AP to his current total.

7.4 Singapore Control

Singapore represents British bases in Malaya.

- Singapore starts the scenario Allied-controlled, but the Japanese may gain control of it via the (off-map) 25th Army conquest.

Important: Singapore is garrisoned by friendly units not otherwise shown in the game.

- At the start of play, place the Singapore Control marker on the Japanese Drive on Singapore Track (the British flag side showing), per scenario instructions (23.0).
- During each Japanese Incident Phase, in addition to determining the Japanese event, the Japanese player consults the Japanese Drive on Singapore Table, rolls 1d6, and moves the Singapore Control marker the indicated number of boxes to the left.
- When the Singapore Control marker reaches zero, flip the marker to the Japanese controlled side.

Important: On-map forces do not affect the Singapore track.

- Once Japanese-controlled, Singapore remains so for the remainder of the game and no more checks are made.

Important: The side that controls Singapore after the Singapore Drive DR immediately receives one AP.

- The player who controls Singapore may use Singapore as a friendly major port/airfield (16.0 & 17.0) and deploy reinforcements (15.0) at Singapore.

Important: No base unit is required.

- Enemy units (all types) cannot move into or attack the Singapore land area and adjoining sea area (owing to forces not otherwise shown in the game).
- The instant that Singapore becomes Japanese-controlled:
  1) Disrupt all Allied land and air units in the Singapore land area.
  2) Place any Allied naval units in the adjoining sea area in the Allied Potential Reinforcements Display.
  3) Each player places their Singapore reinforcements units into their respective Reinforcement pools.

8.0 ACTIONS

An action is the term used to describe the basic increments of movement, combat, and/or other player-initiated actions as the game progresses. These are listed on the Actions List (at end of the rules).

- Most actions may be conducted by either player; however, there are actions that may be conducted by only one player, or the other. Actions are quantified using Action Points (AP).

Designer's Note: All game operations are a function of executing actions: move, fight, refit, etc. This reflects command control and logistical factors of campaigning on this scale.

8.1 Determining APs

During the Action Point Determination Phase of each player turn, the phasing player totals the number of actions available for the current GT and adds the total to the appropriate Actions Track. Players receive the following AP:

Important: APs are totaled in the Action Point Determination Phase. Changes to control of areas do not apply until the next player's Action Point Determination Phase.

Japanese Player: Gains two AP for each major port located in Japanese Home Bases (total of six). The Japanese player rolls 1d6 and halves the result (round down). The Japanese player receives that number of additional AP (zero to three).

Allied Player:
  1) Gains one AP for each major port in Allied Home Bases (total of two).
  2) Gains one AP if the ABDACOM marker has its In Effect side showing (7.0).
  3) The Allied player rolls 1d6 and halves the result (round down). The Allied play receives that number of additional AP (zero to three).

Singapore: The player that controls Singapore gains one AP (7.4).
Major Ports: For each non-home base functional major port a player controls on the map, that player receives one AP.
Incidents: Incidents may give a player additional AP or may deduct them from a player's AP total.

Important: An incident that generates a free action does not deduct AP from the player's track.

Example: Allied Emergency Reinforcements.

8.2 Maximums & Minimums

A player's total AP may not exceed the highest numbered box on the player's Actions Track. The number of AP may never be lower than zero.
- A player may expend any number of AP available on his corresponding AP Track each GT.
- AP cannot be accumulated from GT to GT.
- All AP available on a player's track at the beginning of that player's player turn are removed prior to adding any AP gained.

Important: A single GT may include any number of actions.

8.3 Type of Actions

There are four basic types of actions in the game. These are given in general categories of the American general staff system for simplicity. For game purposes, there is no other distinction other than their actual outcomes. These include:

G-1: Administrative Actions	**G-3:** Operational Actions
G-2: Intelligence Actions	**G-4:** Logistic Actions

8.4 Action Execution

The phasing player announces which action is being taken and expends one AP from his Action Point Track.
- A player may select any action any number of times during a game (within other restrictions).
- All actions allowed in the game are described on the Action List at the end of the rules.

- Normally each action involves only one force of units in one area or square. Special cases are stated in the Actions List.
- A force is defined as a single group of units conducting one action together. The specific types of units which can conduct an action as a single force are defined by the Actions List.

Important: Unless specifically prohibited by the rules a unit may participate in more than one action per GT.

- Incidents may allow or require a player to take an action. This is resolved immediately (during the Incident Phase).

Example: An action which calls for the movement of a land force means that the player could gather any number of land units in an area and then move them together. However, air or naval units in that area could not move. If an action called for land and air or naval units to move (and/or fight) together, then the player could move and fight with all those units, providing they started and moved together.

8.5 Command Control
In the standard game, all units on the same side can conduct operations as part of the same force. Elements of this change in the optional rules.

9.0 STACKING & MOBILITY RESTRICTIONS
Stacking is the placement of more than one friendly unit in the same sea or land area at the same time. Units belonging to all three major categories of units (ground, air and naval) may (within the limits imposed below) potentially stack in every land/sea area on the map.

9.1 Naval Stacking
A player can have an unlimited number of naval units in a sea area; however, there are limits to the number of naval units which can move together in a single action:

Japanese: The Japanese player may move up to **eight** naval units in a single action.
Allied: The Allied player may move up to **six** naval units in a single action.

Important: An unlimited number of units may participate in an attack.

9.2 Land Area Stacking
A land area may contain an **unlimited** number of land units.

Important: There can be only one base in a land area. If there is an enemy base in an area, the friendly player cannot build one (unless that enemy base is disrupted or otherwise entirely removed from the map).

9.3 Air Stacking
9.3.1 Airfield Capacity
Airfield capacity is dependent on the base's remaining number of steps. Air units on the ground (not flying) do not affect action stacking (9.3.2).
1) A two-step base unit: four air units.
2) A one-step base unit: two air units.
3) Singapore: four air units. No base unit is required.
4) Home bases: unlimited capacity. No base unit is required. See Singapore rules.
- If the number of air units on an airfield (on the ground, not flying over it) exceed its capacity at any time, the owning player must disrupt excess units to bring it back to its capacity.
- An air unit must land on its base of origin unless it is conducting a redeploy action.

- If air units are flying defensively over a base (intercepting enemy air units) and the base is disrupted, then the air units are disrupted upon completing their mission.

Important: Air units disrupted due to exceeding the capacity of a base are placed in the appropriate Disrupted Units Display.

9.3.2 Air Units per Action
Up to **four** air units may move during a single action.

Important: An unlimited number of units can attack in a single action.

9.4 Friendly Forces
All units on the same side can stack together. Friendly and enemy units may be in the same area/square. They do not count against each other's stacking limits. This may lead to combat.

Example: The Japanese could land two ground combat units onto Ambon and attack two Allied units stacked there.

9.5 Theater of Operations Restrictions
Units may freely move anywhere on the map within normal movement rules and the following restrictions:
1) Scenarios may provide restrictions.
2) Allied units may not enter the Japanese Home Bases.
3) Japanese units cannot enter Allied Home Bases.
4) Neither side's forces can enter any squares with the Unplayable Area color.
5) Allied units cannot enter any Japanese squares.

Important: Darwin (H10) is in play for both sides.

10.0 MOVEMENT
Players move units across the map via movement actions. Move counters between contiguous land areas and/or sea areas within the parameters of the various actions and terrain rules.

10.1 Forces & Movement
The player designates which units to move by designating the group of units as a force.
- All units must begin in the same square (land/sea area).
- The player can select up to the maximum number of units that may move in a single force (9.0).
- Once a force has been formed for movement, it moves together.

Important: Certain actions allow for special cases (such as Amphibious movement (13.0)).

Naval Units:
1) Naval units may only move into sea areas and friendly home bases.
2) Naval units may move the number of squares up to their movement factor.
3) Each grid line crossed costs one movement factor.
4) Naval units must cease movement when entering a sea area containing enemy naval units.
5) Squares may contain a port symbol (⚓). If a player controls a port, then he may provide certain G-3 or G-4 actions to naval units in the adjoining sea area. The port does not apply to a sea area that does not adjoin that port (e.g., the northern part of the two sea areas in G-4).

