**AVALON HILL**

# Axis & Allies PACIFIC

TSINGHAI

impassable

impassable

impassable

HIMALAYA

impassable

Ledo

Burma Road

Kunming

HUNAN

KIANGSI

DIA

1

YUNNAN

BURMA

Lashio

KWANGSI

2

**PLAYERS:** 2 to 3
**AGES:** 12 and up

COMPLEXITY LEVEL
○ Advanced
● Challenging
○ Moderate

## CONTENTS
Gameboard Map
345 Plastic Playing Pieces
Industrial Production Certificates (IPCs)
3 National Reference Charts
National Control Markers
National Production Chart
Battle Board
Task Force Cards
12 Dice
Plastic Chips (red and gray)

# Axis&Allies® PACIFIC

### GAMEPLAY MANUAL

## WHAT'S DIFFERENT ABOUT AXIS & ALLIES PACIFIC?

Those of you who have played the classic version of Axis & Allies should be familiar with the majority of rules in this game. A summary of the major gameplay differences is listed below.

- Bombers conducting Strategic Bombing Raids may be escorted by friendly fighters and attacked by enemy fighters.
- Battleships and submarines have new powers and abilities.
- There are three new types of combat units – Destroyers, U.S. Marines and Artillery.
- IPCs gained are subject to attack in convoy routes and convoy centers.
- There is no weapons development.
- Order of play is different.
- Fighter planes may be moved into a sea zone to create Combat Air Patrols (CAPs).
- Naval bases have been added to key territories. This benefits friendly naval units moving to other naval bases.
- Air bases have been added to key territories. This benefits friendly aircraft moving to or from those key territories.
- Japan has a special first turn attack advantage.
- Japan may launch Kamikaze attacks.

## STRATEGY – THE BIG PICTURE

Japan wins the game by expanding her territorial gains, in particular the Dutch East Indies, and then holding them long enough to accumulate sufficient victory points to win. The British player must defend both India and Australia while simultaneously looking for opportunities to threaten Japanese territories. The Allies can use submarines to great effect by cutting the convoy routes to the more valuable Dutch East Indies territories. The American player must act quickly to counterattack. America has a strong economy but must plan effectively.  Naval units, air power and land units will all be required to defeat Japan.

As you play, you'll discover that you must be a military strategist and a clever economist to win. Some territories you capture will increase your income.  Keeping convoy routes open is vital to maintaining your economic income. As the game progresses your ability to attack and the intensity of these attacks will be influenced by how you have planned your purchases over previous turns.

## TABLE OF CONTENTS

# GAME SETUP AND COMPONENTS

**1. Pick a World Power.**
There are three world powers in the game.

**Japan**

**Great Britain** controls two countries: India and Australia.

**The United States of America** controls two countries: USA and China.

Choose which world power(s) you will be based on the number of players in the game:

**3-player Game**
Player 1: Japan
Player 2: Great Britain (India and Australia)
Player 3: United States (USA and China)

**2-player Game**
Player 1: Japan
Player 2: Great Britain (India and Australia) and United States (USA and China)

**Note:** Throughout this manual, the terms "country" and "countries" refer to individual economies such as India, Australia, China or USA.

**2. Distribute National Reference Charts.**



Players have their own reference chart. These charts offer a quick reference for initial unit setup, unit movement abilities, attack and defense capabilities, and unit costs. Each chart also gives a summary list of Phases that you follow during your turn. Land and naval combat sequences are also shown.

**3. Distribute National Control Markers (NCMs).**
Carefully punch out the NCM's from the cardboard sheets. Each country has its own NCMs as shown here.
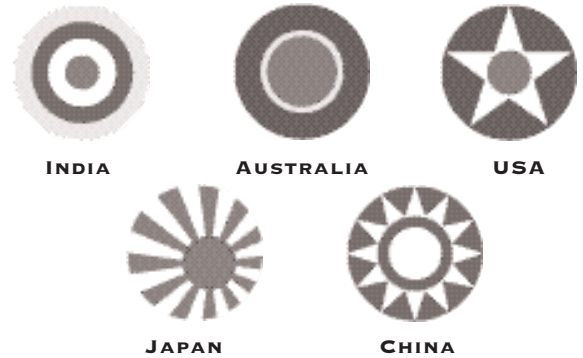


NCMs are used as ownership tokens to show which country controls which area. This is helpful as areas change hands. NCMs are also used as scoring disks on the National Production Chart to keep track of each country's income.

**4. Set Up the National Production Chart.**



Place one NCM on top of its matching space for each power (except China) on the National Production Chart. This indicates each country's starting income.

Place the British Convoy Center marker on the matching space.



**BRITISH CONVOY**

Place a Japanese marker on the number "0" space of the red Japanese Victory Point track and another on the "6" space of the Kamikaze track.

Appoint one player to be scorekeeper. It will be his job to adjust the markers on the National Production Chart as areas change hands.

**5. Industrial Production Certificates (money)**
The scorekeeper should also serve as banker in charge of IPCs (Industrial Production Certificates), commonly known as money. IPCs fuel the war effort for the countries. Separate the IPCs by denomination.

**Starting Income**
At the beginning of the game, the banker dis-burses IPCs as shown on the National Production Charts and below. The remaining money stays in "the bank." IPC amounts change as territories are captured or lost. The British player must keep the IPCs for each of his two countries (India and Australia) separate.

**British Convoys**
The British player also collects income for the three British Convoy centers located in sea zones 15, 49 and 52. These twelve IPCs must now be given to India or Australia, or divided between the two countries in any manner the British play-er wishes. They may not be kept separate.

**Note:** Place your IPCs next to your National Reference Chart.

| Country | Starting Income |
| --- | --- |
| **UNITED STATES** | 75 |
| **INDIA** | 15 |
| **AUSTRALIA** | 20 |
| **JAPAN** | 19 |
| **BRITISH CONVOYS** | 12 |

China does not collect IPCs. See page 10 for details.

**6. The Gameboard**
The gameboard depicts the Pacific theater as of December 7, 1941. Five major economic centers are identified with national symbols representing Japan, India, Australia, USA and China.

**Color Coding**
The following countries and territories are color-coded on the gameboard map:
• China is sand-colored.
• Japan is brown.
• Chinese territories under the control of Japan at the start of the game are brown with a faded Chinese icon.
• India is dark green.
• Australia is light green.
• Dutch East Indies are purple and are considered part of Australia.
• United States is blue.

The gameboard map is divided into sea zones and territories.

**Sea Zones**
Each sea zone is identified with a different num-ber. A white line separates each zone. A sea zone may hold as many units as a player wants to put in it.

*Convoy Routes:* Thirteen sea zones contain con-voy routes – each indicated by a faded Japanese, Indian or US control marker icon, as well as the name of an adjacent territory. Convoy routes are explained in detail on page 23.

*Convoy Centers:* There are also five sea zones that contain convoy centers – each indicated by a rec-tangular area, as well as a USA or British convoy icon. The white number that appears with each convoy center represents its IPC value. Convoy centers represent the many supply convoys head-ing into the Pacific from around the world. All are subject to attack by Japanese submarines and warships, as explained on page 22.

**Territories**
Territories include land territories, islands and island groups. The white number that appears in many territories represents the IPC value of the area.

*Land Territories:* Boundaries between land territo-ries are marked with a white line. A land territory may hold as many land and air units as a player wants to put on it.

*Soviet Union and Himalayas:* There are two beige territories on the gameboard (Soviet Union and Himalayas). Players may not move units into nor fly over either of these territories.

*China:* Allied forces may move freely into and through Chinese controlled territories.

*Islands and Island Groups:* Islands vary considerably in size. Borneo and Wake Island are both islands. Some sea zones contain more than one island. Each island or island group that's considered a separate territory has a white line surrounding it as well as a white name. Each island or island group may hold as many land and air units as a player wants to put on it.

*Example:* Sea zone 25 has an island group, the Mariana Islands, and the island of Guam. Each of these is a separate land territory, and both are separate from the sea zone in which they are situated.

*Note:* Throughout the rules, territories and sea zones are sometimes referred to generically as "spaces." When you or an ally control these spaces, they are sometimes referred to as "friendly."

**Naval Bases and Air Bases**
Some territories contain Naval and/or Air bases. These bases provide movement advantages to friendly units. Air bases are explained on page 12. Naval bases are explained on page 24.



**Diagram 1. Key Board Definitions**

## LAND UNITS

**INFANTRY**

**MARINES**

MARINE

**ARTILLERY**
Allied 105mm Howitzer
Japanese Model 92 (1932)
70mm Howitzer

**ARMOR**
Allied Sherman
Japanese Type 95 "Kyugo"
Light Tank

## ANTIAIRCRAFT GUN

## NAVAL UNITS

**AIRCRAFT CARRIER**
USA Wasp Class
British Illustrious Class
Japanese Fabuki Class

**BATTLESHIP**
USA Iowa Class
British Royal Oak Class
Japanese Yamoto Class

**DESTROYER**
Allied Johnston Class
Japanese Fubuki Class

**SUBMARINE**
Allied Ray Class
Japanese I Class

**TRANSPORT**
Allied Liberty Ship
Japanese Hakusan Maru Class

## AIR UNITS

**BOMBER**
USA B-17
British Halifax
Japanese Mitsubishi G4M2E
  Model 24J "Betty"

**FIGHTER**
USA P-38 Lightning & Navy Hellcat
British Spitfire
JapaneseA6M2 Zero-Sen  "Zero"

## INDUSTRIAL COMPLEX

**7. The Combat Units.**
**Color:** Each country has combat units with a different color.
• Great Britain uses the tan units.
• USA uses the green units, along with the dark green Infantry (US Marines).
• China uses the brown units.
• Japan uses the red units.

**Note:** Antiaircraft guns and Industrial Complexes are all gray. All players share them.

**Type:** There are three different types of units.
• **Land Units** (infantry, U.S. Marines, tanks, AA guns and artillery)
• **Air Units** (fighters and bombers)
• **Naval Units** (destroyers, battleships, aircraft carriers, submarines and transports)

**A detailed profile of each combat unit – how it moves, how it attacks, how it defends, how it interacts with other combat units, and how much it costs – is provided in the *Combat Units* section on page 25.**

**8. Plastic Chips**
Plastic chips are used as substitutes for combat units to save space in overcrowded territories and sea zones. One gray chip represents one unit and one red chip represents five units.
Important: Stacked chips must always be topped off with the identifying combat unit piece.

**Example:** To place seven infantry units on a territory, stack up one red chip, one gray chip, and top it off with one plastic infantry piece.

