

Asia Engulfed

The Second World War in Asia, 1941 – 1945



By Rodger B. MacGowan ©2007

RULE BOOK

INTRODUCTION:

Asia Engulfed (AE) is a strategic simulation of the Second World War in Asia. Each player makes decisions that will affect the war. You decide where and how the major battles of the war will be fought. To reflect luck and local combat leader initiative, dice are used to resolve these battles. Ultimately each player's skill and grand strategy will determine the outcome of the war.

Asia Engulfed is a two-player game. One player controls the Allied side representing the USA, the Commonwealth, China, the Philippines, and the Dutch East Indies (DEI) while the other player controls the Japanese Empire. Soviet forces are not represented when playing AE by itself, but are represented when AE is combined with *Europe Engulfed* (EE). Up to five players may play the combined game by adding the players recommended for EE.

Throughout the rules, you will find references to other rules e.g. [9.44]. These references may be ignored as you read through the rules. They are provided, along with the Table of Contents, the Key Terms and Concepts section (page 2), and the Index, to help you find any desired rule when you refer back to the rulebook.

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GAME COMPONENTS:

Your copy of *Asia Engulfed* should include the following:

- 134 Wooden Blocks, as follows:

<i>Nation</i>	<i>Block Color</i>	<i>Number</i>
Japanese Land Units	Orange	31
Japanese Marine Units	Burnt Orange	3
Japanese Naval Fleets	Black	16
USA Land Units	Olive Green	11
USA Marine Units	Dark Green	2
The Commonwealth Land Units	Dark Blue	16
Chinese Units	Purple	23
Allied Naval Fleets	White	29
Minor Power Units	Brown	3

- One Rule Book (this book)
- One Play Book
- One Mapsheet
- One Battle Board
- Two Air Commitment Displays
- Die-cut labels to be peeled & affixed to the wooden blocks
- 24 six-sided Dice (12 each of two different colors)
- 228 die-cut 9/16" square markers (two of these are for EE)
- 68 die-cut round markers
- One Getting Started Card
- Two Player-Aid Cards (11 x 17)

Note that extra blocks have been included, so the block count may be higher than listed. Extra labels have also been provided in case they are needed. If any of these components are missing or damaged, write to the following address:

GMT Games

P.O. Box 1308

Hanford, CA 93232-1308

www.GMTGames.com

The designers and GMT Games authorize and permit the holder of this rulebook to make one photocopy of the label sheets and the counter sheets for personal use.

KEY TERMS & CONCEPTS:

Areas and Sea-zones: Areas are the named game spaces representing the land regions of the Asian theatre. There are three types; Large Areas [3.21], Port Boxes [3.22], and Island Boxes [3.23]. Sea-zones are the named game spaces representing the ocean segments.

Battle Board: This Player-Aid is provided to help in resolving naval combats.

Blocks, Units, and Fleets: Once the labels have been applied [see the Getting Started Card], the blocks included in the game represent ground units and fleets. When a rule refers to 'blocks', it refers to both types; when it refers to 'units', it refers to both air units (die-cut counters with overhead airplane views) and ground units (but not the die-cut submarine unit, which is always mentioned specifically by name when a rule pertains to it). When it refers to fleets, it is applied to the naval blocks. If a rule applies to a smaller subset, it will name the type(s) affected.

Build Markers: These are used to track construction over time of fleets, ASW, and Japanese air units [4.71].

Cadre: A ground unit that has only one step remaining is considered to be at cadre level.

Contested Area: A contested area is one in which both sides have ground units. The side that was the last sole-occupant controls each contested area.

Fleets: Each block representing 1-4 naval steps is referred to as a fleet [4.24].

Force Pool: All the fleets, units, and Special Actions available for construction by a given Power. As fleets / units are destroyed and Special Actions are expended, they are returned to this pool.

Ground Units: Each block representing 1-4 steps of ground forces is referred to as a ground unit [4.22], as well as the die-cut garrison markers [4.28].

Hit-bonus: A Hit-bonus is a modifier that makes it easier for you to hit what you are shooting at. Usually you need to roll a 6 on a die to score a hit. Each Hit-bonus received adds one to the number rolled on each affected die, thus making it easier to hit. With one Hit-bonus you would hit on a 5 or 6, with two Hit-bonuses you would hit on a 4 through 6, etc.

Holding Boxes: Each Aircraft Carrier (CV) fleet is identified by a letter or number and has a corresponding holding box on the map. Carrier Based Air (CBA) units attached to the CV fleet are placed in these boxes so the opposing player will not be able to determine the exact location of the CV fleet. Each side also has an Orphan CBA holding box, which is where CBA units without a carrier remain until they can be based on a CV fleet. Each side also has a holding box for its submarine unit when not deployed.

Home Areas: Home areas are the core areas of a Nation where new units are built and to which supply is traced. Home areas for each Nation are those within their original borders, and they are shaded the appropriate color on the map (orange for Japan, green for USA, etc.). Port boxes and island boxes are not considered home areas. Non-home large areas aligned with each country have the same color code as their home areas, but are identified by having a diagonal striping pattern within them.

Home Ports: Represented by a larger golden anchor, these are major ports to which the owning player may return his fleets after a combat or during the Rebasing Phase regardless of distance.

Influence Levels: These represent the influence projected by each player into sea-zones, and the effect of such influence on the enemy player's naval movement, strat-moves, and sea-supply. Influence is in one of three levels as follows, in order of least to most effective: Noninfluenced, Limited, and Dominant [8.13].

Japanese Home Islands: The Japanese home islands consist of Honshu, Shikoku, and Kyushu. All new Japanese units must appear in these areas.

Major Powers: These are the main combatants, each with its own production level and Force Pool. The Major Powers and their block colors are: Japan (land-orange, naval-black), China (purple), The Commonwealth (land-dark blue, naval-white), and the USA (land-green, naval-white).

Minor Powers: The Minor Powers within *Asia Engulfed* are the Dutch East Indies (DEI), also known as the Netherlands East Indies, and the Philippines, both represented by brown blocks, except that the DEI fleet uses a white block.

Newly Contested Area: A newly contested area is one that has become contested as a result of the just completed Movement Phase. An area may be newly contested more than once over the course of the game, providing that each time it was solely occupied by one side and then entered by the other.

Oil Points: Oil points are used to track the strategic oil reserves maintained by Japan. The maximum number of oil points Japan may accumulate is 40. Oil is needed to move Japanese fleets. Oil is not tracked for the Allies, as they produced 60% of the world's output at the time and did not suffer from any serious shortages.

Special Actions: These are the die-cut round markers with the words "Special Action" written on them. These represent concentrated supply/leadership resources and the operational skill to put them to best use. They can be expended for special offensive or defensive operations [7.2-7.8].

Steps: Steps are the increments by which blocks are built-up by production/replacements, and depleted by combat losses. If a multi-step block suffers a hit, reduce its current step value by turning it 90 degrees counter-clockwise. If a unit with only one step remaining suffers a hit, it is eliminated and returned to its Force Pool. Ground units have maximum step values from one to four while fleets have maximum values of three or four. Air units and submarine units have two steps and their counters are flipped to show a step-loss and removed to the Force Pool if an already reduced counter suffers a step-loss.

Straits: Straits are narrow bodies of water separating two land areas. They affect both movement [5.16] and combat [6.73]. Straits are marked on the map with a connection arrow.

Strat-move: An abbreviation for Strategic Movement [5.2].