Important: Naval units do not enter a land area with a port. Being in a sea area adjacent to a port allows them to receive the benefits of being in the port.

Ground Units:

1) Ground units may only move into land areas and friendly home bases.

2) Ground units may move the number of squares up to their movement factor.

3) Ground units expend movement factors for crossing grid lines in accordance with the Terrain Effects Chart (on the map).

4) Ground units may only move from one land square to another across grid lines with a white or black double arrow. See Terrain Effects Chart for movement costs.

5) Ground units may move from adjoining land area to adjoining land area (across grid lines). A land unit may move the number of contiguous land areas equal to its movement factor.

Example: A unit with a movement factor of two moves from Miri to Kuching to Pontianak.

6) Land movement may not be into or through sea areas. **Exceptions:** See G-3 combined and G-3 airborne actions.

7) Land units must stop when entering a land area containing an enemy land unit. They can move out of that square in their next action.

8) All the green area in a square is considered one land area in that square, and land movement between squares is governed by the presence or absence of the double arrowheads.

Important: This includes squares that have smaller islands within them. These small islands are not separate land areas. Land units within the square are considered to occupy all the land area within each square.

Example: The small islands to the north of East Timor in G-8 and G-9 are all part of the same land area as East Timor.

9) Ground units may be transported by G-3 combined and G-3 airborne actions into and through sea areas as part of a separate action.

10) Units with a movement factor of zero may never move once placed on the map.

Important: See the G-3 Railroad Action.

Air Units:

1) Air units may move into sea areas, land areas, and friendly home bases.

2) Air units may move the number of squares up to their range factor, execute their mission, then move the number of squares equal to their range to return to a base (17.0).

3) Each square entered on the way to the target counts as one point of range. When returning from the target, the air unit again counts out the squares through which it is moving.

4) If a target square has both a land and sea area, then the force must be placed over one, and can only target enemy units there.

5) Air units may move through squares containing enemy ground and naval units but must cease movement when entering a square with enemy air units (even based) or an enemy carrier type (CV, CVL, AV).

6) If a square contains both land and sea areas, there is no additional range expenditure to move between the two areas.

Example: An Allied air unit with a range of 3 is based on Batavia. It could fly three squares to attack a target in Central Sumatra, then return to Batavia.

Important: Carrier aircraft are figured into the strength of the aircraft carrier units in the game. They are not represented separately, nor do the aircraft fly separately from carrier units. Normally, they can attack only targets in the same grid (**Exception:** See the optional Long-Range Carrier Airstrike Action).

10.2 Dropping Off Units

Air units: Must always move together. A force of air units cannot drop off units and then continue moving.

Ground or naval units: May drop off units as they move, but those units may move no further during the same action, nor launch any kind of attack or amphibious operation.

Important: A moving force can never pickup units as it moves (other than at the start of a move for air or naval transport).

10.3 Restricted Terrain (Mountain borders)

Mechanized units cannot cross mountain borders (◄►). Non-mechanized units expend all their movement factors to cross a restricted border. The unit must start on one side, then complete its move on the other side.

10.4 Movement Peculiarities

Islands: Islands do not impede the movement of naval or air units.

No Diagonal Moves: Diagonal moves are moves that the unit would make from one square to another when the two squares are touching only at one corner point. Diagonal moves are not allowed.

11.0 COMBAT

Combat is used to attack and destroy enemy units. Combat normally occurs between enemy units in the same sea and/or land area. The action taken must specify that combat occurs.

- The player initiating the combat action is the attacker. The other side is the defender.
- Combat is normally voluntary and at the discretion of the player taking an action that might generate it.
- **Combat is mandatory when:**

  1) An amphibious invasion is movement into any land area containing a base unit (ground units with an anti-ship factor).

  2) An action specifically mandates combat.

Important: In the above cases, all friendly units making the action attack and all enemy units in that area defend.

Opposing units can co-exist indefinitely within the same land and/or sea areas, except when combat is mandatory.

- Combat can only occur when a side's units are within the same sea or land area as an enemy unit. The following are special cases:

  Bombardments & Amphibious Invasions: Naval units conduct bombardment attacks against enemy ground units in an adjoining land area. (14.0).

  Carrier Ranged Strike: See optional rules.

11.1 Attack Integrity

All units in a force attack. However, units cannot add their combat factors together. Each unit fires individually.

- In most actions a player cannot combine different types of units in the same attack (i.e., sea, air, land); however, see combined actions for special cases.
- Different types of enemy units can always be attacked (and defend together) in the same combat.
- Any combination of defending units always fires back at units attacking them, regardless of their types.

Example: An Allied force of two air units attacks an area containing one Japanese air and two ground units. Both the Japanese air and ground units fire at the Allied air units using their anti-aircraft strength.

12.0 COMBAT SEQUENCING

Each unit has four combat factors. A unit may fire during every stage of a combat if it has the corresponding combat factor.

A unit uses its…	to fire at an enemy…
anti-air factor	aircraft unit
anti-ship factor	surface ship unit
anti-submarine factor	submarine unit
anti-ground factor	ground unit

- A unit must have a combat factor of one or more to fire in a particular stage.
- Combat takes place in a series of stages. Attacks must be executed in this order:

  1) Anti-Air Stage: All units fire their anti-air factor at attacking air units. Apply all hits to the attacking air units.

  2) Anti-Surface Naval Stage: All units fire their anti-ship factor. Apply all hits to the targeted surface naval units.

  3) Anti-Submarine Stage: All units fire their anti-submarine factor. Apply all hits to the targeted submarine units.

  4) Anti-Ground Stage: All units fire their anti-ground factor. Apply all hits to enemy ground and base units.

Important: Regardless of a player's selected action, resolve each stage (Anti-Aircraft, Anti-Ship, Anti-Sub, and Anti-Ground).

12.1 Tactical Superiority (First Fire)

At the start of each individual combat, players determine who fires first. The side that fires first executes all fires (within each stage) and inflicts all losses before the other side returns fire.

Important: Players determine first fire only once per combat and that carries through to all four fire stages.

- Players determine first fire using the following priorities:

  1) If one force has carriers (2.4.2) and/or air units and the other does not: the force with carriers/air units gains tactical superiority.

  2) If both sides have carriers and/or air units: the defender gains tactical superiority.

  3) If neither side has carriers and/or air units: the attacker gains tactical superiority.

Example 1: A Japanese force with one CVL and two CA attacks an Allied naval force with one DD and one SS. The Japanese have tactical superiority (as they have a CVL and the Allies do not).

  Anti-Air Stage: There are no air units. The Anti-Air Stage is skipped.

  Anti-Surface Naval Stage:

  1) The Japanese CVL and CA fire anti-ship factors at the Allied DD and sink it so the DD does not fire back (the Japanese cannot attack the SS as it is not yet the anti-submarine stage).

  2) The Allied SS fires and can target the Japanese CVL. (since submarines can choose their target, see below). Assume they sink the CVL.

  Anti-Submarine Stage: The two Japanese surface naval units fire anti-submarine against the Allied SS.

12.2 Defending Air Units

Air units on a base being attacked automatically rise to fight attacking enemy air, naval, or ground units in the same area (this is regardless of aircraft type). There is no separate action to provide combat air patrol, defensive support, etc. Air units must fight in the air if their area is attacked; you cannot leave them on the ground.

12.3 Combat Procedure

When the phasing player declares a combat, both players remove their involved units from the map. The phasing player should place the Battle marker in the square from which those units were taken to serve as a mnemonic of the place to return surviving units.

Important: See the TEC for DR modification due to terrain.

- Units engage in combat by using their corresponding combat factor to fire at enemy units in each stage (12.0).
- Neither side can withhold units from participating in a battle. **Exception:** Protected Targets (12.5).
- To fire in a stage, a unit must have a combat factor (of the appropriate type) greater than zero.

Example: A submarine with an anti-aircraft combat factor of zero cannot fire at enemy aircraft units. But that submarine could be fired on by enemy aircraft that had an anti-submarine combat factor of 1 or more.