**Diagram 2. Using Chips**



**7 Infantry Units**

Infantry Unit ———————— = 1 unit
Red Chip ———————— = 5 units
Gray Chip ———————— = 1 unit
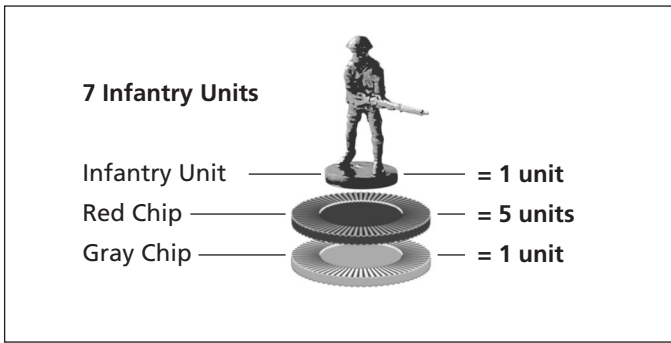
**9. Task Force Markers and Cards**
If you have a large fleet in a sea zone, you may choose to place a single plastic task force marker in the sea zone to reduce overcrowding. One of your NCMs is then placed on top of the task force marker, and the actual units are placed on the corresponding task force card alongside the board. The task force marker must be removed from the board if all the units in the task force have been destroyed.

**Diagram 3. Task Force Markers**



Task Force Marker

National Control Marker

= 

Task Force Card with Actual Units

• To reduce crowding in sea zone, use task force marker.
• Place your NCM on top of task force marker.
• Place your units on task force card.

**10. Place Starting Units on the Gameboard.**
Look at your National Reference Chart. It lists the number and type of combat units to be placed in your territories. See the example of the British player's setup for India on page 9. All players place their units (color-coded by player) in their territories now. Use chips as combat unit substitutes, wherever you can, to save space.

**Diagram 4. The Setup Chart**

| INDIA | BORNEO | BURMA | SHAN STATE | HONG KONG | MALAYA | QUEENSLAND | NEW SOUTH WALES | WESTERN AUSTRALIA | NORTHERN TERRITORY | NEW ZEALAND | PAPUA | NEW BRITAIN | CELEBES | JAVA | SUMATRA | SEA ZONE 13 | SEA ZONE 27 | SEA ZONE 29 | SEA ZONE 30 | SEA ZONE 43 | SEA ZONE 46 | SEA ZONE 50 | SEA ZONE 54 | TYPE OF UNIT | COST | MOVEMENT | ATTACK ROLL | DEFENSE ROLL |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 6 | 1 | 2 | 1 | 2 | 3 | 2 | 2 | 1 | 2 | 2 | 1 | 1 | 1 | 2 | 1 | | | | | | | | | INFANTRY | 3 | 1 | 1 | 2 |
| 1 | | 2 | | | 2 | | | | | | 1 | | | | | | | | | | | | | ARTILLERY | 4 | 1 | 2* | 2 |
| | | | | | | | | | | | | | | | | | | | | | | | | ARMOR | 5 | 2 | 3 | 2 |
| 1 | | | | | | | 1 | | | | | | | | | | | | | | | | | ANTIAIRCRAFT GUN | 5 | 1 | 0 | 1 |
| 1 | | | | 1 | 1 | 1 | | | | 1 | | | | 1 | | | | | | | | | 1 | FIGHTER | 12 | 4 | 3 | 4 |
| | | | | | | | | | | | | | | | | | | | | | | | | BOMBER | 15 | 6 | 4 | 1 |
| | | | | | | | | | | | | | | | | | | | | 1 | 1 | | | BATTLESHIP | 24 | 2 | 4 | 4 |
| | | | | | | | | | | | | | | | | | | | | | 1 | | | AIRCRAFT CARRIER | 18 | 2 | 1 | 3 |
| | | | | | | | | | | | | | | | | | | 1 | | 1 | 1 | | | DESTROYER | 12 | 2 | 3 | 3 |
| | | | | | | | | | | | | | | | | 1 | | 1 | 1 | | | 1 | | TRANSPORT | 8 | 2 | 0 | 1 |
| | | | | | | | | | | | | | | | | | 1 | 1 | | | | 1 | | SUBMARINE | 8 | 2 | 2 | 2 |
| 1 | | | | | | | 1 | | | | | | | | | | | | | | | | | INDUSTRIAL COMPLEX | n/a | 0 | 0 | 0 |

*Increase each matching infantry/marine roll by 1

## 11. Battle Board
The battle board helps you keep track of units engaged in combat, as well as the dice rolls needed to attack and defend successfully. Place this to one side within easy reach of all the players.

**Diagram 5. Battleboard**



## PLAYING THE GAME

**Object of the Game**
The Allied powers and Japan each have different objectives:

• **If you are Japan, you win in one of two ways:**
1. Occupy one of the following Allied capitals (India, New South Wales or USA) until the start of your next turn. You must also control Japan.
OR
2. Accumulate 22 victory points (VPs). Japan scores one point for each 10 IPCs collected at the end of its turn.

*Example: If Japan collects 12 IPCs then 1 VP would be scored, if Japan collected 29 IPCs then 2 VPs would be scored.*

• **If you are one of the Allied powers (Great Britain or United States), you win in one of two ways:**
1. Occupy Japan and hold it until the start of your next turn. You must also control your home country. (The Great Britain player must retain control of both India and the Australian capital, New South Wales). The Allies win as a team, not just the player who occupies Japan.
OR
2. Prevent Japan from collecting any victory points (VPs) on the Japanese player's turn. For this to occur Japan's IPC income would need to be reduced to 9 or less.

### What to do on a Turn
On your turn, follow the nine Phases as outlined below. When you've completed the entire Phase sequence, your turn is over. Play continues to the next designated player who then completes the entire sequence. When every player has completed an entire sequence, a round of play is over. It will take more than one round of play to determine a winning side.

### Order of Play
1. The Japanese player goes first.

2. The British player goes second. (India and Australia move on the same turn.)

3. The American player goes third. (USA and China move on the same turn.)

This order is repeated throughout the game.

### Phases

During a turn, a player performs some or all of the nine Phases in the following order:

Phase 1    Purchase Combat Units

Phase 2    Land Fighters on Combat Air Patrol

Phase 3    Combat Movement

Phase 4    Resolve Combat

Phase 5    Place/Remove National Control Markers and Adjust the National Production Chart

Phase 6    Non-Combat Movement

Phase 7    Place New Units

Phase 8    Submerged Submarines Resurface Damaged Battleships Uprighted

Phase 9    Collect Income

Players will not always want (or be able) to complete all of the Phases. Each of these Phases is explained in detail below.

### PHASE 1. PURCHASE COMBAT UNITS
You may now buy new combat units using IPCs you have on hand. These should be placed on your National Reference Chart. New units are not placed on the gameboard until Phase 7. Unit prices are shown on the National Reference Charts under COST. For example, a fighter plane costs 12 IPCs.

You do not have to buy combat units on your turn. Some or all IPCs may be kept and used (in addition to any other income collected) on a later turn. Purchased units for each country should be placed alongside the player's National Reference Chart.

*Only the U.S. may purchase Marines and Industrial Complexes.*

**Note:** If you run out of a type of playing piece, you may still buy that unit. Simply use a piece of paper with the type of unit written on it.

### Countries
*Great Britain:* Great Britain controls both India and Australia. The purple Dutch East Indies are part of the Australian income. These countries move and fight together. However, they buy and place units separately.

*China:* The United States controls all Chinese units. China is different from all other countries as follows:

- *Payment:* China does not collect IPCs but receives one infantry unit for each territory (with an IPC value) controlled by China at the start of its turn. China also receives one additional infantry unit if the Burma Road is open at the start of its turn. (See below.) New Chinese infantry units must always be placed in Szechwan.

- *The Burma Road:* This road is considered open as long as none of the following territories are under Japanese control: India, Burma, Yunnan and Szechwan.

- *Infantry Units:* Chinese infantry units operate just like any other infantry units in the game except they may not be loaded onto Allied transports.

**Note:** The American player needs to check the gameboard at this point on his turn to determine how many Chinese infantry units to collect. Earned infantry units are then put aside and placed on the gameboard during Phase 7.

### PHASE 2. COMBAT AIR CONTROL (CAP) FIGHTERS MUST LAND
Combat Air Patrol is a special feature of this game that involves fighter planes. CAP fighters "take to the air" during Phase 6 of your turn and must land in Phase 2 of your next turn. Fighters

on CAP may land on any friendly land territory that is adjacent to the sea zone **OR** any friendly aircraft carrier, island or island group that is within the sea zone. If a CAP fighter cannot land because there is no friendly landing area, then the fighter is lost and removed from play. Having landed, the fighter may then move as normal. CAP is explained in detail on page 24.

**PHASE 3. COMBAT MOVEMENT**
You may now move units you already have on the gameboard as long as they move into, or out of, a territory that is occupied or controlled by the enemy.

**Controlling Territories and Sea Zones**

**Territories**
You may control land territories, islands and island groups (either your own, or by occupying an enemy territory). If you are the last player to have land units present in the territory at the end of your turn, you control the territory. That territory is marked with one of your NCMs. (This is not necessary if the territory was originally one of yours.) A player may still control a territory even if all units are removed from the space.

**Sea Zones**
Sea zones themselves are not captured, controlled or affected by the outcome of a battle. However, convoy routes and convoy centers, that are part of a sea zone, can be successfully held by a defender or captured by an attacker. Convoy centers supply additional income to the British and American players. Convoy centers and convoy routes are explained in detail on page 22.

Moving units to an enemy occupied space creates a combat situation. You may move into as many combat situations as you wish during this Phase. However, each attacking unit may only be involved in one battle per turn. At no time may an Allied power attack another Allied power.

I**mportant:** All combat movement must be completed before combat situations are resolved.

**Movement on the Gameboard**
• Movement occurs during the *Combat Movement* and *Non-Combat Movement* portion of a turn.

• Some units may move just one adjacent space per turn, while others may move up to six spaces. Each unit's movement ability is listed on the National Reference Charts.

• Land units may only move between land territories unless being convoyed by naval transports. Naval units may only move between sea zones.

• Air units may move through land territories and sea zones.

• Moving a unit to one land territory, island, island group or sea zone from an adjacent land territory, island, island group or sea zone counts as moving one space.

• Moving an aircraft from a sea zone to an island or island group within that sea zone also counts as moving one space.
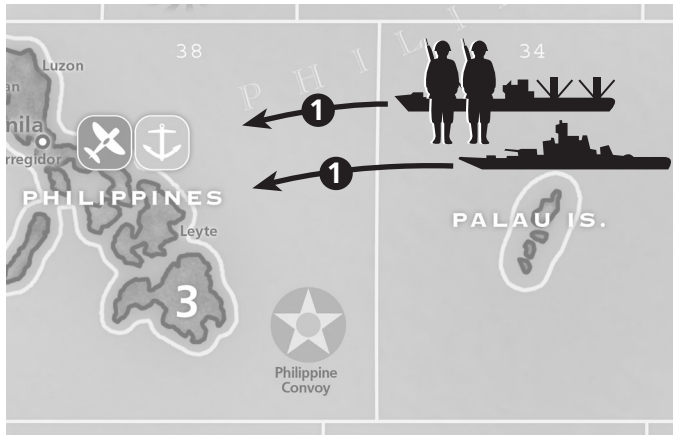
*Example: Marching from Burma to Shan State is one land movement.*

**Diagram 6. Land Movement**

*Example: Sailing from the sea zone 34 to sea zone 38 is one sea movement.*

**Diagram 7. Naval Movement**



- Land and naval units must end their movement when they move into a space that is occupied by enemy units.