Strategic Air Bases: Land areas [3.2] that contain a printed airfield symbol. These represent strategic air bases that are within strategic bomber range of Japan.

Strategic Assets: All strategic assets of both sides are represented with markers on the General Information Track. These include bomber points and submarine points (not the submarine unit [4.25]) for the USA, and oil points and the current ASW level for the Japanese. As these assets are produced, consumed, or destroyed, their current value is adjusted by moving the corresponding marker to the appropriate number on this track (see game map). The maximum number of bomber points that the USA player can have is 20. USA submarine points and Japanese oil points can be accumulated up to 40 points by turning the appropriate counter over to its +20 side.

Transport Points: Naval transport forces for the Japanese player are represented in the game as transport points. These points are used to establish Japan's Supply Network each turn, with any remaining points being available to transport units and/or replacement steps. Transport Points not used in a given turn do not have any effect on Transport Capacity for future turns. In game terms, the Allies never suffered a serious shortage of transports and do not need to track this.

Troop Transports: Ground units and Land Based Air (LBA) units may move into sea-zones using sea-transport [5.3]. These units are loaded on troop transports [8.12] and are treated as fleets while at sea.

WERP(s): Pronounced "wurps", this is an acronym meaning War-time Economic Resource Point(s). These points measure a nation's military industrial output for the Pacific Theater of the Second World War.

1.0 SEQUENCE OF PLAY

Game turns generally represent two months of historical time and are broken into Phases as outlined below. These Phases must be completed in the order presented. Portions of the turn that are unique to the Japanese Player-turn are shown in *bold italics*.

1.1 JAPANESE PLAYER-TURN

(The Japanese player is the Phasing Player, and completes 1.11 through 1.19 below while the Allied Player is the Non-phasing Player).

The Japanese Transports Available marker is reset to equal the Japanese Transport Capacity to begin the new turn.

1.11 NAVAL MOVEMENT PHASE: The Phasing Player moves his fleets and troop transports [5.3 & 8.12] as follows:

- a) One destination sea-zone at a time, the Phasing Player moves his fleets and troop transports into the sea-zone following the naval movement rules [8.2].
- b) After the Phasing Player completes movement into the destination sea-zone, the Non-phasing Player has the option to make a naval reaction with his fleets and/or submarine unit [8.25]. If the Non-phasing Player reacts with one or more fleets, the Phasing Player may add his own submarine unit to the sea-zone. Repeat steps (a) & (b) until the Phasing Player has no more naval moves to make.
- c) Total the number of Japanese fleets that moved or reacted, and adjust the Japanese Oil Reserve marker on the General Information Track accordingly. *The number of transport points used is calculated by totaling the number of troop transports at sea and adjusting the Transports Available marker accordingly. Japanese marine units that move two sea-zones may use either an oil point or a transport point. When they move three sea-zones they must use an oil point. Transport points do not use oil points.*

1.12 INITIAL SUPPLY DETERMINATION PHASE: The Phasing Player follows the steps below to determine supply:

- a) *For Jul/Aug game turns, jungle effects are resolved [6.72].*
- b) *The Japanese Player selects the sea-zones he wishes to have in his Supply Network [3.5], then adjusts the Transports Available marker to reflect transports used for the supply net.*
- c) The Phasing Player's units are checked to determine their supply status [3.1-3.5]. Units that are determined to be out of supply are marked with an 'Out of Supply' marker.

1.13 PRODUCTION PHASE: The Phasing Player calculates available WERPs, *resolves strategic warfare effects*, then spends any remaining WERPs to purchase replacement steps and/or new items according to the production rules [4.0].

1.14 AIR & NAVAL COMBAT PHASE: Naval interception [8.3], naval combat [8.4], and port/airbase attacks [8.7] are resolved completely, one sea-zone at a time, in the order chosen by the Phasing Player. Submarine units also fire during this phase [8.5].

1.15 OPERATIONAL MOVEMENT PHASE: The Phasing Player's ground and LBA units may move during this phase using the rules for operational movement [5.1]. Units performing Amphibious Invasions [7.2] are moved from the sea-zone they remain in from the Air & Naval Combat Phase onto the area(s) to be invaded, and any necessary Special Actions are spent. The invasion(s) will not be resolved until the Ground Combat Phase.

1.16 STRATEGIC MOVEMENT PHASE: A certain number [5.24] of the Phasing Player's ground and/or air units may be moved using the rules for strategic movement [5.2].

1.17 GROUND COMBAT PHASE(S)

a) Initial Combat Phase: A single round of ground combat is fought in areas where combat is desired or required [6.2]. Ground combats that are initiated in this phase do not require the expenditure of a Special Action.

b) Breakthrough Combat Phase(s): The Phasing Player may conduct one or more Breakthrough Combat Phases by expending Special Actions [6.6]. Breakthrough Combat Phases may occur in any order the Phasing Player desires and more than one may occur per area.

1.18 REBASING PHASE: All fleets and troop transports still at sea, plus any overstacked marine units that participated in an amphibious invasion, and fleets that are in an out-of-supply port must now rebase [8.8]. The Non-phasing Player's fleets at sea return to port before the Phasing Player's. Phasing Player (only) fleets that did not move this turn may also rebase (*previously unmoved Japanese fleets must use oil to rebase*).

1.19 FINAL SUPPLY DETERMINATION PHASE: All the Phasing Player's areas, units, and fleets are then checked for supply status. Units and fleets that are found to be without at least Partial Supply [3.35] are eliminated (even those that were in-supply during the Initial Supply Determination Phase earlier) and placed in the Force Pool.

1.2 ALLIED PLAYER-TURN

Phases 1.11-1.19 (except those in bold italics) are repeated, with the Allied player as the Phasing Player and the Japanese player as the Non-phasing Player.

1.3 TURN ADVANCEMENT PHASE

Check for any automatic victory; if none was achieved the turn marker is advanced to the next turn, and a new game turn begins.

2.0 STRATEGIC WARFARE

Strategic Warfare represents the USA's attacks on Japan's production capability via submarines and strategic bombers and is resolved during the Japanese Production Phase, after total WERPs have been determined. Submarine warfare is mandatory if the USA has at least one submarine point on the General Information Track. Strategic air warfare is also mandatory if the USA player has any bomber points on the General Information Track AND controls at least one supplied strategic air base.

2.1 ASW and the Submarine Campaign

The Japanese player is assigned a starting ASW (Anti-Submarine Warfare) level and the USA player is assigned his beginning number of submarine points in the set-up instructions for each scenario. These starting levels may be increased by production and decreased (submarines only) by strategic warfare.

2.11 The submarine portion of strategic warfare is begun by the Japanese player rolling on the ASW Table [2.2], and cross-referencing the die roll with the current ASW level. The indicated result is the number of USA submarine points that are eliminated.

2.12 The USA player then rolls a die on the Submarine Attack Table [2.3] and cross-references the die roll with the column corresponding to the remaining number of submarine points. The indicated result is

then subtracted from Japan's WERPs and Oil Points (each) received for the current turn (but the 5 WERPs and 1 Oil Point received for Honshu each turn may not be affected by submarine warfare). Any WERP or oil point losses above those received in the current turn are ignored. The number indicated is also subtracted from Japan's transport capacity. The current turn's Supply Network and available transport points marked on the General Information Track from the Initial Supply Phase are not affected. The effect of the lost transport capacity will not be felt until the following Game Turn.