- Players do not assign individual units to firing at specific enemy units. Rather, players fire each unit individually and then apply hits per 12.6. If more hits are inflicted than there are enemy units to be disrupted, there is no overkill. Hits do not carry over from round to round.
- Each involved unit on both sides can fire once per stage.
- At the completion of the Anti-Ground Stage, the battle is over. Return surviving units to the positions on the map from which they originated; remove the Battle marker. Units disrupted in battle are placed in their side's Disrupted Units Display.

Important: There are never any multi-round battles. If a player wants to continue the combat, he must conduct another operation and expend an AP to do so.

12.4 Combat Resolution

Each unit's various combat factors are that unit's hit numbers. For each unit firing, the owning player rolls 1d6 and determines if a hit is scored.

  DR ≤ to the firing unit's appropriate combat factor: one hit is inflicted.

  DR > the firing unit's appropriate combat factor: the attack is a miss (is no effect).

- If one hit is inflicted on a full-strength two-step unit, the unit is reduced (flipped over).
- One hit will disrupt a one-step unit or a reduced two-step unit.

Example: A unit with anti-air factor of 2 attacks an enemy air unit; that enemy unit is hit on a DR of 1–2 (a 3 or higher would have no effect).

12.5 Protected Targets

Naval units transporting land or air units are protected targets.

- Protected targets cannot be selected to absorb hits unless there are no other targets, or all other targets have been disrupted.

12.6 Selection of losses

Normally each player can choose which friendly units will be disrupted or reduced by hits unless the below conditions apply:

1) If the attacking units are carriers or aircraft, the attacker selects which defending units will be affected by losses.

2) If the attacking units are submarines, the attacker selects which defending naval units will be affected by losses.

Important: See Protected Targets (12.5).

Example 1: A Japanese armor unit fires at a force containing Allied infantry and armored recon units and inflicts one hit. The Allied player may decide to disrupt the infantry unit.

Example 2: Two Allied CA and one DD are attacking a force of two Japanese DD and one CVL. The Allied player rolls two hits. The Japanese player may select the DD to be disrupted. If three hits were rolled, then the CVL would also be disrupted.

- All disrupted units are placed in the appropriate Disrupted Units Display.

13.0 AMPHIBIOUS OPERATIONS

Ground and air units may go to sea aboard friendly amphibious class units. Ground units can also conduct amphibious assaults.

13.1 Capacity

Regular Transport (LS and TR): May transport two land or air units of any type or size.

Emergency Transport (BB, BC, CA, CL, DD): May transport one marine unit. This includes only marine infantry and marine engineers. The transported units must disembark at the end of the move.

13.2 Transport Procedure

Transports (LS or TR) pick up air or land units at the start of an action, move together, and then at the end of the action may drop them off on a land area in the same square or keep them embarked.

- Units may not be embarked or disembarked if there are enemy surface naval units in the same sea area as the transporting unit.
- Boarding an amphibious unit is not a separate action, it is part of same action.
- To disembark, the transport must be in a sea area adjoining to a land area or port within the same square. Place the ground units on the land area. This is not a separate action; it is part of the amphibious movement.
- To show that a land or air unit is being transported by an amphibious unit, place the land unit beneath the amphibious unit's counter.
- While at sea, transported units are for all movement and combat purposes considered an inseparable part of the amphibious unit transporting them.
- If a transport comes under attack, no separate attacks are made against the transported land or air units nor do the transported units engage in any kind of combat.
- If an amphibious unit is disrupted, all transported units on it are also disrupted (and placed in the Disrupted Units Display).
- Transport units are protected targets (12.5).
- Transported units can conduct no other actions, nor do they apply their combat factors (until they disembark).
- Transported units can remain on transport units for any length of time. Loading and unloading are purely at the player's option.

13.3 Amphibious Assault

When a transport disembarks ground units on a land area containing enemy ground units, this may initiate an amphibious assault:

Defended Beaches: If the area contains an enemy base, the disembarking units must attack. If the assaulting ground force fails to disrupt all enemy units defending in that area, then all the amphibious attacking units are disrupted.

Undefended Beaches: If the above is not the case, the disembarking units may attack. If the assaulting force fails to disrupt all enemy units defending in that area, surviving units move into the area regardless of any combat outcome.

Coastal Defense: Ground units with an anti-ship factor can fire at amphibious transports. This is part of the combat involved in the amphibious operation and occurs before the land unit disembarks (with the possibility of sinking the amphib and the landing unit with it!).

Example: A Japanese TR disembarks a Japanese SNLF on Batavia, which is defended by a Netherlands base; this forces an amphibious assault. The base can fire at the TR prior to landing the land unit. After firing any anti-ship combat, the base could fire at the disembarked SNLF with its anti-land factor.

14.0 SPECIAL COMBAT

Special combat situations include combined attacks, bombardments, and bombardment return fire.

14.1 Combined Actions

Various G-3 combined actions will allow land, air, and/or naval units to attack together. In certain cases, they must have moved together (such as an amphibious assault). In other cases, air units can fly from separate areas and support a ground attack.

14.2 Surface Unit Bombardments

A force of naval units may attack a land area within the same square as the naval units. Use the naval units' anti-ground strength.

- Naval forces not containing any type of aircraft carrier can only bombard (attack) enemy bases.
- If the naval force contains aircraft carriers (any type) the aircraft carriers may bombard any type of ground unit; however, in this case the non-aircraft carrier naval units may not conduct bombardment during the same action.

14.3 Returning Fire Against Bombardments

The only enemy units which can return fire are ground units in the targeted area.

- For non-carrier bombardments, use the ground unit's anti-ship factors.
- If a carrier force is bombarding, then defending air units can fire back (using their anti-ship factors).

Designer's Note: *Air units do not fire at bombarding non-carrier naval units as such attacks were usually conducted at night.*

14.4 Effects on Airfields

Air units are disrupted if their base is reduced beneath their stacking capacity when it comes time to land.

Example: Two Japanese CAs conduct a bombardment of an Allied coastal area containing an Allied 2-strength base unit (with three air units) and an Allied regiment. The base unit fires at the CAs in stage 2 of the combat sequence using its anti-ship factor; the CAs use their anti-ground factors against the base unit in stage 4. The base is reduced one step. The Allied player also has to disrupt one air unit to bring stacking back into capacity.

15.0 REINFORCEMENTS

Units which appear in the game after the initial scenario set up are called reinforcements. Placing reinforcements on the map is called deployment.

- Each player maintains their own Reinforcement pool. It is highly recommended that players place available reinforcements in an opaque container to facilitate randomly picking reinforcement units.
- Players use reinforcement actions to randomly pick units from their pool and then deploy them on the map in accordance with the instructions below.
- Reinforcement units are added to the friendly pool on the GT indicated by the reinforcement code on the counter.

15.1 Japanese Deployment

Japanese reinforcement (all types) can always deploy in the Indochina and Palau Home Bases. Additionally, units may be deployed as follows:

Naval Units: Any sea area within the same square that contains a Japanese-controlled functional major port.
Air Units: Any Japanese-controlled functional airfield.
Ground Units: Singapore if Japanese-controlled.

15.2 Netherlands Deployment

Netherlands units may be deployed in the following areas:

Naval Units: Any sea area within the same square as an Allied-controlled functional major port in the NEI and/or Singapore when Allied-controlled.
Air Units: Any Allied-controlled functional airfield.
Ground Units: Any Allied-controlled functional major port in the NEI.

15.3 British Deployment

British reinforcements (all types) can always deploy in the Indian Ocean Home Base. Additionally, units may be deployed as follows:

Naval Units: In the sea area within the Singapore square, if Allied-controlled.
Air Units: Any Allied-controlled functional airfield.
Ground Units: In Singapore if Allied-controlled.

15.4 Australian & US Deployment

Australian and US reinforcements can always deploy in the Australia Home Base. Additionally, units may be deployed as follows:

Naval Units: In the sea area within the square containing Darwin if Allied-controlled with a functional major port.
Air Units: Darwin if Allied-controlled with a functional airfield.
Ground Units: Darwin if Allied-controlled and a base unit exists in the land area.

15.5 General

Units must be deployed within stacking limits and airfield capacity.