- Aircraft may move through spaces occupied by enemy units, including aircraft.

*Example: Moving from Yunnan to Sumatra counts as a one-turn move. From Yunnan to French Indo-China is one. From French Indo-China to sea zone 46 is two. From sea zone 46 to sea zone 47 is three. From sea zone 47 to Sumatra is four.*

**Diagram 8. Air Movement**



**Movement Summary**
The following rules apply to Combat Movement

- You may move units into enemy-controlled territories that have no combat units, other than AA Guns and Industrial Complexes, to take control of them without fighting. (This is considered Phase 3 *Combat Movement*, but there is no combat to resolve in Phase 4.)

- You may move any of your naval units out of sea zones containing enemy units (as long as your units were in the sea zone at the beginning of your turn), even if the movement prevents combat from taking place.

- You many not load or unload units on a transport ship in a sea zone that contains enemy units, unless the only enemy units present are submerged submarines. If the transport moves into a friendly or empty sea zone, it may load or unload troops.

- When moving air units during this sequence, there must be a friendly territory or aircraft carrier on which to land air units after combat is over. Aircraft may not be moved if there is no possibility for them to land. (See *Air units section* on page 24.)

- Any air units that fly over enemy antiaircraft guns during Combat Movement are subject to antiaircraft fire. If a unit flies over more than one territory containing enemy guns, it is subject to multiple attacks, one for each territory. This is in addition to any antiaircraft fire the air units are subjected to from an enemy territory being attacked. (See *Resolving Land Combat section* on page 13.)

- Units involved in Amphibious Assaults are moved during this sequence. (See *Amphibious Assaults section* on page 16.)

- Air units involved in Strategic Bombing Raids are moved during this sequence. (See *Strategic Bombing Raids section* on page 19.)

## AIR BASES
As stated earlier, air bases offer a movement "bonus" to friendly units.

*Air Bases:* Aircraft flying to or from a territory with a friendly air base do not have to use up one movement to go between the territory and the sea zone in which the base is situated, or is adjacent to.

Enemy aircraft must still use up one movement space to move to an enemy territory that contains an air base.

*Example: A fighter on New Britain can fly to sea zone 16, using up only one movement space, then on to the Gilbert Islands (one more movement), engage in combat, and return the same way. However, a fighter based on the Gilbert Islands could not attack New Britain, as it would need one movement to go from the Gilbert Islands to sea zone 16, then another movement to go to sea zone 27, and a third movement to go to New Britain. This would leave only one movement to land, and could only be done if there was a friendly carrier in sea zone 27.*

**Diagram 9. Air Bases**
**PHASE 4. RESOLVING COMBAT**



All combat movement must be completed before combat situations are resolved. Combat is resolved by rolling dice. This is often referred to as "firing." No new units may be moved into battle as reinforcements once Resolving Combat has begun. Each combat situation is resolved separately, territory by territory (or sea zone), in any order determined by the attacker. (Strategic Bombing Raids are conducted first – see page 19 for details on Strategic Bombing Raids).

**Resolving Land Combat**
When land and/or air units move into an enemy-occupied territory, follow the sequence below.

**1. Put combat units on the battle board.** Both the attacking and defending players place the units involved in a combat situation (one territory) onto their respective side of the battle board. Position units on their matching shapes. The attack and defense strength for each unit is shown on the battle board.

**2. Antiaircraft (AA) gun fires at each aircraft.**
When resolving combat, the attacking player normally goes first. However, when there is an AA gun in any enemy territory being attacked, and the attacking player has aircraft in the attacking force, then the defending player may fire AA guns first. (AA guns may also fire at enemy aircraft that are flying over a territory in which they are positioned during combat movement.) AA guns on board transports may never fire at enemy aircraft. The defending player fires his AA gun(s) as follows:

A.   The defending AA gunner rolls one die against each attacking aircraft.

B.   For each 1 that is rolled, one plane is shot down and immediately removed (plane owner's choice). The plane removed has no chance to counterattack.

C.   No matter how many AA guns are in a single territory, only one die per aircraft is rolled for that territory. Of course, a player may roll for several AA guns if enemy aircraft flew over other territories in which he also had AA guns present.

Combat proceeds as described below.

**3. Attacker fires.**
The attacking player goes first. Note that the battle board is divided into four sections. The attacking player may find it convenient to resolve all combat in section 1 first, then section 2 and so on. However, this is not required. The attacker rolls one die for each attacking unit.

*Example: In section 1 of the battle board, each roll of a 1 by an attacking infantry unit scores a hit against the defender's choice of units.*

*Example: In section 3 of the battle board, each roll of a 3, 2, or 1 by an attacking fighter plane or tank scores a hit against the defender's choice of units.*

After all hits (if any) are scored, the defender chooses which of his units will be casualties and moves them to the Casualties area on the battle board. These casualties will get a chance to fire back before being removed. (Combat is considered simultaneous, so each defending unit that's hit has an opportunity to return fire.)
**Important:** Antiaircraft guns and Industrial

Complexes may not be chosen as casualties.

**4. Defender fires back.**
After the attacking player has fired, the defending player rolls one die for each defending unit, including any that were moved to the Casualties area. Units in the Casualties area still have their normal defensive value: 2 or less for infantry, 2 or less for armor and so on.

*Example: In section 2 of the battle board, each roll of a 2 or 1 by a defending infantry unit scores a hit against the attacker's choice of units.*

**Japan's First Turn**

During Japan's *first* turn only, Japan attacks in a normal fashion, but Allied units may defend only with a roll of 1. **Exception:** Any attacks made in *Chinese territory* are defended by rolling at full strength.

**5. Remove all casualties.**
After all hits are scored by the defender, the attacker must remove that many units (attacker's choice) from the battle board and place them out of play. After the defender's counterattack, the defender removes all of his units from the Casualties area of the battle board. They are placed out of play.

**6. Repeat steps 3 through 5.**
Combat continues until one of the following four situations occurs:

 **A.** Attacker retreats.

 **B.** Attacker is destroyed.

 **C.** Defender is destroyed.

 **D.** Both attacker and defender are destroyed.

**A. The attacker retreats.** The attacker must fight at least one round of combat. After both the attacker and defender have rolled, the attacker may retreat, thereby stopping that particular battle. The attacking land units may only retreat to an adjacent friendly territory that was under the owner's control at the start of the turn and from which any of the attacking land units came. The units must all withdraw together to the same territory.

Aircraft may retreat to any friendly land territory, island, island group or aircraft carrier still within

movement range and under its owner's control since the beginning of the turn. Retreating planes, however, are still subject to enemy antiair-craft gunfire if they pass over territories with AA guns. Return the defending units that survived from the battle board to the territory.

**Note:** Retreating is an attacker's privilege only.

**B. The attacker is destroyed.** If the defender destroys all the attacking units, the battle is over. Remove all destroyed units from play and return the defending units that survived to the territory.

**C. The defender is destroyed.** If the attacker hits all the defending units, the battle is over after the defender counterattacks. Remove all destroyed units from play and return the attacking units that survived to the territory. The attacker captures the territory.

**D. Both attacker and defender are destroyed.** If all units are hit during an attack and counterattack, the battle is over. Remove all destroyed units. Control of the territory remains unchanged.

**Resolving Naval Combat**
When naval and air units move into an enemy-occupied sea zone, follow the rules sequence below.

**1. Put all units on the battle board.**
Both the attacking and defending players place the units involved in a combat situation (one sea zone) onto their respective side of the battle board. Position units on their matching shapes. The attack and defense strength for each unit is shown on the battle board.

Note that there is a position for an attacking transport ship on the attacker side of the battle board, but there is no attack value assigned to it. An attacker's transport should be placed on the bottom of the attacker's side of the board, as indicated. Even though the transport has no attack factor, it may be selected as a casualty should the attacking force be required to eliminate a unit.

**2. Attacking submarines may make "First-strike" attack, or submerge.**
Attacking submarines may usually fire before any other unit during each round of combat. This is called a First-strike attack.

To launch a First-strike attack, roll one die for

each attacking submarine. For every 2 or less rolled, the defender suffers a hit. Do not place any casualties on the Casualties area of the battle board. Instead, immediately remove them from play. They do not get a chance to counterattack.

**Note:** The presence of an enemy destroyer in the battle negates all submarines' first-strike ability.

Submarines may never fire at air units, and air units may not be chosen as casualties for any hit scored by a submarine.

Submarines may submerge instead of attacking. A submerged sub is turned onto its side to indicate this submerged condition. It remains on its side and may not attack or be attacked again on this turn. Submerged subs are returned to their upright position in Phase 8.
*See Combat Units –Submarines* section on page 33.

**3. Attacker fires.**
The attacker now rolls one die for each attacking unit (except submarines that have already attacked or submerged). If the number rolled is equal to or less than the number shown on the attacker's side of the battle board, then the attacker scores a hit.

After all hits are scored (if any), the defender chooses which of his units are casualties and moves them to the *Casualties* area on the battle board. These casualties will get a chance to fire back before being removed. (Combat is considered simultaneous, so each defending unit that's hit has one opportunity to return fire.)

**Important:** If a transport ship is hit, any units onboard go down with the ship. (A unit onboard may not be chosen as a casualty.)

**4. Defender fires back and/or submerges.**
After the attacking player has completed firing all units on the battle board, the defending player rolls one die for each defending unit, including any that were moved to the *Casualties* area. Units in the *Casualties* area still have the normal defensive value shown on the battle board.

**Defending submarines may submerge instead of firing back.** The sub is turned on its side to indicate this submerged condition. It remains on its side and may not attack or be attacked again on this turn. Submerged subs are returned to their upright position in *Phase 8.*
**Note:** Submarines are the only *defending* units in

the game that may leave a battle (by submerging).

**It Takes Two Hits to Sink a Battleship**
In addition to their strong attack and defense capabilities, battleships must be hit twice in the same battle to be eliminated. On the first hit, the battleship is placed on its side to indicate the hit. On the second hit, the ship is removed. If it does not receive a second hit during that battle, its damage is "repaired" and it is turned upright at the end of the turn.

**5. Remove all casualties.**
After all hits are scored by the defender, the original attacker must remove that many of his units (attacker's choice) from the battle board and place them out of play.
After the defender's counterattack, the defender removes all of his units that are in the *Casualties* area of the battle board.

**6. Repeat steps 2 to 5.**
Combat continues until one of the following five situations occurs:

**A.** Attacker retreats and/or submerges.

**B.** Attacker is destroyed and/or submerged.

**C.** Defender is destroyed and/or submerged.

**D.** Attacker and defender are both destroyed and/or submerged.

**E.** All remaining units are unable to attack each other.

**A. The attacker retreats and/or submerges.** After both the attacker and defender have rolled, the attacker may retreat with any remaining surface ships or transports and/or submerge any submarines. This ends that particular battle, as there are no attacking units left in the territory (or only submerged submarines). The attacker may not retreat from a sea zone in which the only enemy units are submerged submarines. In this case, the battle is over.

An attacking sub may submerge in the same sea zone instead of retreating. A submerged sub is turned onto its side to indicate its submerged condition. It remains on its side and may not attack or be attacked again on this turn. Submerged subs are returned to their upright position in *Phase 8.*

The attacking naval units may only retreat to an

adjacent friendly sea zone from which any of the attacking naval units moved through or came from. They must withdraw together to the same sea zone.