2.13 If there are enough submarine points remaining on the track after submarine warfare is resolved, Japanese strat-moves [5.2] will be adversely affected. Each multiple of 10 (rounded down) submarine points subtracts one from the Japanese strat-move allowance for the current turn. Japanese strat-moves cannot be reduced to less than their current ASW level.

EXAMPLE: If the current Japanese ASW Level is one, submarine warfare may not reduce Japan to less than one strat-move.

2.14 US TORPEDO ISSUES: Faults with US torpedoes affected the submarine fleet's effectiveness until they were remedied. To reflect this, the US Dud Torpedoes marker begins on the General Information Track as specified by the scenario (for the campaign game it starts at 6). Each time a 1, 2, or 3 is rolled on the Submarine Attack Table move the marker down one space. When it reaches zero US torpedo issues are resolved and all future rolls on the Submarine Attack Table receive a +1 hit-bonus.

2.2 ASW Table

Die Roll	Current ASW Level		
	0	1	2
1	-	-	1
2	-	-	1
3	-	1	1
4	-	1	2
5	1	1	2
6	1	2	3

The number shown is the number of submarine points that are eliminated.

2.3 Submarine Attack Table

Die Roll	Submarine Points				
	1-8	9-16	17-24	25-32	33+
1	0	0	1	1	1
2	0	1	1	1	2
3	0	1	1	2	2
4	1	1	2	2	3
5	1	2	2	3	3
6	1	2	3	3	4
7	2	3	3	4	4

The number shown represents the number of WERPs, oil points, and transport capacity (each) lost by the Japanese player.

- Move US Dud Torpedoes marker down one for each roll of 1-3.
- Add one to die roll if US Dud Torpedoes marker has reached zero.

2.4 Strategic Air War



Strategic bombing is conducted by the USA player against Japan. The USA may not launch a bombing raid unless they currently control at least one supplied strategic airbase. Bomber points are used for bombing raids and may be used once per turn. Up to two bomber points may be launched from each Allied-controlled and supplied strategic airbase, but not above the number of bomber points that the US has produced as shown on the General Information Track.

2.41 BOMBING RESOLUTION: One die is rolled for each bomber point. Each roll of a 4, 5, or a 6 scores a hit. Each hit scored will reduce Japan's production for this turn by one WERP.

2.42 MAXIMUM BOMBING DAMAGE: Bombers may not inflict more than 5 hits on the Japanese production in any one Game Turn. Bombing affects only the 5 WERPs on Honshu and may reduce the total Japanese WERPs available to zero (provided submarine warfare took them down to five and that five hits were scored in the Game Turn's bombing raid). Oil points are never affected by strategic bombing.

2.5 Loss of Strategic Airbases

Any Allied-controlled strategic airbase that is captured by the Japanese immediately causes the loss of one bomber point, if it is on the General Information Track to be lost.

3.0 SUPPLY

3.1 General Rules

Areas, units, fleets, and sea-zones may either be in full supply (hereafter referred to as "in supply"), "in partial supply", or "out of supply". To be in supply, each area, unit, fleet, sea-zone, or marker must trace a path of continuous friendly-controlled areas to a Supply Source for the controlling Power. Supply may be traced across both impassable boundaries and straits, and may be into or through a friendly-controlled contested area. Supply may be traced out of an enemy-controlled contested area, but never through one. See also supply through sea-zones [3.4].

3.2 Area Types and Control

There are three types of land areas (large areas, port boxes, & island boxes). Whether or not the area is contested, the presence or lack of a port, and which player controls the area, all have a bearing on supply. These concepts are defined below.

3.21 LARGE AREAS: These are the land areas that are not drawn as small rectangles or circles (including the USA and South Africa areas).

3.22 PORT BOXES: These rectangles represent either larger islands or key ports that act as separate areas. Units in friendly-controlled port boxes receive partial supply [3.35] if they cannot trace a valid Supply Path.

3.23 ISLAND BOXES: These represent the tiny islands scattered across the Pacific that were used for bases. Island boxes are represented on the map by a circular disk printed over the island. Garrison units (only) in friendly-controlled island boxes receive partial supply if they cannot trace a valid Supply Path. Japanese garrison units receiving partial supply should be flipped over to denote that they are acting as Militia instead of infantry.

3.24 PORTS: Anchor symbols are used to indicate which areas have ports [but see 5.17]. Ports affect replacements [4.32], and are also used for basing fleets, strat-moving ground units, and for projecting supply inland from a coastal area [3.4]. Many ports lie on the boundary between two or more sea-zones allowing access to each of those zones. Ports within port and island boxes adjoin each sea-zone the box itself adjoins. Areas without ports may not base fleets. Ports come in four sizes that determine how many fleets may base there and the number of anti-aircraft (AA) dice provided when the port is being attacked [8.7].

Port Size	Fleets Allowed	AA Dice
Small	2	0
Medium	4	1
Large	8	2
Home	Unlimited	4

3.25 CONTROLLED AREA: Either the Japanese or the Allies control all non-neutral areas on the map. The player that was the last sole-occupant controls each area. The areas that begin each scenario friendly-controlled by each side are identified in the scenario instructions. Enemy-controlled areas are converted to friendly-controlled at the instant they are occupied solely by friendly ground unit(s), except for areas taken by an uncontested Amphibious Invasion or an uncontested Airborne Assault [13.4], which are not converted until the end of the Ground Combat Phase.

3.3 Supply Sources

For each Power, supply is generated within a friendly-controlled home large area [3.21], even if contested. Exceptions to this general rule can be found in 3.31-3.35 below.

3.31 The Chinese Nationalist Supply Sources are any Chinese-controlled resource area(s) in China except Hong Kong.

3.32 Chinese Communist units are always in supply and do not require a Supply Source.

3.33 DEI and Philippine units are always in supply. DEI units cannot move from their areas of initial placement and the Philippine unit cannot leave the Philippines. The DEI fleet traces supply and acts as a Commonwealth fleet.

3.34 Hawaii and friendly-controlled home areas of Australia also act as home areas to USA units for supply purposes only.

3.35 PARTIAL SUPPLY SOURCES: For all Powers, units in port boxes and garrison units (only) in island boxes always have at least partial supply. Additionally, Luzon, French Indo-China, and Manchukuo are Partial Supply Sources for the side that controls them. Units that cannot trace full supply but can trace to one of these areas receive partial supply. Units in partial supply function normally with the exception that they may not receive any Hit-bonuses (attack or defense) except for Banzai attacks [9.14] until full supply has been restored [3.1].

3.4 Supply Paths Across Sea-Zones

Units may trace a supply path as in 3.1 above to a friendly-controlled port, then trace across one or more contiguous sea-zones to another friendly-controlled port, then follow a second land supply path to a Supply Source, assuming the sea-zones traced through are all in supply. Units on a coastal area need not trace to a port initially (even if the coastline is marked as impassable), but still trace supply through the adjacent sea-zone and beyond to a Supply Source port as above. Only one leg of any Supply Path may be by sea, but

it may traverse multiple sea-zones. The US player may also trace supply around Australia [9.25]. Sea-zones are considered in supply if all of the following conditions are met:

- a) The enemy Player does not have Dominant Influence over any sea-zone that supply is traced into or through [8.13].
- b) For the Japanese player, he has also allocated transport points to put the sea-zone into his Supply Network [3.5].



3.5 Japanese Supply Network

During the Initial Supply Determination Phase, the Japanese player must place Supply Network Markers in each sea-zone he wishes to have supplied in the current turn. For players that prefer more speed and simplicity at the expense of realism, see the optional simplified Japanese transport and supply rules [13.1].