- Captured major ports and airfields may be used for deployment if other conditions apply.
- Singapore is a friendly-controlled major port and airfield per the conditions of (7.4).
- If there is no suitable place to deploy a reinforcement, then the unit is returned to the pool after all reinforcements have been picked.
- Deploy two-step units at full-strength (unless rules state otherwise).
- Naval units cannot deploy in squares containing enemy naval units unless otherwise stated.
- The number of units in the counter mix is a limit. A player cannot take excess reinforcements.

16.0 PORTS

There are two types of ports: major and minor. They function in the same general manner (5.0).

16.1 Actions

Certain actions are allowed owing to the presence of a port.

16.2 Port Permanency

Ports are not affected by combat results. Units stationed on them can be attacked normally.

- Singapore is a major port for the controlling side (7.4). No base unit is required.

16.3 Logistics

Important: There are no logistic rules.

17.0 AIR BASING

Air units which are not flying missions must be in land areas which have friendly functional airfields.

17.1 Functional Airfields

An airfield is functional if there is a friendly base unit in that same land area.

- Enemy land units in the area do not affect friendly airfield operations.
- Base units include Allied bases (two-step units) and Japanese engineer bases (the reverse of an engineer unit, a one-step unit).

18.0 REFIT & RALLY

Disrupted and reduced units may be returned to play or brought back to full-strength using G-4 actions.

- Units in the Disrupted Units Display may be returned to play via the refit action.
- Reduced units on the map are restored to full-strength via rally.

18.1 Refit Procedure

Each refit action allows the phasing player to attempt refitting of all units belonging to one contingent. When conducting refit follow the below procedure:

1) The phasing player designates the contingent with units in the Disrupted Units Display to attempt a refit. They must be of one contingent:
Japanese: Japanese army and navy are separate contingents.
Allied: Britain, Australia, Netherlands, and US are separate contingents.

Important: Allied base units do not refit. The Allied player must conduct a G-4 Build a Base or Increase Base Strength action.

Important: Japanese bases do not refit. If a Japanese base is disrupted, it is placed in the Disrupted Units Display with its engineer side showing. The engineer unit may be refitted.

2) Then for each unit within the declared contingent, consult that side's Refit Table and locate the type of unit to be refitted.
3) Roll 1d6 for each unit to be refitted.
4) Cross index the DR with the unit type and the result.
5) Apply the result of the refit.
Refit: Immediately place the unit on the map per reinforcement deployment (15.0). **Important:** Two-step units return to play at full-strength.
Damage: Place the unit in the friendly Potential Reinforcement Display (it may be picked normally as a later reinforcement action).
Destroyed: Place the unit in the Units Destroyed Display. The unit is permanently destroyed and may not attempt another refit.

18.2 Rally

Two-step units which are reduced and, on the map, or in an off-map base (off-map bases are one square for this rule) may be restored to full-strength by conducting a G-4 rally action.

Important: Bases may not rally, see G-4 actions for requirements for both sides to build bases.

- The phasing player designates one square containing a land area and friendly reduced ground units.
- The square must be a home base or contain a land area with a friendly base unit (the base may be reduced).
- The player may then return all reduced units in the designated square to full-strength.

19.0 HOME BASES

Home bases are combined land and sea areas.
- The Allied player has two off-map home bases:

  Indian Ocean   **Australia.**

Important: Singapore functions as a limited home base for the controlling player.

- The Japanese player has three on-map home bases:

  Palau (C10)   **Cam Ranh Bay** (A4)   **Saigon** (B3)
- A player always controls their own home bases. There is no need to garrison them.
- For all game purposes, home bases have functional major ports and airfields.

19.1 Home Base Capacity

The owning player may stack an unlimited number of units in a home base. Home bases have major ports and airfields with an unlimited capacity. They are always functional.

19.2 Japanese Home Bases

The Japanese can move naval and air units (plus any transported units) from:
  1) Either Cam Ranh Bay or Saigon to Palau; **or,**
  2) Palau to Cam Ranh Bay or Saigon.
- The moving force expends all its movement factors to conduct this move.
- Land units cannot move to and from home bases (unless being transported by air or naval units).
- Japanese air units can fly missions from a home base to attack targets within normal range on the map and then return to the same home base.
- Japanese naval units enter and exit home base squares normally.

19.3 Allied Home Bases

Allied home bases are in off-map areas that are adjacent to on-map squares.
- Movement from India direct to Australia is not allowed.
- The Allied player can move friendly naval and air units (plus transported land units) from the map to friendly home bases.

Important: Allied land units cannot move from the Australia home base to Darwin unless transported by air or naval units.

- To enter a home base, the moving force pays one movement factor and must cease movement after entering the home base square or display.
- To exit a home base, the moving force pays one movement factor and enters the map (the force can expend the remainder of their movement on the map).

- Naval and/or air units must enter/exit in one of the following squares:
      India: D1.   **Australia:** H10, H11, or H12.
- Allied air units in a home base can only conduct the following actions: **Air Unit Redeploy**, and **Transport by Naval Units** from a home base to an on-map square.

Important: Air units cannot launch missions from Allied home bases.

- A player's units may not enter or attack into enemy home base squares or off-map home bases.
- Naval units which move out of home bases and enter the map can conduct combat normally in the same action.
- Carrier strikes and naval bombardments cannot be conducted from home bases.

20.0 FOG OF WAR

Players may not examine the contents of enemy stacks, displays or pools unless one of the following conditions apply:
  1) Any time that friendly units move into the same square as enemy units.
  2) The player conducts a G-2 action.
  3) A player may reveal to the enemy whatever of his own units he desires.
  4) Players can always examine all base units on the map.

Important: Air units that fly through squares containing enemy units do not reveal them. Enemy units are only revealed if the air units end their movement in the same square.

20.1 Task Force Markers

 Each side has two or three task force (TF) markers. These may be used as substitutes for units on the map to reduce map clutter. Place the units in the corresponding displays on the map. The units are on the map for all game purposes.

20.2 Hitting Thin Air

As a result of the fog of war rules, a player may sometimes be launching attacks against enemy forces that he could not otherwise affect.

Example: Aircraft with no ASW strength attacking a square containing only enemy submarines. In this case, there would be no combat, though this may be useful to determine the strength of an enemy force.

20.3 Refit

A player does not have to tell the other player the outcome of a refit DR and may conceal the placing of damaged units back in the pool.

21.0 UNIQUE UNITS

21.1 Marine Units

 Any unit with an anchor symbol imposed over the unit type symbol is a marine unit for purposes of this rule. Excepting the below rules, units with a marine designation operate in the same manner as non-marine units.

- In addition to regular naval transport, a player may transport marine units using friendly BB, BC, CA, CL, or DD via emergency transport (13.1).
- Marines may be embarked or disembarked on any type of coast, regardless of the presence of a port.
- Marine units may conduct amphibious assaults upon disembarkation (13.0).
- The transporting force is not required to stop its movement in the disembarking square.

21.2 Airborne Units

Japanese airborne units may operate as regular infantry or can use G-3 airborne actions.

21.3 Oilfield Demolition & Oilfield Engineers

Intact Japanese-controlled oilfields provide VP for the Japanese player.

- The Allied player may demolish oilfields to reduce the VP they provide to the Japanese. See the G-4 actions.
- The Japanese player may use the oilfield engineer unit to remove oilfield demolition via G-4 actions.

Important: The Japanese oilfield engineer is a one-step unit that (unlike other Japanese engineers) does not have a base depicted on the back of the counter.

- Demolished oilfields affect VP (4.0) and Allied morale checks (7.0).

21.4 Japanese First Air Fleet

The IJN First Air Fleet (1AF) represents a one-time carrier airstrike by the Combined Fleet's main fleet carriers. Historically, 1AF attacked Port Darwin, but the Japanese can use it against any one target on the map.

- The 1AF marker is placed in the Japanese Reinforcement pool (15.0).

- On the GT that it is picked, the Japanese player must play the marker during the Japanese player turn.
- The Japanese player does not expend an AP to conduct the 1AF action.
- The Japanese player may place the 1AF marker in any square (containing a sea area) on the map and conduct one naval attack or bombardment action against a land area.
- No other Japanese units may be used during the above action.
- After completing the action, the 1AF marker is removed from play.