The attacking units may not retreat to a sea zone that contains any enemy units, even if they came from that sea zone at the start of the turn.

**Note:** Retreating is an attacker's privilege only. However, both defender and attacker have the option to submerge any submarine involved in the battle.

**B. The attacker is destroyed and/or submerged.** If the defender destroys all the attacking units, or the only attacking units left are submerged submarines, the battle is over. Remove all destroyed units and return the surviving units to the sea zone.

**C. The defender is destroyed and/or submerged.** If the attacker destroys all the defending units, or the only remaining defending units are submerged submarines, the battle is over after the defender counterattacks. Remove all destroyed units and return the units that survived to the sea zone.

**D. The attacker and defender are both destroyed and/or submerged.** If all units are hit during an attack and counterattack, and/or all units are submerged, the battle is over. Remove all destroyed units and return any submerged units to the sea zone.

**E. All remaining units are unable to attack each other**. If only submarines and aircraft remain in battle, the battle is over, as they may not attack each other. Return all units to the sea zone.

**Amphibious Assaults**
An Amphibious Assault is an attack on an enemy coastal land territory, island or island group where at least one land unit has been moved there by a transport ship, or Japanese Destroyer, during Phase 3 – *Combat Movement.*

**Japanese Destroyers**
A Japanese destroyer may transport one infantry unit. When transporting an infantry unit, a Japanese destroyer loads and unloads in exactly the same way as a transport ship. If the destroyer is sunk, the infantry unit on board is also lost.
**Movement**

During Combat Movement, the attacker must declare that he is performing an Amphibious Assault and on what territory. He may not redirect it to a different territory during Phase 4 – Resolve Combat, although it can be called off. Each transport can only unload into one territory – it cannot split its cargo into two different territories. However, two different transports in the same sea zone can unload into two different territories, if the player desires. A single Amphibious Assault may also be made against a single territory from two different sea zones.

Land units that are on adjacent territories may also take part in an Amphibious Assault. Air units may also participate, as well as battleships and destroyers in the same sea zone as the unloading transport.

An Amphibious Assault is handled like any other land battle, except that all land units (including those that may have come from adjacent territories) lose their option of retreating. Air units may retreat as normal, after at least one round of combat has been fought. Moving a land unit into or out of a transport counts as that unit's full move.

Transports that have been in battle may either load or unload (but not both) after the battle. Transports that retreat from a sea battle during an Amphibious Assault may not unload on that turn. For more information about transports, refer to the *Naval Units – Transports* section on page 29.

**Resolving an Amphibious Assault**
Move all combatants to the battle board and do the following:

**1. Naval battle precedes Amphibious Assault.** During an Amphibious Assault, if there are enemy units in the same sea zone as the amphibious force, a naval battle must occur before land units may be unloaded. All of the attacking naval units, including transports, must defeat all enemy naval units in the sea zone before the transports may unload the attacking land units. If a player is forced to eliminate a transport or Japanese destroyer because of battle losses, any units onboard are also lost.

Once the sea zone is clear, the transports may be unloaded and the land battle begins. Any air units involved in the naval battle may not attack in land battle on the same turn.

**Note:** After a naval battle, the attacker is allowed to call off the Amphibious Assault. He may not redirect it to another territory.

*Attacking Air Units*
During combat movement, the attacking player must declare the following:

• which aircraft are remaining in the sea zone to participate in the naval battle

(and)

• which aircraft are flying to engage in the land battle.
(movement permitting)

**Note:** If the naval battle is lost by the attacker, or he decides to retreat his fleet, any aircraft engaged against the land battle must fight at least one round of combat before retreating.

**2. Attacking battleships and destroyers conduct shore bombardment.**
If no naval battle was fought in the sea zone, battleships and destroyers may then bombard the shore provided they are in the same sea zone as the unloading transport(s). This is a one-shot support attack to provide cover fire for landing units. The attacker rolls one die for each battleship, looking for a 4 or less per die. The attacker then rolls one die for each destroyer, looking for a 2 or less per die. (This is different from the destroyer's normal attack value of 3.) The defender chooses his casualties (if any) and moves them to the *Casualties* area of the battle board. (These units may fire during the defender's normal counterattack.)

The attacker removes the attacking ships from the battle board and places them back in the sea zone on the gameboard.

If a naval battle occurs before an Amphibious Assault, battleships and destroyers may not then conduct a shore bombardment. (These units were too involved in the naval battle to provide covering fire.) Japanese destroyers unloading infantry may not provide a support shot.

**3. Defending AA gunfire.**
Defending AA gunfire at attacking enemy air units as previously described.

**4. Conduct land combat.**
The attacker fires with all units involved in the land battle. The defender then counterattacks as usual.

**5. Repeat step 4 until one side (or both) is destroyed.**
Remember that only attacking air units may retreat, and they may only retreat after at least one round of combat has been fought.

**Amphibious Assault Example #1**
On Japan's turn the Japanese player loads a tank into a transport in sea zone 36, moves it to sea zone 25, and unloads it into Guam. The Japanese player also moves a fighter plane from the Mariana Islands into Guam.

The destroyer in sea zone 25 provides a support shot, since it is in the same sea zone as the unloading transport, and has not participated in combat this turn. One die is rolled, resulting in a 3 – a miss (destroyers only hit on a 2 when conducting shore bombardment). Japan now rolls for the tank and the fighter plane, a roll of two 5s results in two misses.
Next, USA rolls one die for the defending marine unit in Guam. A 2 is rolled – just one hit. Japan removes the tank. Without a land unit to take Guam, Japan decides to retreat. It moves the plane back to the Mariana Islands, and the battle is over.



**Diagram 10. Amphibious Assault 1**

**Amphibious Assault Example #2**
Japan is attempting an Amphibious Assault in Queensland. Japan loads two infantry units into a transport in sea zone 27, and moves into sea zone 32, along with a submarine and a battleship.

In the first round of naval combat, Japan rolls a 4 for the sub (which does not have a first shot attack because of the defending destroyer present), and a 4 for the battleship, scoring one hit. Great Britain then rolls a 1 for its destroyer, scoring a hit. Japan takes one hit on the battleship and turns it on its side. Now that the sea zone has been cleared of enemy ships, the transport may unload its units into Queensland. (As stated previously, Japan may not change its plans and unload into the Northern Territory, for example.) The battleship, which has participated in combat this turn, may not fire a support shot. Also, the Japanese destroyer in sea zone 29 may not fire a support shot since it is not in the same sea zone as the unloading transport.

Japan fires for the infantry, rolling a 3 and a 4. Great Britain then rolls a 2, scoring a hit. Japan removes an infantry unit from the board. At this point, Japan would like to retreat, but cannot, since land units may not retreat from an Amphibious Assault. Japan fires for the infantry units, rolling a 1 and scoring a hit. However, the British player also rolls a 1, so both units are removed. Queensland, although clear of units, remains in British hands, since there are no Japanese ground forces to claim it.

**Diagram 11. Amphibious Assault 2**

**Multi-player Forces**
When Allied units are in the same territory or sea zone, a multi-player force is said to be present. Such forces may defend themselves together, but they may not attack together. British units may attack together – there is no difference between Australian and Indian forces.

**Defending Together**
When Allied units in the same territory (or sea zone) are attacked – and a hit is scored – the defenders mutually agree which unit is chosen as the casualty. If they cannot agree, the attacker chooses. When counterattacking, each defender rolls separately for his units. Allied destroyers negate submarines' first strike capability and allow all defending aircraft to attack subs.

**Attacking Separately**
When Allied units in the same territory (or sea zone) wish to attack, each attacker must do so only with his own units and only on his own turn. Each player moves his units into combat on his turn and resolves combat. It is possible for one player to attack a sea zone that has both Allied and enemy units present. In this situation, the Allied units may be taken as casualties but they do not participate in the combat.

*Example: During Japan's turn, it moves two subs into sea zone 30 and sinks three British transports that were there. On Great Britain's turn, it buys a destroyer and a transport, which are placed into sea zone 30 at the end of its turn. On the United States' turn, it moves a submarine and two fighter planes in sea zone 30 to attack the Japanese submarines. The aircraft may attack since there is an Allied destroyer present. The British destroyer and transport do not participate in the battle, but may be taken as casualties if necessary. The naval battle is then fought as normal. If all the US units are destroyed or retreat, then the battle is over. The Japanese submarines do not continue the battle with the British units present.*

**Transporting Multi-Player Forces**
A power may use its transports to carry units of another Allied power. However, players may only move their pieces on their respective turn. This makes multi-player force transports a three-step process:

1.  On your turn, move your land units aboard the Allied transport.

2.  The player with the transport moves it (along with your land units) on his turn.

3.  You unload your land units on your next turn.

This three-step process is true whether the Allied transport needs to move or not. In other words, US units cannot board a British transport and then unload from it on the same turn, whether the British transport moves or not.

**Note:** Chinese infantry may not be loaded onto transports.

**Strategic Bombing Raids**
A Strategic Bombing Raid (SBR) is an economic attack against an enemy Industrial Complex (factory), allowing the attacker to "destroy" the IPCs of the enemy. Only bombers may conduct SBRs, although fighter planes may escort bombers as protection.

**Here is how a Strategic Bombing Raid is launched:**

**1. Move and announce:** On the Combat Movement phase of your turn, move your bomber(s) into a territory with an Industrial Complex, and announce that you are making a Strategic Bombing Raid. (Do not use the battle board in this type of attack.)

**2. Send escorts:** You may send fighter planes along with your bombers as "fighter escorts." These fighters are moved along with the bombers (range permitting) to the target. Any fighters and bombers used in a Strategic Bombing Raid may not also be used in a regular land attack on the same turn.

**3. Defender declares defending fighter planes:** Any fighters used to defend against a Strategic Bombing Raid may not also defend in a regular land attack in that same territory on the same turn.

**4. Defending AA guns fire first:** Before the actual bombing begins, any antiaircraft guns in the defending territory may fire first in an attempt to defend the Industrial Complex.

The defending player fires his AA gun by rolling one die against each attacking aircraft (bombers and any fighter escorts). Each roll of 1 scores a hit and that number of units are immediately removed.

**5. Dogfight:** Fighters that are defending against the Strategic Bombing Raid may now be used to dogfight enemy aircraft.

A.  The defending player rolls one die for each of his fighter planes located in the territory

being attacked. Each roll of 2 or lower scores a hit and the number of hits is noted. (Note that the fighters defending against a Strategic Bombing Raid defend at 2, not 4.)

B.  The escorting fighter planes (attackers) then return fire at any defending fighter planes involved in the battle. One die is rolled for each escorting fighter. Each die roll of 1 is a hit against the defending fighter planes and they are immediately removed. (Fighter escorts during a Strategic Bombing Raid attack with 1, not 3.)