3.51 PROCEDURE: Each sea-zone on the map is marked with one, two, or three transport icons under the sea-zone's name. Place a 'Supply Network 1' marker in a sea-zone with one transport icon, a '2' marker in a sea-zone with two icons, and a '3' marker in a sea-zone with three icons. This number represents the number of transport points needed to supply the indicated zone. To place a marker, or to keep a previously placed marker in its sea-zone, the following conditions must be met:

- a) The Allied player may not have Dominant Influence [8.13] in the sea-zone [exception—Submarine Supply 3.52].
- b) A contiguous path of Supply Network markers exists tracing back to Japan from the sea-zone desired.
- c) Transport Capacity is sufficient to cover all the sea-zones in the current network.

The Japanese player adjusts the network as needed by adding and/or subtracting Supply Network Markers so that the above conditions are met for his entire Supply Network. The 'Transports Available' marker is then adjusted to reflect the deduction of transport points needed for this network, including all markers that remain from previous turns (do not include any sea-zone covered by the submarine unit [3.52] in this total). Any remaining transport points are available for the Production and Strat-move Phases of the current Player Turn.

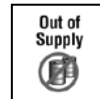
3.52 JAPANESE SUBMARINE SUPPLY: The Japanese player



may use his submarine unit to augment the Supply Network. A 2-step submarine unit can cover a one or a two transport point sea-zone, while a 1-step submarine unit can cover a one transport point sea-zone. A submarine unit used in this way has no effect other than to be a part of the Supply Network, and may be placed per the normal rules for transport point placement, except that it may ignore the restrictions on Allied Dominant Influence [3.51]. The submarine must cover one sea-zone by itself, and may not combine with transport points to accomplish this. Supply may be traced into and through the sub-supplied zone. The submarine cannot be attacked and it cannot be used for combat or any other purpose for the entire Game Turn. Place the 'Submarine Supply' marker over the submarine unit in the supplied sea-zone to denote its use in this role.

3.6 Effects of Being Out of Supply

Ground and LBA units that are out of supply may only move one area during the Operational Movement Phase; may not strat-move; and may not receive replacements. Out of supply ground units defend normally, but roll half the total dice allowed when attacking (rounded down). Out of supply LBA units may not participate in combat (attack or defense) nor may they move across a sea-zone [5.13]. Out of supply fleets and CBA units function normally except that they must be in a supplied port by the end of the Player-turn or face elimination in the Final Supply Determination Phase. Mark units that are out of supply with an out of supply marker.



3.7 Changing Supply Status

The supply status each unit has in the Initial Supply Determination Phase remains in effect until the Final Supply Determination Phase. Units marked out of supply that did NOT move during the friendly Player-turn need only conduct a normal supply trace to restore supply. Out of supply units that DID move in the friendly Player-turn (flip the out of supply marker over to its 'moved' side) must additionally occupy a friendly-controlled area. Out of supply units must be kept separate from supplied units assisting in their breakout attempt, as the supplied units do not suffer from rules 3.6 or 3.8.

3.8 Final Supply Determination Phase

All friendly areas, units, and fleets are checked for supply. All fleets and any units that are out of supply (whether marked out of supply or not) are eliminated, except for units tracing to a Partial Supply Source [3.35].

4.0 PRODUCTION

4.1 General Rules

New units are produced and replacements are purchased during the Production Phase of each turn. WERPs are received for home resource areas and (Japanese player only) some captured resource areas [4.11], minus strategic warfare effects. Except for Honshu (5 WERPs) and the USA home area (variable [9.22]) all resource areas are worth one WERP. WERPs cannot be saved, and strategic warfare damage does not carry over from turn to turn. Oil areas are worth one or two oil points per turn, as indicated by the number within each oil area.

4.11 Only the Japanese player receives WERPs and oil points for captured resources. The Japanese player receives WERPs and oil points for each controlled and occupied resource / oil area outside of Japan that is within Japan's Supply Network. The Commonwealth receives WERPs for originally controlled areas (blue) that are friendly-controlled; they need not be occupied. The USA receives WERPs only from the USA home area. The Chinese Nationalists receive WERPs for any resource areas in China (except Hong Kong) that they control and occupy. Chinese Communists do not receive any WERPs for any resource areas (instead they receive one free step of infantry or militia per turn).

4.12 Resource and oil areas under enemy-control or unable to trace to a Supply Source for the producing Nation do not count for production. Contested resource areas that are friendly-controlled and supplied do count towards production.

4.13 The DEI never receives any production regardless of how many resource and oil areas they control.

4.14 PRODUCTION CHART

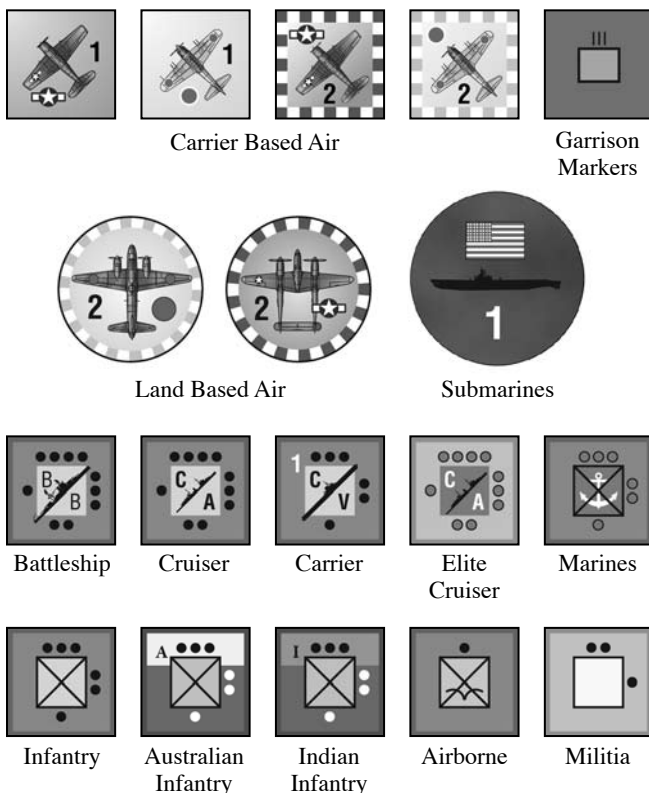
<i>Nation</i>	<i>WERP Base Production</i>
Japan	5+ (Plus 1 WERP for each supplied, controlled and occupied resource area outside of Japan)
The Commonwealth	8* (3 India, 1 South Africa, 2 Australia, 1 Singapore, 1 Hong Kong)
USA (Home Area)	Variable (5 in 1941; 20 in 1942; 25 in 1943; 30 in 1944 and 1945 [9.22])
China	2** (China has five resource areas, of which Peking, Manchukuo, and Shanghai start out occupied by Japan. These will contribute to the Nationalist Chinese production if retaken and otherwise eligible [4.11])
Philippines	1 (May only be used for their militia unit while Luzon is friendly-controlled and the Philippines has not been conquered [9.56])
DEI	0 (1 production area but DEI receives no production)
<i>Nation</i>	<i>OIL Base Production</i>
Japan	1 (Plus the indicated oil points for each supplied, controlled, and occupied oil area outside of Japan)

* Remember to subtract three WERPs for Europe [9.31]

** Plus one free step of Communist forces per turn [9.42].

4.2 Units & Markers

There are numerous types of units, steps, and markers available for production, identified as follows:



4.21 AIR UNITS (LBA/CBA): These are the die-cut markers with overhead views of airplanes. They are color coded to match the ground units of each Nation. They come in two types: Land Based Air (LBA), represented by round counters, and Carrier Based Air (CBA), represented by square counters. Any reference in the rules to the term 'air units' applies to both types. Rules specific to one type will identify the type affected within the rule. The number of counters provided for each country is the maximum that country can have in play. When based on CV fleets, CBA units are placed in the appropriate CV holding box; otherwise they remain in the Orphan CBA holding box awaiting a CV fleet to base upon. LBA units may not base on CV fleets.