22.0 JAPANESE ENGINEERS & BASES
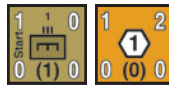
The Japanese player may convert engineer units into bases.

- The Japanese player must conduct a G-4 action.
- To build a base (convert engineer unit to base) the player expends the AP cost and flips the engineer over to show its base side.
- To dismantle a base (convert a base to an engineer unit) the player expends the AP cost and flips the base over to show its engineer side.
- An engineer unit can convert to a base and back any number of times.
- Engineer bases are one-step bases. They are static units.
- A single engineer base provides functionality for both a port and airfield within the land area of a square marked with a ⚓ and/or 🛩 symbol.
- Only one base may exist in each eligible land area.
- A disrupted base refit as an engineer unit.

23.0 SCENARIO I

Each player sorts out their units according to their types and then sets up their units according to the instructions (and in the order) provided below.

- Units may be listed by type or by unit identification.
- If listed by type and if there are units with differing factors within that type, the owning player is free to select which unit will be set up.

Example: If a scenario specifies BB Kongo then you deploy the Kongo unit. If it states a Netherlands infantry regiment, then select any one regiment and deploy it.

- Units must be set up within any stacking and/or air basing requirements.
- Two-step units are set up at their full-strength side unless the specific instruction states otherwise.
- Ground units may begin the scenario transported by ships.

23.1 Historical Campaign

Game Length: Dec I, 1941, through March II, 1942.
Markers:
   ABDACOM Marker: Place in the ABDACOM Marker Display with its Not in Effect side showing.
   Singapore Control Marker: Place on the Japanese Drive on Singapore Track in the box labeled start, British side up.

Allied Player (set up first): The Allied player controls the Netherlands, US, British, Australian forces. Units marked as "Start" will be set up on the map or in off-map home bases.
Allied Bases: Place all Allied bases in the land areas where the counter's name indicates.

Important: Optional (Opt) units are not used in the standard scenario.

Netherlands Start Forces:
   Mobile Ground Units:
   1) Place at least four mobile ground units in any squares on Java (G3, G4, G5).
   2) Other ground units may be placed in any land areas in the Netherlands East Indies (including Java).
   Air Units: Place on any functional airfields in the Netherlands East Indies within capacity.
   Naval Units: Place in any sea area in the same square as any functional ports in the Netherlands East Indies.
British Start Forces:
   Mobile Ground Units: Place the SARFOR infantry unit in the Kuching, Miri, or Brunei land areas.
   Air Units: No "start" units.
   Naval Units: No "start" units.
Australian Start Forces:
   Mobile Ground Units: Place Gull Force (GF) infantry unit in Darwin and the Sparrow Force (SF) infantry unit in West Timor land areas.
   Air Units: Place in Darwin and/or West Timor land areas.
   Naval Units: Place in any sea area in the Singapore and/or Darwin squares and/or in the Australia Home Base.
US: No at start units.
Reinforcements:
   1) Place all units with a "R1" reinforcement code in the Allied Reinforcement pool.
   2) Place all units with any other "R" code in the Allied Potential Reinforcements Display. They are placed in the Reinforcement pool on the GT indicated on the counter.
   3) Singapore reinforcements (those marked with a reinforcement code of "Spor") are set aside and are placed in the pool on the GT that the Japanese conquer Singapore.

Japanese (set up second): Japanese control IJA and IJN forces. Units marked as "Start" will be set up on the map.

IJN and IJA Start Forces: Place all at start air and ground units in the Cam Ranh Bay, Saigon, or Palau land areas. Place all naval units in the sea areas within the above squares; they may be divided as the Japanese player wishes.

Reinforcements:

1) Place all units with a "R1" reinforcement code in the Japanese Reinforcement pool.

2) Place all units with any other "R" code in the Japanese Potential Reinforcements Display. They are placed in the Reinforcement pool on the GT indicated on the counter.

3) Singapore reinforcements (those marked with a reinforcement code of "R-Sp" or "Spor") are set aside and are placed in the pool on the GT that the Japanese conquer Singapore.

Japanese Bases: There are no Japanese at start base units. Japanese home bases function normally.

Important: Optional (Opt) units are not used in the standard scenario.

Scenario Special Rules:

Area of Operations: All eligible squares and home bases are in play.

Shock Effect: The following are in effect on GT 1:

1) The Allied player has three AP available for GT 1. Do not determine additional AP on GT 1.

2) The Japanese player has nine AP available for GT 1. Do not determine additional AP on GT 1.

3) The Japanese player does not apply the Singapore Conquest Column on the Incident Table when rolling for Singapore Conquest.

4) The Allied player does do not roll for Incidents.

NETHERLANDS EAST INDIES ACTIONS LIST

G-1 ADMINISTRATIVE ACTIONS

Mobilize Reinforcements: The player rolls 1d6 and then picks that number of units from the friendly Reinforcement pool. Deploy those units per the reinforcement rule.

Mobilize Emergency Amphibious Replacements: May only be conducted if all the player's naval transport units are currently in the Refit or Potential Reinforcements Display and/or Reinforcement pool. The player selects one naval transport from either of the displays or pool as a reinforcement.

G-2 INTELLIGENCE ACTIONS

Important: Enemy home bases may not be scouted.

Perform Aerial Scouting: The player may examine all enemy units in the unit's square (both land and sea areas) and within the below ranges.

Carriers: All adjacent squares.

Friendly-Controlled Functional Airfields (friendly air units are not required): All squares two squares (one intervening square) from the functional airfield.

Perform Naval Scouting: The player may examine all enemy naval units in sea areas within the same or adjacent squares to any friendly naval unit.

Perform Ground Scouting: The player may examine all enemy units in land areas within the same or adjacent squares to any friendly ground unit.

Fifth Column/Guerrillas: The player rolls 1d6.

1–4: No effect.

5–6: The player may select one land area anywhere on the map and examine all ground and air units on the land area. The player may then select one non-base ground unit and inflict one hit on the unit.

G-3 ACTIONS

G-3 Naval Actions

Naval Force Move and/or Attack: Move one force containing naval units up to the movement factor of the slowest naval unit in the force. The force may conduct combat during its action.

- The force may begin and/or enter a sea area containing enemy naval units; however, the force must cease movement if it enters a sea area containing enemy naval units.
- The player may execute a Naval attack against enemy units in the sea area (player's choice).

- Other friendly units in the sea area may participate in the naval attack.
- Only one AP is expended.
- If the naval force began its move in a sea area containing enemy naval units, the force may conduct a naval attack against those units without moving.

Coastal Bombardment: Coastal bombardments may be executed if the naval force occupies a sea area within the same square as a land area, and there is an enemy base present. The player may:

1) Execute a Naval Force Move and/or Attack (minus the attack) and then execute a Coastal Bombardment action (AP expenditure remains one); **or,**

2) Execute a Coastal Bombardment action without moving.

Carrier Strike Against Land Units: This action is executed the same as a Coastal Bombardment action, except it may only be conducted by a naval force consisting of any type of aircraft carrier, and the strike is against any ground units present in the land area.

Re-Deploy Naval Units: Move one naval force up to three times its movement factor of the slowest naval unit in the force.

1) The naval force may not start in or enter a square containing enemy units (an enemy unit on a land area within a square prohibits the force from starting in or entering that square).

2) The naval force must start and end its move in a friendly home base or a square with a friendly port.

3) The force may embark land or air units (but not both) in its starting square and land those units in the square that the naval force ceased its movement. **Important:** Only Allied amphibious units can transport air units. The land units cannot conduct an amphibious assault.

Important: A naval force cannot use this action to move from one home base to another home base.

Re-Deploy Naval Units Between Home Bases: The Japanese player (only) may move one naval force from one Japanese Home Base to another Japanese Home Base. The force may include transported land units. The force does not need to trace a path of squares, just move the force to another Japanese Home Base.

1AF Carrier Special Attack: The Japanese player (only) places the 1AF:

1) In any sea area containing an Allied naval force (no movement is needed) and conducts a naval attack against the enemy naval force; **or,**

2) In any square containing a sea area and land area that contains enemy ground units and conducts a land bombardment against ground units present.