C.  The attacking player removes his dogfight casualties (attacker's choice of bombers or fighters).

**Important:** This dogfight battle is now over (after one round).

**6. The bombing raid takes place:** After passing through any antiaircraft fire and any defending enemy fighters, surviving bomber(s) each roll one die. The total rolled on the die (or dice) is the number of IPCs the defender must immediately surrender to the bank. If the owner of the bombed territory does not have enough IPCs to cover the penalty, the owner surrenders as many IPCs as he has to the bank.

**Strategic Bombing of Japanese Industrial Complexes.**
For every full ten IPCs surrendered to the bank by Japan, due to an Allied Strategic Bombing Raid, Japan loses 1 VP.

**Example** Japan has 19 IPCs on hand and must lose 25 IPCs due to Allied bombing. Japan surrenders all 19 IPCs held and loses 1 VP.

**Note:** Japan may not launch a Strategic Bombing Raid against China, as China does not hold any IPCs to give up. If, however, Japan captures Szechwan or a U.S. built factory the allies may conduct a Strategic Bombing raid against the Industrial Complex there. Japan must then surrender IPCs as outlined above.

During *Phase 6 – Non-Combat Movement*, attacking fighter planes and bombers that survived combat return to a friendly territory (fighters can land on carriers) within their movement range.

Fighter planes that were defending against the SBR must land in the territory containing the Industrial Complex. If that territory was captured this turn they cannot land and are lost.

**Strategic Bombing Raid Example**
The American player announces a SBR against Japan. The bomber in the Mariana Islands flies to Japan, and two fighters on a carrier in sea zone 23 move to Japan as escorts.

First, the Japanese player fires the AA gun in Japan. Three dice are rolled, one for each plane, resulting in a 1, 3, and 4. The AA gun scored one hit and USA sacrifices fighter A.

Next, the Japanese player sends up a fighter. A 2 is rolled – another hit. The U.S. player responds with his remaining fighter and rolls a 3. This would normally be a hit, but in a SBR, fighters only attack with a 1. The US player chooses fighter B as the casualty.

Combat is over since SBR combat is only one round. The US player rolls one die for every bomber in the raid (in this case, one), and rolls a 6. The Japanese player immediately turns over 6 IPCs to the bank. During Phase 6 — Non-combat Movement, the US bomber returns to the Mariana Islands using its remaining three moves.

**Diagram 12. Strategic Bombing Raids**
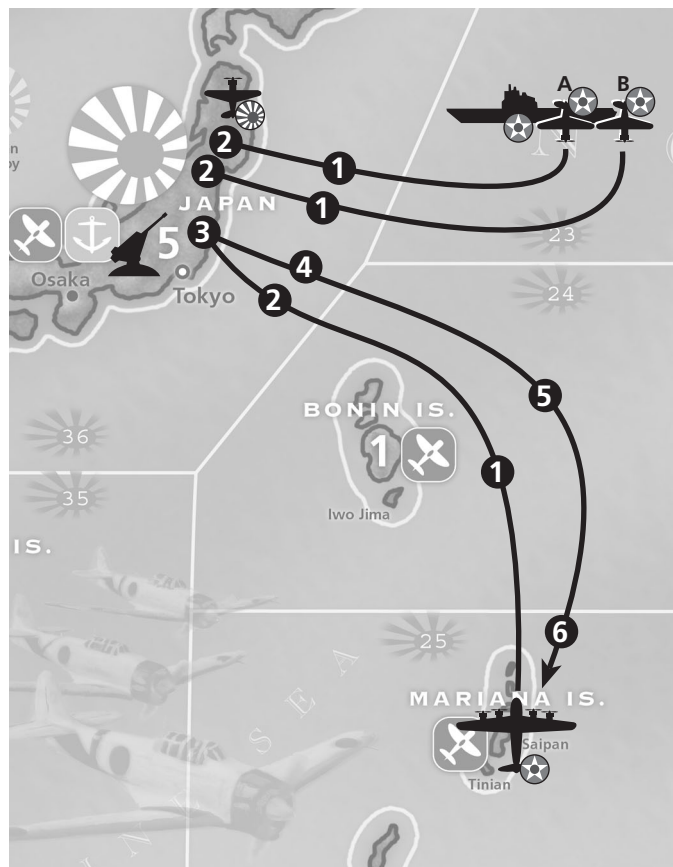
### KAMIKAZE (Japan only)

Japan is allowed to make six Kamikaze attacks during the game. These attacks may only be made in sea zones that contain the Kamikaze symbol (sea zones 23, 24, 25, 35, 36 and 37). They may be used during *any* combat phase. If an allied player moves ships into one of the above sea zones, the Japanese player may announce, after all combat movement has been completed, that he intends to launch Kamikaze. Kamikaze may target specific enemy surface ships and can be a useful way to destroy the most vital ships in an enemy fleet. The Japanese player must declare how many Kamikaze will be used, in which sea zones they will be used, and which enemy ships will be attacked. Before Japan rolls dice to launch a Kamikaze attack, it must announce the enemy target(s) and how many of its Kamikaze are participating.

Kamikaze may not be used against submarines. Kamikaze have an attack roll of 2. If a hit is scored, it must be applied to the chosen unit.

The Japanese marker is moved down the Kamikaze track on the National Production Chart to record how may Kamikaze remain to be used.

If Japan uses Kamikaze during an allied combat phase this counts as a naval battle and will prevent any battleships or destroyers present from conducting shore bombardment.

Kamikaze attacks may also be made in conjunction with a regular naval battle, in which case they are used during the first round of combat. Any ships sunk as a result still get to return fire. Kamikaze cannot be taken as casualties, as they are "destroyed" when they make their attack.

### Phase 5. PLACE / REMOVE NATIONAL CONTROL MARKERS AND ADJUST THE NATIONAL PRODUCTION CHART

After combat is resolved, National Control Markers (NCMs) may need to be placed on or removed from the gameboard to show which country now controls a particular space.

### Territories

A territory is either held by the defender or captured by the attacker.

- If the attacker withdraws, the defender holds the territory.

- If the attacker is destroyed, the defender holds the territory.

- If the attacker and the defender are both destroyed, the defender holds the territory.

- If the defender is destroyed, the attacker captures the territory, as long as the attacker has a surviving land unit. If planes remain as the attacker's only surviving units, then the attacker does not control the territory.

**Air Units:** You may not capture a territory with air units alone. Attacking planes may not remain or land in a land territory, island or island group where a battle just took place.

### Capturing Territories

If you capture a territory, do the following:

**A.** Remove the defender's marker, if applicable. If the space was originally an enemy territory, place one of your own markers on the space.

*Liberating Allied Territories:* If an Allied country originally controlled the captured territory, control returns to the original owner not the liberator.

**Note:** Convoy routes (associated with the territory) may remain in enemy control.

**B.** Remove surviving units from the battle board and place them in the newly acquired territory.

**C.** Any antiaircraft gun or Industrial Complex in the territory remain, but now belong to the attacker.

*Manchuria, Shantung and Korea:* If the Allies capture any of these territories, the territory is now controlled by China.

*Siam and French Indo-China:* If the Allies capture either of these territories, the NCMs are allocated as follows:

•   If Britain captures the territory, the British player always places an India NCM.

•   If a mixed force of American and Chinese ground units captures the territory, choose either country to place a NCM there.

**Convoy Routes and Convoy Centers**
As stated earlier, sea zones are not captured, controlled or affected by the outcome of a battle. However, convoy routes and convoy centers within a sea zone can be successfully held by a defender or captured by an attacker.

If, during combat movement, you move a naval unit (except a transport) through or into an empty sea zone containing a convoy route or convoy center, you take control of that route or center.

**Note:** Submarines that begin a turn in an empty sea zone containing an enemy convoy route or convoy center may spend one of their two moves to remain in the sea zone and take control of it before using their second move to go to an adjacent sea zone.

**Following a Battle**

•   If the attacker is destroyed, withdraws and/or submerges, then no change of control is made to the convoy route or convoy center.

•   If the attacker and the defender are both destroyed and/or submerge, then no change of control is made to the convoy route or convoy center.

•   If the defender is destroyed, the attacker may take control of the convoy route or center, as long as the attacker has a surviving warship. If planes, transports or submerged submarines remain as the attacker's only surviving units, then control of the convoy route or center does not change.

•   If all remaining units cannot attack each other, the attacker may take control of the convoy route or center if he has submarines present that have not submerged. If his only remaining units are aircraft, then control of the convoy route or center does not change.

**Taking Control of a Convoy Route or Convoy Center**

If, after a battle, you take control of a convoy route or center, do the following in Phase 5:

**A.** Remove the defender's marker, if applicable, and place one of your own markers on the space. (You don't have to place a marker if the convoy route or convoy center was originally one of yours.)

**B.** Remove surviving units from the battle board and place them in the space.

**C.** Adjust the National Production Chart.

**Adjusting the National Production Chart**
Although you do not collect IPCs until Phase 9, the National Production Chart (NPC), which monitors income, must be updated as soon as combat is resolved. The control markers on the NPC are adjusted as follows:

**Convoy Centers**
If Japan takes control of a US convoy center, then the United States' National Production level is reduced by the amount shown on the center. If Japan takes control of a British convoy center, then the British convoy center's National Production level is reduced by the amount shown on the center.

In either case, Japan's National production level is not increased. Japan cannot gain IPC income by taking control of enemy convoy centers, but can deny its enemies this income. If an Allied naval unit liberates a convoy center, then Japan's NCM is removed and the British or US National Production level is increased accordingly.

**Note:** If a convoy center is successfully defended, then no adjustment of the NPC is necessary.

**Convoy Routes**
If a convoy route is captured and the enemy controls the associated territory then the enemy's National Production level is decreased. The capturing player does not increase his National Production level.

If a convoy route is captured and you or a friendly player controls the associated territory then the nation controlling the territory increases its National Production level.

**Territories**
If the defender loses the battle and the space has an IPC value, the National Production level is increased for the country now in control of the space. However, as stated earlier, an attacker who liberates an Allied space doesn't earn the IPC value. The IPC value returns to the original ally.

**Note:** If the attacker captures a territory but the associated convoy route is in enemy control the attacker does not increase his National Production level. However, the enemy National Production level is decreased.

**Capturing an Enemy Capital**
Remember that one object of the game is to capture and hold an enemy capital through one turn (while still controlling your own capital). Capturing a capital (identified with the country's national symbol) is done the same way as capturing any other territory. Enemy forces must be eliminated and a land combat unit must occupy the territory. When a capital is captured, the National Production Chart is adjusted accordingly for the capturing player and the losing player. In addition, the capturing player *immediately* takes all of the IPCs that the losing player has on hand. (This is an exception to the regular IPC rules.)

If Japan captures an allied capital, the Japanese player may add any IPCs taken to those collected at the end of the turn for calculating victory points scored.

**Note:** If the Chinese capital province of Szechwan is captured, Japan does not collect any IPCs from China. That's because China has no IPCs. (Their infantry units are built automatically.) However, China may not place any new infantry units until Szechwan has been retaken. If Japan is captured,

the Japanese player loses 1 VP for every full 10 IPCs handed over.

To win the game, the capturing player must still be in control of the enemy capital and his own capital at the beginning of his next turn.