4.22 GROUND UNITS: These are the square wooden blocks with the infantry, marine, and militia labels that are included in the game. Any reference in the rules to 'ground units' refers to these blocks (and garrison units [4.28]). These blocks are usually placed on edge, with the information facing away from your opponents, thereby providing a built-in limited intelligence system. The current step value of each unit should be along the topmost edge of the playing piece. The highest printed value on each label represents that unit at full strength. Marine units [4.26] and airborne units [13.4] have some special capabilities.

4.23 RULES REFERENCES TO UNITS: Any reference in the rules to 'units' applies to both air and ground units. If a rule applies to only one type, the specific type will be identified.

4.24 NAVAL STEPS AND FLEETS: Like ground units, naval forces are represented by wooden blocks. Any reference in the rules to 'fleets' refers to these wooden blocks. Fleets are always either in a sea-zone or in a port. There are three types of fleets: each Aircraft Carrier (CV) step within a fleet represents one Aircraft Carrier or 2-3 light Carriers, each Battleship (BB) step represents about one Battleship, and each Cruiser (CA) step represents one Cruiser and one Light Cruiser. Each step also has an appropriate number of supporting craft (destroyers, etc.) for its type. Each step of Aircraft Carriers may base two steps of CBA (one full-strength unit or two cadres).

4.25 SUBMARINE UNITS: These round submarine units (one for each side) represent the tactical hunting groups of submarines used to combat the opponent's fleets, not his transport ships.

4.26 MARINE UNITS: These are the Japanese and USA ground units that were specially trained and equipped for amphibious operations. They have the following special capabilities:

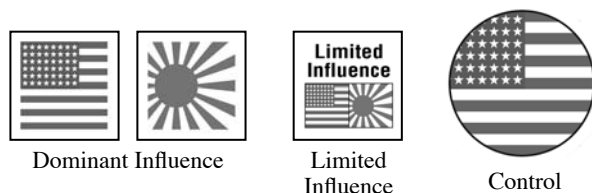
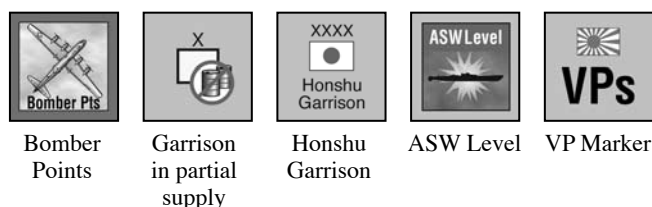
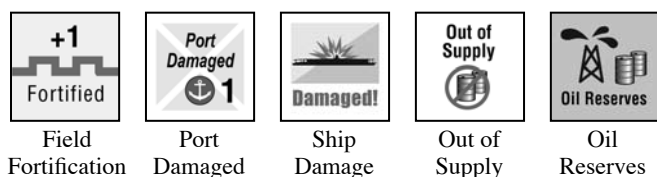
- Marine units may move as either ground units or fleets.
- Marine units may launch Amphibious Invasions without the need of a Special Action.
- One marine unit is allowed to overstack in each amphibious invasion [7.2].
- American marine units were highly trained and fire with an inherent Hit-bonus.

4.27 MILITIA UNITS: These are weaker than normal infantry units in that they do not receive any Hit-bonuses [Exception—9.14], nor may they conduct Amphibious Invasions, but they are cheaper to build from scratch [note after 4.44]. Chinese militia may only fire when defending, though they may still absorb losses during an attack [9.46].

4.28 GARRISON UNITS: These are the die-cut counters showing a regiment (III) or Brigade (X) symbol. They represent smaller forma-

tions and elements that were used to occupy the key villages, cross-roads, and the various islands in the Pacific. Only one garrison unit may be built in each friendly-controlled, supplied, and uncontested area. Garrison units may not move once placed, and are not limited by the counter-mix (players may create more if needed). Except as otherwise noted, garrison units are treated as 1-step ground units, fighting as one step of infantry when in full supply, and as one step of militia [4.27] when not in full supply.

4.29 OTHER MARKERS: These are used to represent Special Actions, port damage, damaged naval steps, and various game concepts that need to be denoted by a marker. Damage (naval & port), field fortifications, and out of supply markers are not limited by the counter-mix (players may create more).



4.3 Replacements

Replacements are purchased to rebuild reduced ground and air units on the map. The cost for each step is on the Cost to Build Chart [4.44].

4.31 A unit must be in supply and in a friendly uncontested area to receive replacements [exception—7.8]. There must be room on the CV fleet for a CBA replacement to be taken (you could not replace a CBA for a 1-step fleet currently holding two CBA cadres).

4.32 If meeting the requirements of 4.31, units may receive as many steps in replacements per turn as the owning player can afford except that a unit may not be increased to full strength (i.e., a 4-step unit may only be replaced up to the 3-step level) unless it is also in an area containing a supplied and undamaged port or in an area described in cases a-e below:

- British units in South Africa, India, and Australia.
- Australian and Indian units in their respective countries.
- Chinese units in any area of China.
- Japanese, USA, & Commonwealth via Special Action [7.8].
- The Philippine unit in the Philippines

4.4 Producing New Units

Units that are currently available in a Nation's Force Pool may be built (No Nation may build beyond the limits of its Force Pool). These units are paid for in the same manner as replacements (but see the note at the end of 4.44), and may be built at any strength level desired, even full-strength. After paying the WERP costs for each step desired, they appear as new units using the following rules:

4.41 New units appear in an uncontested [exception—9.42], friendly-controlled home area as defined below with a limit of two new units per area per turn [exception—4.42]:

- US new units appear in the USA home area (not Hawaii).
- British new units appear in South Africa.
- Commonwealth new units appear within their own country.
- Chinese new units appear within China.
- Japanese new units appear within Honshu, Kyushu, and Shikoku.
- The Philippine unit appears within the Philippines.

4.42 There is no limit to the number of naval steps placed in a home port, nor is there a limit on new units that the USA player may place in the USA home area. CBA units may be placed on a CV fleet with room for the CBA unit that is in a home port, otherwise they are placed in the Orphan CBA Holding Box until there is a CV fleet with room in their home port, or they can strat-move from the Orphan CBA holding box to a CV fleet with room for it [5.22].

4.43 Garrison units may be built in any friendly-controlled, uncontested, and supplied land area [3.2]. For the Allies, the Power with the associated area color (Commonwealth blue; USA green) is the only Power which may produce a garrison during the Production Phase in that area. The Commonwealth (only) may also build garrison units in friendly-controlled DEI port and island boxes (only). Either Allied Power may build a garrison unit in a friendly-controlled area of the Japanese color. The Chinese, the Philippines, and the DEI may not build garrison units. Any Power with garrison units may also create a garrison unit in an uncontested, supplied, and friendly-controlled area with at least one infantry or marine unit by reducing a unit one step during a friendly Operational Movement or Combat Phase, regardless of the area color.