- No other naval units may participate in the attack.
- The Allied units may not return fire.
- The Japanese player may roll 3d6 to determine the number of hits.
- The 1AF is removed from play after the attack is resolved.

G-3 Air Actions

Land-Based Airstrike Against Enemy Ground and Air Units: Move one force of air units to one land area in range, then attack enemy land and air units in that area. If there are any friendly air units already in that area (on an airfield), they may join in the attack.

Land-Based Airstrike Against Enemy Naval Units: Move one force of air units to one sea area in range, then attack enemy naval units in that area. Other friendly air units may not participate.

Re-Deploy Air Units: Move one air unit force up to three times the range of the slowest air unit in the force.

1) The force may not start in or enter a square containing enemy air units on a base.

2) The force must start and end its move in a friendly home base or a square with a friendly functioning airfield.

3) Both the starting and ending airfield may be controlled or contested.

Important: A force cannot use this action to move from one home base to another home base, nor may ground units be transported by the force.

Re-Deploy Air Units Between Home Bases: The Japanese player (only) may move one air unit force from one Japanese Home Base to another Japanese Home Base. The force does not need to trace a path of squares, just move the force to another Japanese Home Base.

G-3 GROUND ACTIONS

Move a Ground Unit Force and/or Attack: Move one force of ground units in the same area up to their movement factor along land areas only.

- This may include movement from and to areas containing enemy land units.
- The force must cease movement if it enters an area containing enemy ground units.
- The force may drop off units prior to completing its move.
- The player may conduct a Ground Attack action at end of the move (player's choice). Only one AP is expended.
- If the force moved into a land area containing friendly ground units, those units may participate in the attack.
- If the force began its movement in a land area containing enemy ground units the player may conduct a ground unit attack without moving.

Re-Deploy a Ground Force: Move one ground unit force up to twice the range of the slowest unit in the force.

1) The force may not start in or enter a square containing enemy ground units.

2) The force must start and end its move in a square with a friendly base.

Move a Ground Unit Force via Railroad: The player may execute this using the same procedure as a Move a Ground Unit Force and/or Attack action. The force must start in a land area containing a railroad and move entirely along land areas with a railroad. The unit may move an unlimited number of squares.

G-3 COMBINED ACTIONS

Combined Air-Ground Attack: The player may combine a Move a Ground Unit Force and/or Attack and a Land-Based Airstrike Against Ground and Air Units. Only one AP is expended. See Airborne Assault action, for additional options.

Naval Amphibious Movement: Only amphibious type naval units may conduct this action.

- The amphibious units must start the movement in a square containing a friendly functional port and mobile ground units.
- The amphibious units must load the ground units prior to moving and then move the number of squares up to the movement factor of the slowest unit.
- At the end of the move, the ground unit(s) may stay aboard the amphibious units or be disembarked on an adjoining land area (regardless of port or control).

Emergency Naval Transport: All BB, BC, CA, CL, and DD units may perform this action.

- The action is performed the same as amphibious movement; however only marine units can be transported.
- Each BB/BC/CA/CL/DD can transport one marine unit.
- Other naval units may accompany the force.
- Transported units must be disembarked at the end of the movement.
- This action may be combined with other units using amphibious movement.

Amphibious Assault: Disembark a ground force being transported by naval units from a sea area onto a land area in the same square.

- The player must conduct a ground attack against enemy land units in that area if the land area contains an enemy base. Otherwise, attacking is at the player's option.
- The attack may include the participation of any friendly land units already in the same area. **Important:** Enemy air units located at the base may conduct anti-ground attacks and attacking units may conduct anti-aircraft fire against those air units.

Combined Amphibious Assault: The Japanese player (only) may combine the Amphibious Assault with:

1) A naval force that is in the same sea area. This force may use their anti-ground factors in the ground attack; **and,**

2) One force of air units within range. This force may add their anti-ground factors to the ground attack. **Important:** Both the naval units and air units may conduct anti-aircraft fire against Allied air units (that may also conduct anti-air combat).

Combined Air-Naval Attack: The Japanese player (only) may conduct a Naval Force Move and/or Attack action or Coastal Bombardment action with one in-range force of Japanese seaplanes (only) adding their combat factors to the attack.

Naval Evacuation of Ground Units: Same as Amphibious Movement or Emergency Transport, except:

1) The units may embark from a land area without a functioning port; **and,**

2) If using Amphibious Movement, the transport units may conduct no other movement in this action.

3) If using Emergency Transport, the BB/BC/CA/CL/DD may move normally but must disembark the marine units at the end of the move.

G-3 AIRBORNE OPERATIONS

Air Transport: Air transport non-mechanized friendly units.

- Select one force of air transport units on a friendly functional airfield.
- The player may embark any mobile non-mechanized unit (one per transport).
- The force may move up to the air transport's range to a land area containing an airfield that is controlled by friendly forces. The transported unit may then disembark.
- The air transport force may not enter a square (at any point along its route) that contains enemy land-based air units.
- The airfield where the units disembark may or may not be a functional airfield.
- The air transport units then return to their starting airfield.

Airborne Assault: Conduct this action in the same way as an Air Transport action, except only airborne units can be transported.

- The airborne units may land in any land area within the air transport's range (no airfield is needed in the landing area).
- If the land area is enemy occupied, the airborne unit must attack those enemy units, as part of that same action. If there are no other friendly units in the land area and if the airborne assault fails to disrupt all enemy units, the attacking units are disrupted.
- If there are friendly ground or air units already in the square, they may participate in the attack.
- An Airborne Assault action may be conducted as a G-3 Combined Air-Ground Attack. Air Units transporting ground units may not conduct anti-ground attacks.

G-4 ACTIONS

Convert an Engineer to a Base: The Japanese player (only) may create a base in a friendly-controlled land area with a port and/or airfield. The player expends the AP and flips the engineer unit to show its base side.

Convert Base to Engineer: The Japanese player (only) may convert any or all bases to engineer units, anywhere on the map. Only one AP is expended to convert any number of bases to engineer units. The player flips the base unit to show their engineer side.

Build a Base: The Allied player (only) may place a one-step base in one land area.

- An Allied engineer unit in a land area may place a base in that land area if it contains a port and/or airfield and there is not a Japanese base in that land area.
- The base placed must have a unit identification that is the same as the land area where it is to be placed.
- The engineer unit does not have to be of the same Allied contingent as the base.

Increase Base Strength: The Allied player (only) may, in one land area, raise one-step base to a two-step base. An Allied engineer unit (any contingent) must be present with the base.

Rally Reduced Ground Units: The player may rally all reduced-strength mobile ground units in one land area or home base to full-strength. An on-map land area must contain a friendly base.

Refit Units: The player may attempt to restore disrupted units to play (for one contingent) (18.1).