If you are the player whose capital has been captured, you are still in the game. On your turn, you may not purchase units. You may move units and engage in combat. If you regain control of your capital on your turn, you are entitled to your IPCs during Phase *9 -- Collect Income.* If you do not regain your capital, you may not collect income.

**Liberating a Former Allied Territory**
If you are an Allied power, and you capture a territory (including a capital) originally owned by another Allied player, you are not considered the new owner but, rather, the liberator. Your ally becomes the owner again. Remove the Japanese marker from the territory and adjust the original owner's National Production level.

**Example: Capturing a Capital**
Japan captures New South Wales on its turn. When New South Wales is captured, Great Britain *immediately* hands over all its available Australian IPCs to Japan.

On Great Britain's turn, it may not purchase any units for Australia, though it may purchase units for India as usual. Great Britain may use the pieces already on the board. It moves two tanks, an infantry unit, and an artillery unit from Queensland into New South Wales to try to reclaim the capital. Against the one Japanese tank, Britain succeeds easily.

At this point, Great Britain controls the capital again. The National Production level for Australia is raised by 5, and the Japanese level is lowered by 5. Furthermore, Great Britain is entitled to receive its IPC income on this turn for Australia.

**Phase 6. NON-COMBAT MOVEMENT**

**Land Air Units**
Any air units that were involved in the *Phase 3 — Combat Movement* are considered still in the "air" and must now "land" in a friendly territory within range. Remember that part of a fighter's four-space range and a bomber's six-space range may have already been used up during the *Combat Movement* phase.

**Move Units**

You may also move any, all, or none of your units that you did not move during the *Combat Movement* phase and did not participate in any battle during *Resolve Combat.* These movements help you prepare strong offensive or defensive positions, strengthen vulnerable territories, or reinforce units at the front.

**Land units** may be moved into any friendly territories, occupied or unoccupied, within range. They may *not* be moved into enemy-occupied, enemy-controlled, or neutral territories. Antiaircraft guns may also be moved into friendly territories at this time. AA guns in territories captured on a turn may not be moved on the same turn.

**Air units** may be moved into any friendly territories, occupied or unoccupied, within range. Fighters (but not bombers) may fly out to land on any friendly aircraft carrier within range. Air units may not land in enemy-occupied, enemy-controlled, or neutral territories. They may not land in a territory just captured during your turn. Air units may not fly over neutral territories. Air units flying over countries with AA guns are not shot at during the *Non-combat Movement* phase.

**Naval units** may be moved into any sea zone within range as long as there are no enemy naval units (except submerged subs) in the sea zone. Enemy NCMs on convoy centers and convoy routes are not removed during the *Non-combat Movement* phase when friendly ships move into, or through, those sea zones. Transports moved to (or already in) sea zones next to friendly coastal territories may load and/or unload cargo there.

**Naval Bases**

During the *Non-combat Movement* phase, naval units moving from a sea zone containing a friendly naval base to another sea zone containing a friendly naval base may move three spaces instead of two. Either, or both, of these naval bases may have been captured on this turn.

**Example:** At the start of his turn, the Japanese player has a destroyer in sea zone 20 and a transport in sea zone 36. During the Japanese turn, both New Britain and Midway are captured. During non-combat movement the Japanese player can move the destroyer three spaces to sea zone 27. The transport in sea zone 36 loads two infantry and moves three spaces to sea zone 27 and unloads into New Guenia, which was captured on a previous turn. Both ships are able to move three

spaces as the sea zone in which they start their non-combat movement and the sea zone in which they finish their movement both contain friendly territories with naval bases.

**Diagram 13. Naval Bases**
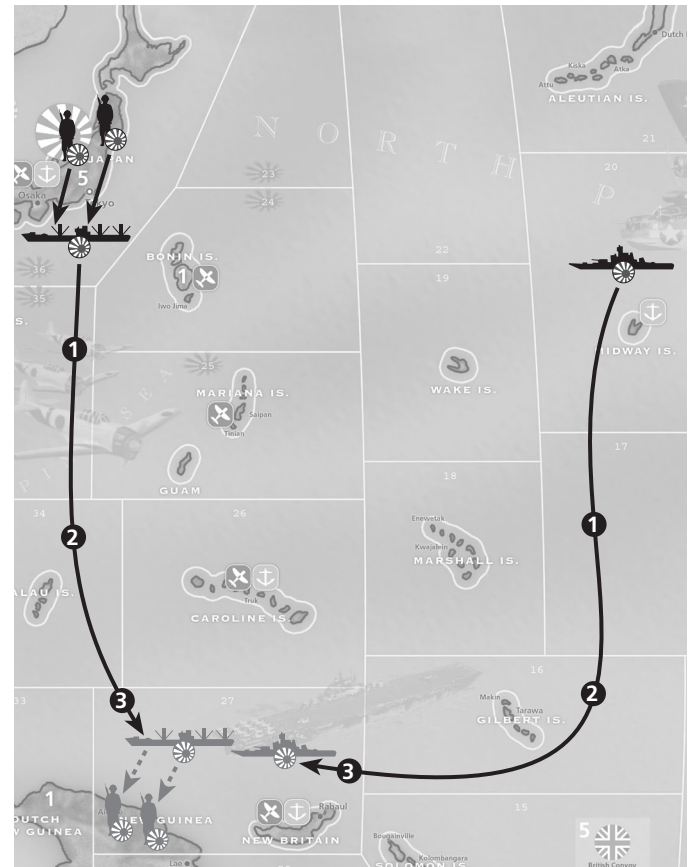


**Establish Combat Air Patrol (CAP)**

Combat Air Patrol is a special feature of this game that involves fighter planes. During the *Non-combat Movement* phase, you may initiate a CAP by moving fighter planes that have not moved this turn from any territory to an adjacent sea zone. However, a CAP fighter may not be moved to a sea zone in which the presence of enemy pieces would cause combat. During the enemy's turn, the CAP will stop all enemy naval units (except subs) from moving *through* the sea zone. Naval units that move into the sea zone must stop, and a battle will then be fought. An enemy player may move air units through the sea zone without being stopped by the CAP. An enemy player may move fighter planes into the

sea zone with the CAP to engage the CAP, or to fly to an island within the sea zone to engage ground units there. This may or may not be part of a planned Amphibious Assault.

As stated earlier, your CAP must land in Phase 2 of your next turn. Fighters on CAP may land on any friendly land territory that is adjacent to the sea zone or any friendly carrier, island or island group that is within the sea zone. If a CAP fighter cannot land because there is no friendly landing place, then the fighter is lost and removed from play. Having landed, the fighter may then move as normal.

**Phase 7. PLACE NEW UNITS**

New units are placed at Industrial Complexes. The maximum number of units that can be placed at any Industrial Complex that was either captured or built during the game is equal to the IPC income of that territory. There is no limit to the number of units that can be placed into an Industrial Complex that was controlled at the start of the game.

**Land and Air units** acquired by a country during *Phase 1 — Purchase Units* are now placed in any controlled territory that contains an Industrial Complex. Newly purchased fighter planes may not be placed directly on aircraft carriers.

**Naval units** acquired during *Phase 1* are now placed in sea zones adjacent to your home territory. If enemy ships also occupy these sea zones, combat will occur during the *Resolve Combat* phase of your enemy's turn (unless your enemy moves away during the *Combat Movement* phase).

**Industrial Complexes** acquired during *Phase 1* by the US player may be placed into any territory that was controlled by the US at the start of his turn. No more than one Industrial Complex may be placed into a territory.

**Phase 8. SUBMERGED SUBMARINES RESURFACE DAMAGED BATTLESHIPS UPRIGHTED**

All submarines and battleships that were tipped on their sides are now turned upright on the gameboard.

**Phase 9. COLLECT INCOME**
This is the last part of your turn. Collect IPCs from the bank based on your current income level, as shown on the National Production Chart (NPC). This chart must be maintained to indicate the current amount of IPCs for each country, including income payable to the British player for the British convoy centers. Income derived from the British convoy center cannot be stockpiled. It must immediately be given to India or Australia, or divided between the two countries in any manner the British player wishes.

**Adjust Victory Point Track**
If it is Japan's turn, adjust the victory point track. Japan scores one victory point for every ten IPCs collected this turn. This includes any IPCs that may have been surrendered to Japan for having captured an Allied capital.

## Combat Units

Understanding the strengths and weaknesses of the various combat units is one of the keys to victory. A detailed description of each unit is listed below.

**Note:** The attack and defense factors listed with each unit pertains to the number you must roll on a die to score a hit.

### ANTIAIRCRAFT (AA) GUNS

**Movement:** 1
**Attack Factor:** none
**Defense Factor:** 1
**Cost:** 5 IPCs

These are special land units that help defend a land territory against air attacks. AA guns are neutral-colored and are taken over when located in a territory captured by the enemy. They may fire once at any enemy plane flying over that territory during the *Combat Movement* phase.

AA guns do not attack like infantry, tanks or artillery. They also may not be moved into an enemy-occupied territory as an attacking land unit. AA guns may be moved to friendly land territories and may be transported to friendly coastal territories, islands or island groups by naval transports. AA guns that are carried into an Allied territory remain in the possession of the country that moved them there. Ownership is shown by placing a National Control Marker underneath the gun. AA guns in a captured territory may not be moved in the same turn that the territory is captured.

When air units fly over or into an enemy territory, during combat movement, on which an AA gun is positioned, the AA gun gets to fire first. (See Phase 4 -- *Resolving Combat* on page 13)

**Antiaircraft Guns Example**

Japan is invading Burma with an armor unit and three infantry units from Shan State. Japan also sends two fighter planes from Kwangsi for support. Burma is defended by three British infantry units, and there are also two AA guns present.

There is also an AA gun in Yunnan, which is currently under Chinese control. As the fighters fly over Yunnan, the American player rolls two dice, one for each plane, hoping to roll 1s. The American player rolls a 5 and a 1, scoring one hit. Fighter A is removed from the board. Fighter B arrives in Burma with the tank and infantry from Shan State. The British player rolls one die for the plane (you only roll one die per plane no matter how many AA Guns are present), and rolls a 4, a miss. Combat then continues, and the British infantry units are wiped out.

During the *Non-combat Movement* phase, fighter B returns to Kwangsi. Since this is non-combat movement, the AA gun in Yunnan may not fire at the plane. The two AA guns in Burma are now under Japanese control. They will be used by the Japanese player to hold off any Allied attack to reclaim Burma. The Japanese player may not move the AA guns during the *Non-combat Movement* phase, as the territory was just captured this turn.