4.44 COST TO BUILD CHART

<i>Unit/Resource</i>	<i>WERP Cost</i>
Garrison Unit	1
Infantry/Militia Step	1
Japanese Marine Step	2
USA Marine Step	3
LBA Step	1
CBA Step	1
Bomber Point	5
Submarine Point/Step	2
ASW Improvement	10 (1 per turn [4.62])
Aircraft Carrier Step	4 (1 per step per turn [4.7])
Battleship Step	5 (1 per step per turn [4.7])
Cruiser Step	3 (1 per step per turn [4.7])
Add Transport Point to Capacity	1 (1 per turn [4.7])
Field Fortification	1/2/5*
Repair Damaged Port	1 (1 per port per turn [4.61])
Each Special Action	5

*1 for an island box / 2 for a port box / 5 for a large area

Note: Except for militia units and garrison units, the cadre step, or initial step, of each new ground unit and CBA unit costs twice the normal amount (e.g. a new Japanese marine unit would cost 4 WERPs for the initial step while an American marine would cost 6 WERPs, while a new militia unit would only cost 1 WERP for each step). Fleets, submarine units, and LBA units do not pay double for the first step.

4.5 Japanese Replacements/Garrisons and Sea-Transport

Every four steps of replacements and/or garrison units added outside of Japan reduces the Japanese available transport points by one for that turn (round fractions up).

4.6 Production Protocol and Limits

Production is completed for one Nation at a time, except that WERP transfers between Nations [9.25] may be announced at any time. The producing Nation announces its WERP total, and then as each new item and each step of replacements is produced, the Nation announces its remaining total. The player does not have to announce or show what types of ground unit steps are purchased. In this manner, the limited intelligence aspect of production is preserved. Special Actions, air units, field fortifications, and anything produced on the General Information Track, the Japanese Air Production Track, & the Naval Production Tracks must be revealed as purchased. There is no limited intelligence for these items.

4.61 MUTUAL PRODUCTION LIMITS

- Air units in AE have two steps and no air unit may be produced at less than full-strength.
- Both sides may repair ports at a rate of one WERP per port per turn [exception—8.72].
- Neither player may build naval steps beyond the limits represented by their build markers [4.71].
- When producing a replacement for a 1-step submarine unit that was deployed from the holding box before the Production Phase, the producing player may place the submarine replacement marker in the submarine holding box. Then either flip

the 1-step submarine unit over to its 2-step side, or return the submarine unit from the Force Pool if it was eliminated to the holding box on its 1-step side after the Air & Naval Combat Phase.

4.62 JAPANESE PRODUCTION LIMITS (per turn):

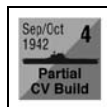
- Only two WERPs may be spent on the submarine unit.
- No more than three WERPs may be spent on air unit steps. These may be divided between points spent on the Air Production Track using the three provided markers [4.71] and replacement steps to existing reduced air units.
- Only one WERP per turn may be spent on ASW.
- Available WERPs are the only other limiting factor.

4.63 ALLIED PRODUCTION LIMITS (per turn):

- No more than two bomber points (USA only can build).
- No more than three submarine points / steps (USA only can build). These may be distributed between the General Information Track and the American submarine unit as the Allied player desires.
- Available WERPs are the only other limiting factor.

4.7 Production Over Time

4.71 BUILD MARKERS: Naval steps (Aircraft Carriers, Battleships, and Cruisers), Japanese air units, and ASW all take longer than a single turn to produce. Each of these items has a corresponding build marker that goes onto its Production Track (ASW goes on the General Information Track) as these units and steps are produced. Air replacement steps of both sides and Allied air units do not require build markers.

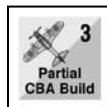


4.72 CHOOSING THE BUILD TYPE: Naval production and Japanese air unit markers are double-sided with (usually) a different type on each side. When a marker is added to an Air or Naval Production Track the player must decide which type of air unit or naval step is being built and may not alter his selection until the next time that marker is used to start a new unit or step. Production markers are added to the USA Force Pool at specific times [9.24].

4.73 BUILD RATE: All build markers may only be built (moved up the Track) at a rate of one WERP per turn. Note that a Japanese CBA unit takes three turns to build because the cadre costs two WERPs and the final step another WERP.

4.74 NAVAL BUILDS: At the completion of the Production Phase all naval build markers that have been built to full-strength are removed from their tracks and the appropriate naval step is either added to an appropriate reduced fleet in a friendly home port location or a new fleet equal to the number of steps produced of the appropriate type is created in a home port (American naval steps must arrive in the USA home area, not Hawaii). If no reduced or new fleet of the appropriate type is available, the marker remains on the 'Built' space of the Production Track until the new step can legally be placed. Because new naval steps arrive after the Naval Movement Phase they must remain in port until the following turn unless rebasing [8.8] or reacting [8.25].

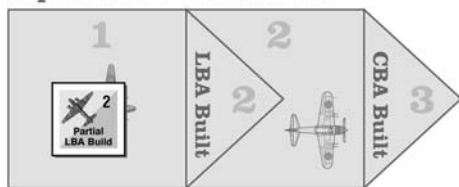
4.75 JAPANESE AIR BUILDS: Partially built air units may not



be placed; they may only arrive at full-strength. If no appropriate air unit is available in the Force Pool, the marker remains on the 'Built' space of the Production Track until the air unit can legally be placed.

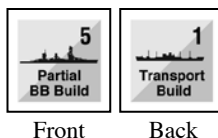
4.76 MARKER AVAILABILITY: A build marker may not be re-used on the same turn that it completes production of a unit or step since it is not removed from the 'built' space until after production is complete. The build marker becomes available again on the next Production Phase.

Japanese Air Build Track



EXAMPLE: A Japanese CBA unit is produced over three turns: On the first turn, pay one WERP to place an available CBA build marker on the Japanese Air Build Track's '1' space. Next turn, pay one WERP to advance the marker to the '2' space. In the third turn, pay one WERP to advance the marker to the '3 CBA built' space. After all production has been finalized return the marker to the Force Pool and place the newly built 2-strength CBA in a holding box either belonging to a CV fleet that is in Honshu or the Orphan CBA holding box (an LBA unit would have been finished in two turns).

4.77 JAPANESE TRANSPORT CAPACITY: In order to add a transport point to capacity, the Japanese player must have the BB/TR build marker available in his force pool and commit it towards building a transport capacity point this turn. Building a transport capacity point costs one WERP and it arrives at the end of the Production Phase in which it was built.



4.8 Partisans

In order to avoid the partisan effects listed below, the Japanese must occupy, with a ground unit and/or a garrison unit, all conquered resource and oil areas outside their home country. A Chinese Nationalist unit must occupy resource areas they control or they face the effects of partisans. The remaining Allied forces are not subject to partisans. If an above area is not occupied, the following rules come into effect:

- An unoccupied resource or oil area noted above will not provide any WERPs or oil during the Production Phase.
- Supply may not be traced into, out of, or through unoccupied resource / oil areas (exception—Chinese Nationalists may trace supply into unoccupied Chinese-controlled resource areas).
- Units may not enter or pass through such an unoccupied resource or oil area during a Strategic Movement Phase.

5.0 GROUND & LBA MOVEMENT

5.1 Operational Movement Phases

5.11 Friendly ground units may move to any one adjacent area. They may not move more than one area during an Operational Movement Phase. Garrison units may not move.

5.12 LBA units may move up to two land areas, but must stop when an enemy occupied area is entered [but see 5.15 & 5.18].