Oilfield Demolition: The Allied player (only) may attempt to demolish an oilfield in one land area. The player rolls 1d6.
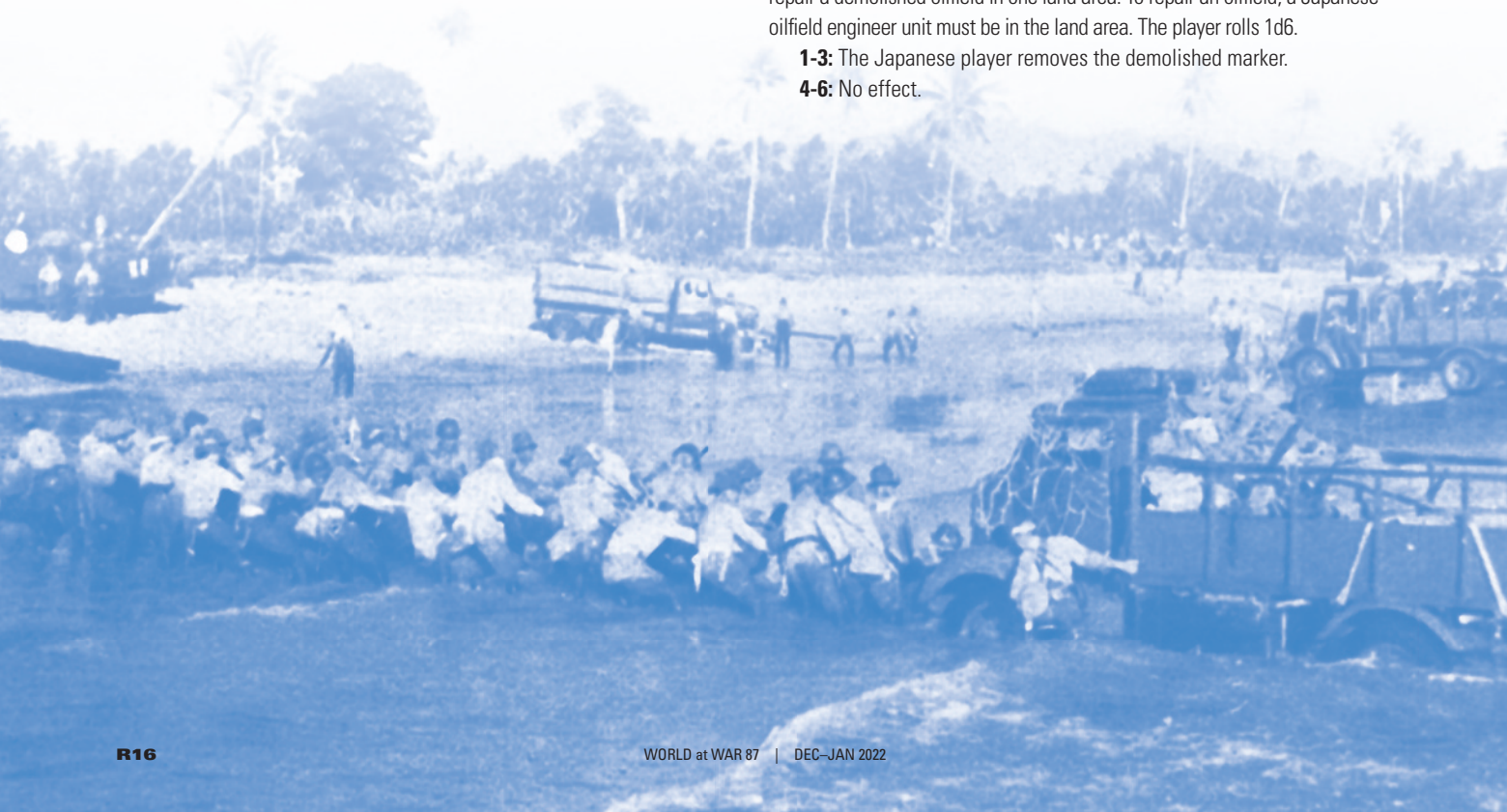
> **1-5:** The oilfield is demolished.
> **6:** No effect.

Repair Demolished Oilfield: The Japanese player (only) may attempt to repair a demolished oilfield in one land area. To repair an oilfield, a Japanese oilfield engineer unit must be in the land area. The player rolls 1d6.

> **1-3:** The Japanese player removes the demolished marker.
> **4-6:** No effect.

24.0 JOINT OPERATIONS

It costs additional AP to conduct **G-3** Combined Actions.

24.1 Japanese

It costs a Japanese force two AP to conduct a Combined Action if there are units from both IJN and IJA participating.

24.2 Allies

It costs an Allied force two AP to conduct a Combined Action if there are units from more than one contingent participating.

> **Note:** *This does not apply to non-G-3 actions in which more than one contingent participates.*

24.3 Additional AP

When using this option, each player gains one additional AP each turn.

Important: The actions generated by the Incidents Table do not cost AP.

25.0 CARRIER RANGED STRIKES & COUNTERSTRIKES

Carriers (CV, CVL, AV) may attack enemy naval forces in an adjacent zone via Carrier Ranged Strikes (that is, across a grid line):

25.1 Carrier Ranged Strike Procedure

1) Designate one attacking force containing aircraft carriers.
2) Designate the adjacent zone to be attacked. The target will be all enemy surface naval units in that zone (and no other types). The carrier uses their anti-surface ship factors.
3) The attacking carriers always get first fire.
4) Resolve the combat per (12.0). The defender fires back with their anti-air factors. This can include all surface naval units and seaplanes in the square.

Important: A player cannot launch a Carrier Ranged Strike against units in the same square. Such combat would be resolved per the regular naval actions.

25.2 Combat results

1) Hits by the carriers taken in the action sink enemy naval units normally. The attacking player can choose which enemy units are affected by hits.
2) Each hit inflicted by the defending force places one attacking carrier into the Reinforcement pool.

Important: Representing loss of the carrier air group temporarily taking the carrier out of action.

3) If more hits are inflicted than there are attacking carriers, then there is no further effect.

25.3 Carrier Counterstrike

1) If the targeted force includes any surviving carriers, then those carriers may—after the carrier ranged attack (above) is completed—launch a counterstrike at the naval force which launched the original strike. This costs no AP. Those enemy carriers follow the Carrier Ranged Strike procedure.
2) There is no further Counterattack.

Important! Only carriers can launch ranged attacks and counterstrikes (not, other units which might have been targeted). However, all types of units can potentially be affected by ranged strikes.

25.4 Home Bases

Carriers in home bases cannot launch ranged strikes onto the map. This applies to both the Allies and Japanese.

Example: A force of two Japanese CVL and one CA makes a ranged strike against an adjacent zone containing two Allied AV and two DD. The Japanese carriers use their anti-surface ship combat factors against the Allied force. The CVL inflict one hit and sink one Allied AV. One Allied DD unit scores a hit, the Japanese place one CVL in the Bin.

26.0 ADDITIONAL UNIQUE UNITS

26.1 Armor in the Attack

If an attacking armored unit inflicts a loss, the attacker can select which defending ground unit will take the hit (12.6).

26.2 USAAF Long Range Bomber Deployment

The Allies can additionally deploy US HB and SP units (B17, B24, Catalina) reinforcements on any Allied controlled airfields (to also include India, and for SP friendly AV).

26.3 Seaplane Basing on AV

Seaplane units can base in the same squares as seaplane tenders (AV) units of the same country. Each AV can base one seaplane unit.
Operations: When based on AV, seaplane units defend and attack together in the same square with naval units. They move separately from naval units. Seaplanes can also combine with other friendly air units conducting combat in the same square.
Seaplane Patrol Action: This is explained in the Optional Actions (29.0). It allows for seaplanes to remain in a square after completing a move instead of returning to a base.
Seaplane Patrol Operations: Whenever enemy naval or air units enter a square containing a seaplane (even with no naval units), they must cease movement; they can move out normally in another action. The moving force may attack those seaplanes.
- If there are units friendly to the seaplanes in the square, they all defend together.
- Seaplanes on patrol cannot attack. They return fire normally. Further, friendly naval re-deployment cannot be made into a square containing enemy seaplanes on patrol.

27.0 SHOCK EFFECT

Shock Effect represents psychological and political effects.

27.1 Major Battles

- A side gains one AP if that side:
  1) Eliminates two or more enemy BB, CV, or CVL units in a single action and does not lose any of these types.
  2) Eliminates three or more enemy air units (any type) in a single action and does not lose any air units.

3) Eliminates (completely) two or more enemy ground units (any type other than bases) in a single action and does not lose any ground units.

• This applies to both attack and defense. If a Combined Action and more than one of the above occur, then only one AP is gained. If both sides fulfill a condition, then there is no AP gain.

28.0 OPTIONAL FORCES

Players can add these units to a scenario for variations and play balance. These cost the player the designated number of VP at the end of the game.

28.1 Japanese Optional Units

1) 1st Air Raiding Regiment (1AR): Historically, this unit was to have participated in the NEI campaign but was pulled out when its transport caught fire.

• The Japanese add the 1AR airborne unit to their initial setup force. It can conduct Airborne actions. VP cost = 2.

2) 6th Tank Regiment: Historically, this unit arrived after the end of the campaign, but this is an early arrival variant.

• The Japanese player adds the 6th Tank Regiment to their Reinforcement Pool on GT 1 VP cost = 1.

3) More Japanese transports:
• The Japanese add the TR-5 unit to their Reinforcement pool on GT 1. VP cost = 2.