**Diagram 14. AA Guns**
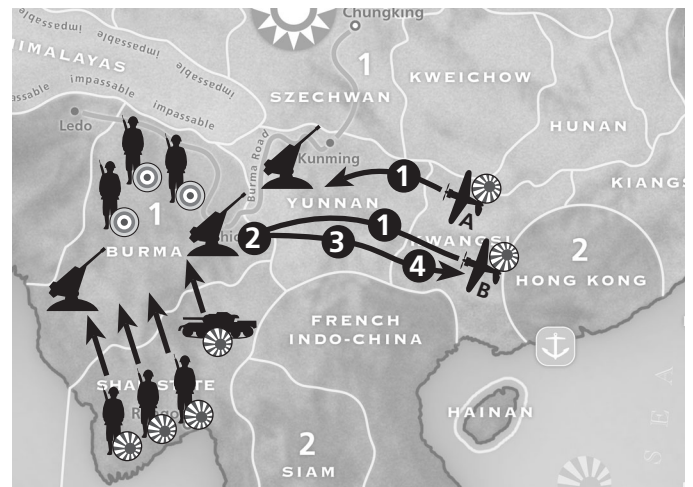
## INDUSTRIAL COMPLEX

**Movement:** 0
**Attack Factor:** none
**Defense Factor:** none
**Cost:** 15 (USA only)

### Description

Industrial Complexes are special land units that do not attack, defend, or move. They may not be destroyed during the game. Industrial Complexes serve as a gateway for introducing new combat units onto the gameboard.

Combat units purchased during *Phase 1* may be placed on the gameboard during *Phase 7*, but only in territories with Industrial Complexes that the player has controlled since the beginning of that turn. If Japan starts a turn in control of the Industrial Complex in Szechwan or one built by the USA, Japan may place a unit, or units, in that territory during *Phase 7*.

### Land Units

There are three types of land combat units – artillery, infantry, and armor. These units may only participate in land battles, and only these units may capture a land territory. Land units cost less than other kinds of units. Each has its own strengths and weaknesses.

## ARTILLERY

**Movement:** 1
**Attack Factor:** 2
**Defense Factor:** 2
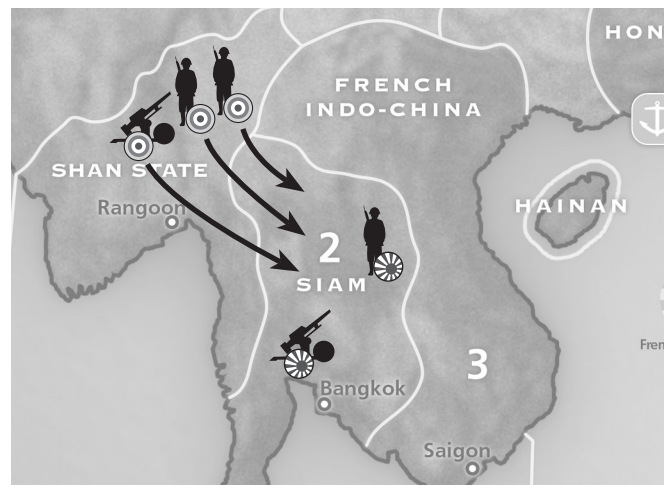**Cost:** 4 IPCs

### Description

Artillery units attack with a roll of 2 or less and defend with a roll of 2 or less.

For each artillery unit attacking, one Infantry **or** Marine unit may increase its attack strength by 1. This pairing is on a one-to-one basis. For example, two artillery units attacking with six infantry units would only increase the attack value of two infantry units. The final attack numbers would be four 2s and four 1s. There are no dice roll adjustments made when artillery and infantry units are defending together. For each artillery unit attacking during an Amphibious Assault, one Marine may attack with a roll of 3 or less (instead of 2 or less).

### Artillery Movement Example

Great Britain is bringing two infantry units and one artillery unit into Siam to attack the two Japanese units there, one artillery and one infantry. The British artillery unit attacks, as does one of the infantry units, both hoping for a roll of 2 or less. The other infantry unit attacks, hoping for a 1, as there is no other artillery unit to pair up with it. The Japanese infantry and artillery units both defend, hoping to roll a 2 or less.

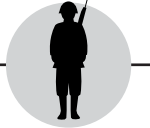**Diagram 15. Artillery**

### INFANTRY

**Movement:** 1
**Attack Factor:** 1
**Defense Factor:** 2
**Cost:** 3 IPCs

**Description**
These units are a good buy for a defensive position because each costs only 3 IPCs, and they defend with a die roll of 2 or less.

• For each artillery unit attacking the same territory one Infantry unit may attack with a roll of 2 or less.

### U.S. MARINES

**Movement:** 1
**Attack Factor:** 1 or 2
**Defense Factor:** 2
**Cost:** 4 IPCs (USA only)

**Description**
Only the United States has Marine units, these are the dark green infantry pieces. Marines normally attack just like infantry units (with a roll of 1). However, they are more effective in Amphibious Assaults, as explained below:

• A Marine unit attacking in an Amphibious Assault scores a hit on a roll of 2 or less. A Marine unit that enters combat by moving from one land territory to another land territory may still attack with a roll of 2 or less as long as at least one friendly unit attacks from a sea zone making the battle an Amphibious Assault.

• For each artillery unit attacking the same territory one Marine unit may attack with a roll of 2 or less.

• For each artillery unit attacking the same territory in an Amphibious Assault that is not paired with an infantry unit, one Marine unit may attack with a roll of 3 or less.

### TANKS

**Movement:** 2
**Attack Factor:** 3
**Defense Factor:** 2
**Cost:** 5 IPCs

**Description**
Tanks cost more than infantry, yet they still defend with a die roll of 2 or less. Therefore, as defensive land units, tanks are the weaker choice. But as attacking land units, tanks are definitely more powerful than infantry. They also have more mobility. They attack with a die roll of 3 or less instead of the weaker infantry attack capability of 1.

You may move a tank through two territories, if the first territory is a friendly one. However, if the first territory is enemy-controlled, but not enemy-occupied, your tank may "blitz" through it. This is described as follows:

**The Blitz:**

1. Move the tank into the unoccupied enemy territory.

2. Place a control marker on the territory.

3. Adjust the National Production Chart to show the change.

4. Move the tank into the second territory. The second territory may be an enemy-occupied territory, an enemy-controlled territory, or a friendly territory.

A blitzing tank may also move into the first territory and back to its starting territory on the same turn.

**Note:** An enemy-controlled territory with nothing but AA guns is still considered occupied, and may not be blitzed through. However, during the *Resolve Combat* phase, a tank which moved into the territory automatically takes control of the territory without rolling dice.

**Blitz Movement Example**
A Japanese infantry unit and a Japanese artillery unit both move one territory, from Manchuria to the Suiyuan. A Japanese tank performs a blitz, moving through Anhwe, a Chinese territory that is currently empty. The Japanese tank captures Anhwe without a fight and may join its fellow units for the battle in Suiyuan.
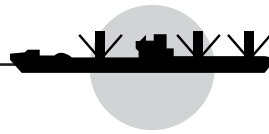
**Diagram 16. Blitzing**



## NAVAL UNITS

There are five types of naval units; transports, aircraft carriers, battleships, destroyers and submarines. Naval units may move up to 1 or 2 sea zones per turn. Each type of ship has its own strengths.

### TRANSPORTS

**Movement:** 2
**Attack Factor:** 0
**Defense Factor:** 1
**Cost:** 8 IPCs

**Description**
A transport may carry land units across sea zones to other land territories and unload them there. A transport may hold one tank, or two of any other land unit (including AA guns) in any combination.

Transports unload into a friendly territory during the *Non-combat Movement* phase. When transports unload into an enemy territory during the *Combat Movement* phase, it is called an *Amphibious Assault.* (See page 16.)
A transport may move 0, 1 or 2 sea zones, and unload its land unit(s) in the same move. The land unit(s) may be picked up before, during or after

the transport moves. During play, units being transported are placed with the transport directly in the sea zone.

**Example:** A transport could pick up one infantry unit, move one zone and pick up an antiaircraft gun, move into another zone and unload both units in the same move.

Transports may also pick up two units from two different territories that are adjacent to the same sea zone. The units do not have to be unloaded either – a transport could move up to two sea zones and remain at sea with the cargo aboard. However, once a transport unloads, its move is over. It also may not unload in two different locations during the same turn, even if the locations both share the same sea zone. Transports do not have to unload all of their cargo when unloading. Transports may also carry any Allied land unit (except Chinese), but this is a three-step process.

1. The Allied units must board on the Allies unit's turn.

2. Then, they move (or stay in place) with the transport on the transport owner's turn.

3. Finally, they are unloaded on the Allies unit's next turn.

Following are additional rules pertaining to transports and the units aboard:

- Units may load and unload on the same turn, only if the units belong to the same power as the transport, and the transport has not been in combat before loading.

- Moving a land unit into and out of a transport counts as that land unit's full move. The land unit may not move to additional territories after landing, nor may it move to a territory and then board a transport on the same turn.

- A transport may not load or unload its cargo directly to or from another transport.

- A transport that has been in combat may load OR unload after combat, but not both. It may not move.

- A transport that starts a turn with enemy ships in the same sea zone may not load or unload in that sea zone, unless an Amphibious Assault is being made. It may

move out of an enemy-filled sea zone and into a friendly or empty sea zone, where it may load or unload normally. A transport that moves in this way is not considered to have been in combat this turn.

- A transport must unload all units into the same territory. It may not split units into two territories.

- Transports may not attack, but may defend in sea zones.

- Any land units aboard a transport that is attacked may not fire back. If the transport is destroyed, the land units aboard also "go down with the ship" and are removed.

**Transport Movement Example**
On Great Britain's turn, it uses several transports. The transport next to Queensland in sea zone 29 picks up two infantry units, moves two zones to sea zone 33 and unloads the two units into Dutch New Guinea. The transport next to Papua in sea zone 28 starts its turn in the presence of an enemy sub. It may not load nor

unload in that zone, the transport may move. It moves into sea zone 32, where it picks up two infantry units, one from each of two territories, Queensland and Northern Territory. It then moves a second space to sea zone 33 and unloads both infantry units into Dutch New Guinea.

Another transport in sea zone 43 also starts in a space with an enemy sub. It moves to sea zone 47 and joins two British destroyers, which now battle the Japanese submarine that is present. The Japanese submarine is sunk, with no loss to the British. Since the transport was in combat (but now has a clear sea zone), it may unload or load units, but not both. An infantry unit in Malaya enters the transport, but may not be unloaded (into Sumatra) this turn.

**Diagram 17. Transports**

## BATTLESHIPS

**Movement**: 2
**Attack Factor**: 4
**Defense Factor:** 4
**Cost**: 24 IPCs

### Description

Battleships attack and defend in sea zones. These powerful (and expensive) ships attack and defend with a die roll of 4 or less, and must be hit twice in the same battle to be destroyed. On the first hit, the ship is laid on its side.

It may still attack and defend normally. If hit a second time, the ship is removed. If it does not receive a second hit, it is considered repaired and turned upright at the end of the turn.

Battleships may also support attacks on enemy occupied coastal territories or islands. (See *Amphibious Assaults* section on page 16 for details.)

**Note:** If a battleship takes the hit from a submarine's First-strike attack, then the battleship may still fire back against the sub. However, if that battleship takes a second hit from the sub's attack, it gets no counter-shot. (See Submarine *First-strike* rules on page 14.)

**Diagram 18. Carriers**

## AIRCRAFT CARRIERS
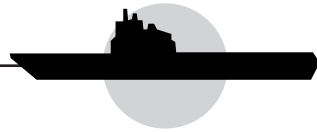
**Movement:** 2
**Attack Factor:** 1
**Defense Factor:** 3
**Cost:** 18 IPCs

**Description**
Aircraft carriers have strong defensive capabilities. They may attack and defend only in sea zones. Carriers attack with a roll of 1 and defend with a roll of 3 or less.