5.13 LBA units may also fly across a sea-zone. To make this move the LBA unit must begin a friendly Operational Movement Phase in a supplied area or box in or bordering on the sea-zone. It may then move to any other area or box in or bordering on the same sea-zone. Moving across a sea-zone requires the LBA unit's entire movement allowance and may be done regardless of enemy influence.

5.14 LEAVING A CONTESTED AREA is possible if both of the following conditions are met:

- The unit started the current phase in the contested area, and the first area entered is a friendly-controlled, uncontested area. Units that leave a contested area may not enter another contested area the same Player-turn.
- Friendly ground units totaling at least as many steps as the number of opposing ground units in the area are left behind as a rearguard. Other units may move into the area to allow the existing units to leave. Air units may ignore this particular clause but are still restricted by (a) above.

EXAMPLE: The Commonwealth has two units totaling five steps in an area the Japanese wish to leave. The Japanese may leave one or two units totaling two steps and leave with all remaining units.

5.15 JUNGLE TERRAIN has the following effect: Air units must stop upon entering a jungle area during Operational Movement. There is no effect on strat-moves.

5.16 MOVEMENT ACROSS STRAITS: Units may cross straits without utilizing transport points, as a normal move during a friendly Operational Movement Phase, except that crossing the straits requires the entire movement allowance for all units.

5.17 PORT BOXES: Port boxes are treated as separate areas and movement into and out of them is treated the same as for other areas. The port of the port box is not shared by any surrounding land area.

5.18 IMPASSABLE BOUNDARIES: Ground units may not cross an impassable boundary. Impassable boundaries have no effect on air units regarding movement, port attacks or influence projection.

5.19 Clear terrain, rough terrain, and rivers have no effect on movement.

5.2 Strategic Movement Phases (Strat-Moves)

5.21 Using strat-moves, ground and air units (not fleets or garrison units) in friendly-controlled uncontested areas, including units that moved in the Operational Movement Phase and air units that fought in the Air and Naval Combat Phase, may move to any other friendly uncontested area on the map with the following restrictions.

5.22 The unit must trace its route over continuous friendly uncontested land areas to its destination. Or, by using sea-transport [5.32], the unit may trace its route to a friendly port and then by sea to another friendly port and on through other friendly uncontested land areas. Air units may strat-move over one or more sea-zones by flying

directly between friendly uncontested areas that are connected to each sea-zone traversed and then they may continue moving inland if desired; they do not use sea-transport if flown directly in this manner. CBA units in the Orphan CBA Holding Box (but no other CBA units) may strat-move to a CV fleet with room on their decks (but not into or through limited influence sea-zones [8.13]) and are placed in the appropriate Fleet Holding Boxes. Units may also strat-move across straits without using sea-transport. Remember that areas that have uncontested invasions against them are not converted to friendly-control until the Combat Phase [3.25].

5.23 At no time during a strat-move may a unit enter, pass through, or leave an enemy-controlled or a contested area. Units using sea-transport and air units flying across sea-zones [5.13] during a strat-move may not enter, pass through, or leave a sea-zone where the enemy player has limited or dominant influence [8.13]. They may enter an area that borders such a zone, but must end their strat-move in that area if they entered by sea-transport [5.32] or by flying across a sea-zone [5.22]. Units strat-moving via connected land areas are not affected by sea-zone influence.

5.24 The strat-move limits for each Nation are listed below. The limit for Japan can be further reduced by strategic warfare [2.13]. The limits shown below are the maximum number of units that can be moved per friendly Strat-move Phase:

Japan - 4
USA - 4
The Commonwealth - 1

5.3 Sea-Transport

Ground and LBA units may be transported via sea-transport during the Naval Movement Phase and/or the Strategic Movement Phase as follows:

5.31 NAVAL MOVEMENT PHASE: A unit using sea-transport during a Naval Movement Phase must start that Phase in a friendly-controlled port or coastal area. It may use troop transports [8.12] to move to a sea-zone within two sea-zones of the departure area (including the zone adjoining that area) and may move no farther that phase—5.14(b) must be complied with if leaving a contested area. Each Japanese unit so moved reduces the Japanese available transport points by one for this turn. Such moves may be into, but not through, sea-zones where the enemy exerts limited or dominant influence [8.13]. Units still at sea in the Operational Movement Phase may land in an uncontested friendly-controlled area, or a contested area controlled by either side (but not across an impassable coastline). In either case the area landed in must be within or adjoining the sea-zone they occupy and does not require a port. Alternately, they may conduct an amphibious invasion [7.2].

5.32 STRATEGIC MOVEMENT PHASE: A unit using sea-transport during a Strat-move Phase may move to a friendly uncontested port, embark, move to any other friendly uncontested port through **up to six** supplied and consecutive sea-zones, disembark in any friendly uncontested port that borders the final sea-zone moved through, and continue moving (but see 5.23). The enemy player must not exert limited or dominant influence through any sea-zones strat-moved through [8.13]. Each Japanese ground unit so moved reduces the Japanese available transport points by one for this turn. Air units may strat-move without using sea-transport, with an unlimited range, but may not enter a sea-zone with limited influence [8.13] and must stop when entering a port or island box area bordering such a sea-zone.

5.4 Stacking Limits

5.41 There is no limit to the number of units that may occupy any land area with the exception of island boxes, port boxes, jungle areas, and fleets in ports. For areas where stacking matters, CBA units stationed on CV fleets never count against an area's air unit stacking limits.

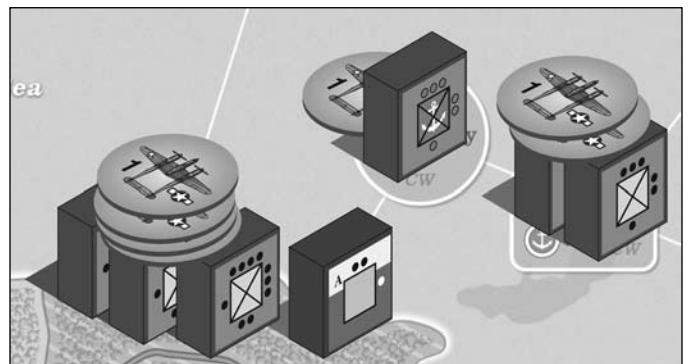
5.42 ISLAND BOXES: Each island box may hold one ground unit, one LBA unit, and/or one garrison unit at the end of each player-turn (plus a number of fleets if a port is present [3.24]). Units may overstack during a phase, but if stacking is exceeded at the end of any phase, excess units (owning player's choice) must be eliminated (except for invading marines [7.2]). When attacking an enemy-controlled island box, the attacker may place one ground unit (two if at least one is a marine), one LBA unit, plus any number of CBA units in the island box. Excess units are rebased during the Rebasing Phase or when the attack is called off. CBA units return to their CV fleet(s) after the battle is resolved.

5.43 PORT BOXES: Each port box may hold up to two ground units and two LBA units of each side (plus one garrison unit and the number of fleets allowed by the port size [3.24]). Units may overstack during a phase, but if stacking is exceeded at the end of any phase, excess units (owning player's choice) must be eliminated (except for invading marines [7.2]). When attacking an enemy-controlled port box, the attacker may place up to two ground units (three if the attack is an Amphibious Invasion and at least one unit is a marine), two LBA units, plus any number of CBA units in the port box. Excess units are deployed to an adjacent friendly area after the combat round(s) are resolved or rebased during the Rebasing Phase. CBA units return to their CV fleet(s) after the battle is resolved.