28.2 Allied Optional Units

1) BB-R: The Royal Navy had a plan to dispatch a squadron of Revenge-class dreadnoughts to the Far East prior to the start of the war. These ships ended up retained for the defense of India. But what if they had been sent to the East Indies?

• Add the British BB-R unit to the Allied initial setup. Deploy it in Singapore or Indian Ocean. VP cost = 4.

2) CV Indomitable: This carrier was supposed to support Force Z but did not make it to the Far East in time. Later during the NEI campaign it ferried Hurricane fighters to Allied forces.

• After completing initial setup, the Allies roll one die. This is the turn the Indomitable is added to the Allied Reinforcement pool. VP cost = 3.

3) RAF Reinforcement: The RAF commits more Hurricanes to the Far East, to include more ground support and veteran pilots.

• Add the British 30 fighter unit to the Allied Reinforcement Pool on GT 5. VP cost = 2.

4) British 7th Armoured Brigade: The British considered sending this unit to reinforce the NEI, but it ended up fighting in Burma and then India.

• Add the British 7th Armored to the Allied Reinforcement pool on GT 5. VP cost = 2.

5) Additional Australian forces: The Australians dispatch a brigade group from their 7th Infantry Division to the campaign.

• Add the Australians BG 7 to the Allied Reinforcement pool on GT 5. VP cost = 1.

6) US Task Force 15.5: This was a convoy escort force built around the heavy cruiser USS Pensacola. It arrived in eastern Australia in late December 1941 to deliver aircraft and artillery units. What if the Pensacola force had been committed to the NEI?

• Add US CA-15.5 to the Allied Reinforcement pool on GT 3. VP cost = 2.

7) US Marine Reinforcements: What if the US rushed US Marine ground and air units to the East Indies?

• Add the US Provisional Marine brigade and 1 MAW air unit to the Allied Reinforcement pool on GT 7. VP cost = 3.

8) Additional Netherlands Airpower: The NEI ordered US B-25 bombers, but they did not arrive in time for the campaign. This option brings them in.

• After completing initial setup, the Allies roll one die. This is the GT the B-25 is added to the Allied Reinforcement pool. VP cost = 2.

9) Allied Secret Airbase: The Dutch had prepared secret airfields prior to the campaign.

• Add the Secret Airbase unit to the Allied start force. Deploy it face down in any area in the NEI not containing another Allied base. This functions as an Allied base with the following special rules:
a) The base has an organic airfield (if face up or down) regardless of whatever else is in the hex.
b) Japanese air and naval units cannot attack the Secret Airbase until a Japanese ground unit enters its area. At that point, flip it face up and it can be attacked normally.
c) If eliminated it cannot be Refit. VP cost = 1.

Note: As a mnemonic for the GT in which reinforcements are to be added to the friendly pool, place the units on the Turn Record Track.

29.0 OPTIONAL ACTIONS

Players can use the following Optional Actions.

G-1 Actions

Use an aircraft carrier to deploy air unit reinforcements: (Allies only). This can be done only if the USS Langley is in a sea area adjoining an Allied controlled functional airfield. When a fighter air unit (F) is picked from the pool as part of a reinforcement action, deploy it on that airfield. This can be done for a maximum of one fighter unit per Reinforcement Action (and is considered part of that action).

G-3 Naval Actions

Launch a long-range carrier air strike: This may be conducted only by carrier units. The carriers and any escorting naval units may first move up to their movement limit. The player reveals which carrier units are launching the strike. See rule (25.0).

Conduct a Naval Raid: Move one friendly naval unit in a square adjoining a friendly functional port up to its movement factor to a square containing enemy naval units or adjoining an enemy occupied coastal area. The unit then attacks (via Naval Attack or Coastal Bombardment). Surviving raiding units immediately move back to their starting square. If there are other friendly units in the destination square, they cannot participate in the combat.

Place submarines on station: Designate any or all friendly submarine units in squares adjoining friendly functional ports. Move them up to *double* their movement factor. The submarines cannot start in or enter squares containing enemy naval units, nor squares adjoining enemy bases, nor can they launch any kind of attack. The submarines do not have to end adjoining a friendly port (unlike Naval Re-deployment). (This action can move more than one force.)

G-3 Air Actions

Launch a Seaplane patrol: Move one force of SP air units (based in one square) to one sea square in range. Flip the SP to their reverse (patrol) side. No attack is made at the end of the move (if there are enemy units present). Instead, the seaplanes remain in the square until eliminated or recalled.

Recall Seaplane patrols: Move any or all SP units that are on patrol (above) back to friendly functional airfields or AV. If there are any enemy units in those squares, there is no combat. (This Action can move more than one force.)

G-3 Ground Actions

Extended Base Combat: Base units can use their anti-submarine and anti-surface naval factors to conduct attacks against enemy submarine and surface units in adjoining areas. This cannot be combined with other friendly naval or air units. The enemy force can fire back using anti-surface factors.

Note: Representing minor naval and air units attached to the fortification

G-4 Logistics Actions

Airlift supplies for ground and air units: Move one or more air transports that starts in the same area as a friendly base (any type) and flies to an area containing reduced friendly two-step units. For each air transport, refit one reduced unit. The air transports then return to base. (They cannot move land units by this action.)

Other friendly air units may accompany the air transports. If there are enemy air units in the area, then the friendly air units must first engage in combat with them. Further, if other friendly air units are based in the area, they join in any such combat. Ground units do not participate in this combat. Surviving air transports then provide Refit.

30.0 SCENARIO II

This covers the campaign beginning with the main Japanese assault on the East Indies and the formation of ABDACOM.

Game Length: January II 1942 to March II 1942.
Markers
    ABDACOM: In Effect.
    Singapore Conquest: 2 Space.

Allies (set up first): Allied side controls Netherlands, US, British, Australian forces.

Reinforcements: Units with a R1 or R3 reinforcement code begin in play, Place these units in the Australian Home Base or Darwin. Units with a R5 or R7 code start in the Potential Reinforcement Display and are added to the pool at the start of the indicated turn. Singapore reinforcements are placed on the GT that the Japanese conquer Singapore (7.4). Optional (OPT) units are not used in the Standard scenario.

Allied Base units: Remove the Kuching, Miri, Brunei, and Tarakan bases from play (they cannot be rebuilt). Place all remaining bases in the same areas as the name on the counter.

Netherlands Start Forces

Mobile ground units: Five infantry units, one armored recon, one engineer on Java, one infantry in any area in the Netherlands East Indies other than Tarakan.
Air units: Place the NEI-4 in the Refit Display; other three air units are place on functional airfields in the Netherlands East Indies within capacity.
Naval units: CL, DD, DD, TR/NEI adjoining any functional ports in the Netherlands East Indies.

British Start Forces

Mobile ground units: 21, 48, 77 antiaircraft regiments in Singapore, SARFOR infantry in the Refit pool.
Air units: none at start.
Naval units: CA, CL, TR/EI adjoining Singapore or any major ports in the Netherlands East Indies.

Australian Start Forces

Mobile ground units: Gull Force in Ambon, 7MD in Darwin, Sparrow Force in West Timor.

Japanese (set up second): Japanese control IJA and IJN forces.
Reinforcements: units with a R1 or R3 reinforcement code begin in play. Units with a R5 or R7 code start in the Reinforcement display and are added to the pool at the start of the indicated turn. Singapore reinforcements are placed on the turn that the Japanese conquer Singapore. OPT units are not used in the standard scenario.

Japanese Base Units: 4N engineer (base side) on Sarawak, Brunei or Tarakan.

IJN and IJA Start Forces

Mobile Ground Units: Kwg D infantry, 2 Yok SNLF on Sarawak, Brunei or Tarakan. Remaining Start and R3 units in Indochina and/or Palaus.
Air units: All at start and R3 units begin in play; up to two on the 4N engineer base; remaining units in Indochina or Palaus.
Naval units: All Start and R3 units begin in play; deploy in Indochina, Palaus and/or sea zones adjacent to Sarawak, Brunei and Tarakan.

Scenario Special Rules

Area of Operations: All map areas.
Shock Effect: None.