Aircraft carriers may carry (or provide landing spots) for up to two Allied fighter planes. Allied fighter planes may take off and land on a friendly aircraft carrier on their respective turns. Aircraft carriers may be moved during the *Non-combat Movement* phase to allow fighters to land on them when they would otherwise be out of range.

Aircraft carriers and fighter planes "interact" with each other somewhat differently depending upon whether or not it is the carrier's turn.

**If you own the carrier and it is your turn:**
You must own the fighter aboard your aircraft carrier in order to move the fighter and/or attack with it. It must also take off before you move the carrier. If the fighter doesn't take off before you move the carrier, the fighter is treated as cargo for the remainder of your turn and may not fly, fight or be used as a casualty. An Allied fighter on your carrier may not take off, as it is not the Allied fighter's turn.

If a fighter lands upon your aircraft carrier during your turn, you may not move the carrier for the remainder of that turn.

**If you own the carrier and it is the enemy's turn:**
If your carrier is defending against an attack, any fighters aboard are allowed to defend, and may be used as casualties instead of the carrier (except against a successful submarine attack). If your carrier is destroyed, your fighters may move up to one space to find a friendly carrier, island or territory on which to land. The landing site must have been controlled by you (or under Allied control) since the beginning of the turn. If your fighters don't find a safe place to land, they are considered lost.

**Aircraft Carrier Movement Example**
The US player wants to move fighter planes from an aircraft carrier in sea zone 10 to attack the Japanese transport and submarine in sea zone 24. The fighters fly three spaces to sea zone 24 ahead of the carrier.

On the first round, the fighters roll a 2, scoring a hit and a 4 which is a miss. Japan must select a casualty. Since a fighter may not attack a submarine without a destroyer present, Japan must select the transport as a casualty. The two infantry units aboard are also lost. Japan returns fire with the transport and misses with a 2. The sub cannot fire back because it may not attack air units.

Since subs and fighters may not attack each other, the battle is over and the fighters must find a place to land. During the *Non-combat Movement* phase, the US player moves his aircraft carrier two spaces to sea zone 19. The two fighters then move one space to land back on the carrier.
On Japan's turn, the Japanese submarine moves into sea zone 19 to attack the US carrier. With its first-strike capability, the sub manages to sink the carrier. (The carrier must be selected as a loss against a sub attack.) The two fighters are considered to be defending in the air, but may not attack the sub. They must now find a place to land that is one space away.

Since there is only ocean or the Japanese-held Wake Island one space away, the fighters are also lost.

## DESTROYERS

**Movement:** 2
**Attack Factor:** 3
**Defense Factor:** 3
**Cost:** 12 IPCs

**Description**
Destroyers attack and defend in sea zones with a die roll of 3 or less. They may also support attacks on enemy-occupied coastal territories or islands. (See *Amphibious Assaults* section on page 16 for details.) Destroyers are particularly effective against submarines. They eliminate an attacking submarine's first-strike ability and also allow friendly air units to attack enemy submarines.

If all destroyers in a battle are taken as casualties, then fighter planes lose the ability to attack submarines, and submarines regain their first-strike capability, if applicable.

When conducting shore bombardment in support of an Amphibious Assault, destroyers roll a 2 or less to hit, not their normal attack factor of 3 or less.

### Japanese Destroyers

A Japanese destroyer may transport one infantry unit. When loading or unloading an infantry unit Japanese destroyers follow the same rules as transport ships, summarized below.

- A Japanese destroyer may carry an infantry across sea zones to other land territories and unload it there.

- They may unload into a friendly territory during the *Non-combat Movement* phase. When unloading into an enemy territory during the Combat Movement phase, it is called an Amphibious Assault. (See page 16.)

- A Japanese destroyer that lands a unit during an Amphibious Assault may not conduct shore bombardment. It may, however, participate in a naval battle prior to the Amphibious Assault being made.

- The destroyer may move 0, 1 or 2 sea zones, and unload its infantry unit in the same move. The infantry unit may be picked up before, during or after the destroyer moves. During play, units being transported are placed with the destroyer directly in the sea zone.

- Once a Japanese destroyer unloads, its move is over.

- An infantry unit may be loaded and unloaded on the same turn.

- Moving an infantry unit into and out of a destroyer counts as that infantry unit's full move. The unit may not move to additional territories after landing, nor may it move to a territory and then board a destroyer on the same turn.

- A destroyer may not load or unload its cargo directly to or from another destroyer or transport.

- A destroyer that has been in combat may load OR unload after combat, but not both. It may not move.

- A destroyer that starts a turn with enemy ships in the same sea zone may not load or unload in that sea zone, unless an Amphibious Assault is going to be made. It may move out of an enemy-filled sea zone and into a friendly or empty zone, where it may load or unload normally. A transport that moves in this way is not considered to have been in combat this turn.

- An infantry unit aboard a destroyer that is attacked may not fire back. If the destroyer is sunk, the infantry unit aboard also "goes down with the ship" and is removed.

### SUBMARINES
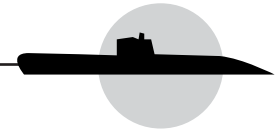
**Movement:** 2
**Attack Factor:** 2
**Defense Factor:** 2
**Cost:** 8 IPCs

**Description**

Submarines attack and defend in sea zones. They are relatively inexpensive, but they only attack and defend with a die roll of 2 or less.

Following are a variety of rules pertaining to submarines:

- Attacking submarines have a deadly first-strike capability that is negated only by the presence of an enemy destroyer. Defending submarines do not have a first-strike capability.

- Air units may not attack a submarine unless a friendly destroyer is also present in the battle. Submarines may never attack or defend against air units. (But they may submerge.)

- Both attacking and defending submarines may submerge to escape combat. They may do so in the same sea zone during the same battle. A submerged sub is turned onto its side to indicate this submerged condition. It remains on its side and may not attack or be attacked again this turn. Submerged subs are returned to their upright position in Phase 6.

- Submarines are the only defending units in the game that may leave a battle (by submerging).

- Submerged submarines are not considered to be present in a sea zone in which they are submerged. Therefore, any naval unit may move into or through that sea zone and transports may load/unload during the *Non-combat Movement* phase.

**Japanese Submarines vs. Allied Ships**
If an Allied player attacks a Japanese submarine while other Allied naval units are present in the same sea zone – and the Japanese sub successfully returns fire – then the Allies may chose any one of their ships as the casualty.

**Example**
*Great Britain's turn:* The British attack a Japanese sub that then submerges. At the end of the British player's turn, the sub resurfaces among the British ships.

*United States' turn:* During the *Combat Movement* phase, the United States moves into the same sea zone as the Japanese sub and attacks it.

Following the United States' attack on the submarine, the sub may do either one of the following:

**A.** If the sub was hit, it may still take a "parting shot" at the Allied ships present.

OR

**B.** If the sub was not hit, it may either submerge again or fire back.

Either way, the combined Allied forces must chose one of their ships as a casualty should the sub have a successful hit.

**Submarine Combat Example**
Two Japanese submarines attack an American naval force of one battleship and one destroyer with two submarines. The Japanese player rolls two dice, hoping for a 2 or lower. The roll is two 2s – two hits! The American player tips his battleship on its side, showing it has taken one hit. He then selects the destroyer as a casualty, moving it into the Casualties area. Because the destroyer is present, the submarine First-strike rule does not apply. (See page 14). The American player rolls two dice, hoping for a 3 with his destroyer and a 4 with his battleship. The destroyer misses with a 5, but the battleship hits with a 4. Japan loses a submarine.

In the second round, the Japanese submarine now gets a first shot because there is no longer a destroyer in the battle. The sub misses with a roll of a 5. The battleship counterattacks, but misses with a 6. Not wishing to push his luck, the Japanese player decides to submerge the remaining submarine and tips it on its side.

With the sub submerged, the battle is over. At the end of Japan's turn, both the submarine and the battleship are uprighted. On the United States' turn, combat will resume in this sea zone unless the American moves the battleship out during the *Combat Movement* phase.

## Aircraft
There are two types of air units – fighters and bombers. Air units may not capture territories, but may enter combat and then return to a friendly territory. Air units are the only units able to attack and defend both in territories and sea zones.

**FIGHTERS**

**Movement**: 4
**Attack Factor:** 3
**Defense Factor:** 4
**Cost:** 12 IPCs

**Description**
Fighter planes are very strong defensively, although they have a limited flying range of four spaces. Fighters attack with a roll of 3 or less and defend with a roll of 4 or less. Fighters that fly out to attack during the *Combat Movement* phase, must land during the *Non-combat Movement* phase. Fighters may also escort friendly bombers or attack enemy air units during *Strategic Bombing Raids.* (See page 19.)

**Note:** The Hellcats are provided for the American player as well as the green P-38 Lightning. These are both fighters and operate in exactly the same way.

**Combat Air Patrol (CAP)**
A fighter plane may establish a Combat Air Patrol CAP during the *Non-combat Movement* phase. See page 24 for details.

**Following are some additional fighter plane rules:**

- Fighter planes on an island or island group do not take part in a naval battle in the adjacent, or surrounding, sea zone.

- Fighters may not be sent on "suicide runs" where they go into combat with no place to land afterward. However, fighters may be sent on "risky" missions. These are combat movements that need an aircraft carrier to move (or survive) in order to land. If, during combat, the aircraft carrier is lost, then the fighters must finish their movements by landing in another safe territory or carrier within range. If unable to do this, the fighters are lost.

- When fighters are sent on risky missions as described above, you must declare up front where each plane plans to land after combat is complete. For example, you may not move a bunch of fighters into battle assuming some will be lost so that there will be enough room to land the surviving fighters on nearby carriers.

- If you move a fighter its full four-space range into battle with the intent of landing it on a carrier in that battle, then you may not later decide to retreat this fighter with other units. If you do retreat your other units, the plane is destroyed. It may not land on the carrier when the carrier retreats.

- Only fighters may land and take off from aircraft carriers. No more than two fighters are allowed on an aircraft carrier. If a fighter on a carrier wants to take off and attack, it must do so from where the carrier is positioned at the start of its turn. When taking off from a carrier, do not count the carrier's sea zone as one space.

**Note:** There are other special rules for fighter planes aboard aircraft carriers. These rules are explained in the Aircraft Carriers section on page 31 & 32.

**BOMBERS**

**Movement:** 6
**Attack Factor:** 4
**Defense Factor:** 1
**Cost:** 15 IPCs

**Description**
Bombers attack with a roll of 4 or less and defend with a roll of 1. Bombers may fly the farthest, but they cost more than fighters. Bombers that fly out to attack during the *Combat Movement* phase, must land during the *Non-Combat Movement* phase. Bombers may also conduct *Strategic Bombing Raids.* (See page 19.) They may not do both on one turn.

Bombers must land in a friendly land territory (including an island or island group) within range. They may not land in territories you just captured, nor may they land on aircraft carriers. Bombers may not be sent on "suicide runs" where they go into combat with no place to land afterward.