5.44 JUNGLE AREAS: No more than four ground units and four air units of each side may end a phase or participate in combat within a jungle area.

5.45 PORT STACKING: In addition to the stacking limits indicated above, ports may hold a number of fleets depending on their size [3.24].

5.46 If an LBA unit ever finds itself alone in an area with an enemy ground unit, the LBA unit is immediately eliminated (this is not considered a combat). If a fleet ever finds itself in an enemy-controlled port, it must either be voluntarily destroyed or immediately exit to an adjoining sea-zone that does not contain any enemy CA, BB, and/or CV fleets (spending oil if the exiting fleet is Japanese). If a legal exit cannot be made, the fleet is eliminated instead.



Example of stacking limits: The Island (circle) can hold 1 ground unit and 1 LBA, the Port Box (rectangle) can hold 2 ground units and 2 LBAs, while the jungle area of Lae can hold up to 4 ground units and 4 LBAs.

6.0 GROUND COMBAT

6.1 General Rules

The Phasing Player is always considered to be the attacker, regardless of the overall strategic situation. Combat is optional for areas that were already contested at the start of the turn (as shown by the units already being face-up in the area). The Initial Combat Phase is mandatory for areas newly-contested as a result of the Phasing Player's movement. The Initial Combat Phase comprises one combat round except in the case of island boxes [6.75]. Special Action(s) may be used for Breakthrough Combat Phase(s). Combat can result in both sides having forces remaining in an area.

6.2 Round of Combat Procedure

One area at a time, in any order the attacker desires, a Round of Combat is initiated by the attacker indicating the type of combat desired (Normal or Assault [6.3]). Combat is then resolved for the declared area. *All combats in the Initial Combat Phase must be completely resolved before any Breakthrough Combat Phase(s) may be purchased.*

6.21 Both players declare how many of their air units will dogfight, and how many will provide ground-support, hiding the air units behind one hand and placing the counters in the appropriate boxes on the Air Commitment Display, and revealing these commitments simultaneously. A 2-step air unit may NOT be split; the entire unit must commit to either ground-support or dogfighting duties. CBA units are restricted [6.53]. A different allocation may be made each round (attacker declares first for solitaire play, PBM, and PBEM games).

6.22 Air units that dogfight with each other fire simultaneously at the start of each round, rolling one die per step, and eliminating an opposing air step of the losing player's choice on each result of a 5-6 (dogfighting steps eliminated first). Elite Japanese air units hit on a 4-6, but they must suffer all losses within each group (dogfighting and supporting) incurred by the dogfight until they are eliminated. Excess losses within each group are then applied to non-elite air units.

EXAMPLE: Japan has two elite and two non-elite full-strength LBA units in a combat. He elects to have one of each type dogfight and one of each type provide ground support. The Allies have four full-strength LBA units and elects to dogfight with all four. Of the eight dice rolled by the Allies, the first two hits rolled would be inflicted against the elite dogfighters, the next two rolled would be inflicted against the non-elite dogfighters, the next two would be inflicted against the elite ground-support, etc.

6.23 If not already displayed from a previous round, ground units of both sides are now revealed by tipping them face-up in a line with the current value of each unit nearest to the line of enemy units. Once units are displayed in an area, they remain face-up until the area is no longer contested. Additional units moved into such an area are revealed immediately upon entry.

6.24 Firing in combat is resolved by rolling one or two dice [6.3] for each step remaining on the firing unit(s). Each roll of six or higher, after Hit-bonuses are applied, will eliminate one step from a ground or garrison unit of the losing player's choice.

6.25 Each step-loss is recorded by rotating a participating ground unit of the owning players' choice to its next lower level. All full-strength ground units (including garrison units) must take one step-loss each before additional losses may be allocated to other

ground units. These additional losses may be distributed as desired by the owning player.

6.3 Combat Options

The two types of Combat Rounds are:

6.31 NORMAL: The defender fires first, rolling one die per step, with the attacker extracting losses. The attacker's surviving units then fire, rolling one die per step, with the defender extracting losses.

6.32 ASSAULT: The defender fires first, rolling two dice per step, with the attacker extracting losses. The attacker's surviving units then fire with two dice per step, and the defender extracts losses. Assaults may not be made in jungle areas.

See the Combat Round examples in the Playbook [14.0].

6.4 Summary of Ground Unit Hit-Bonuses:

These Hit-bonuses give a +1 modifier to combat die rolls and are cumulative.

- a) United States Marine Units [4.26] {B}
- b) Air Unit Supporting [6.5] {B}
- c) Defending in Rough Terrain [6.71] {D}
- d) First Round vs. River/Strait Crossing [6.73] {D} *
- e) First Round vs. Amphibious Invasion [7.21] {D} *
- f) First Round Amphibious Shore Bombardment [7.22] {A}
- g) Defending with a field fortification [6.84] {D}
- h) Japanese Surprise Jungle Attack [9.11g] {A}
- i) vs. Mixed Communist and Nationalist forces [9.43] {B}
- j) Banzai Attack [9.14] {B}
- k) Japanese Units defending vs. Chinese attacks [9.15] {D}

{A} Hit-bonus applies when attacking

{D} Hit-bonus applies when defending

{B} Hit-bonus applies in both cases

* A unit may receive only one of (d) or (e), not both

6.5 Air Units

Each step of both LBA and CBA units that are assigned to ground-support [6.21] provides a Hit-bonus to one step of the ground unit it is attached to each round. Each surviving air unit that did not dogfight [6.22] is attached to a ground unit of the owning player's choice just prior to rolling the dice. A different ground unit may be chosen each round of combat.

6.51 A ground unit may not have more than one Hit-bonus for each of its steps provided by ground-support. Each air unit supports only one ground unit of the same nationality, and only a number of steps within that unit equal to its remaining air steps.

6.52 In a given battle, each side may have no more than eight ground unit steps supported by air units per round. If an air unit cannot legally support a ground unit, it may only be used to dogfight or to sit idle.

6.53 For Amphibious Invasions conducted in the current player-turn, CBA units that are allowed to participate [7.24] may either dogfight or provide ground-support to involved ground units (attacking or defending). They may also dogfight (only) during non-amphibious ground combats for port boxes. CBA units may not participate in non-amphibious ground combats within large areas [3.21]. CV fleets must be in an adjoining sea-zone or at port in the affected area for CBA to participate.

6.6 Breakthrough Combat Phases.

6.61 After all Initial Phase combats have been resolved, Breakthrough Combat Phases (rounds) may be purchased by expending one Special Action [7.0] per round per area.

6.62 Breakthrough Combat Phases are initiated by expending the Special Action, declaring the area desired, and beginning the round of combat procedures [6.2] for the designated area (including air unit allocation & dogfighting). If two or more aligned Major Powers in an area wish to attack in a Breakthrough Combat Phase, they must each expend a Special Action. Only the Major Power(s) that expend a Special Action may attack. The attacker may not assign casualties to friendly units that do not participate. Multiple Breakthrough Combat Phases in the same area are allowed, provided one Special Action is spent for each.

6.63 If units of both sides coexist in any area(s) after all desired combat rounds have been fought, the units of both sides remain face-up in the engaged area(s) until, during some future phase or combat round, only one side remains. When only one side's forces remain in an area that was contested, the surviving units are tipped up and faced away from the enemy.

6.7 Terrain Effects on Combat

Clear terrain has no effect on combat. Other terrain types affect combat as follows:

6.71 ROUGH TERRAIN: Defending ground units receive a Hit-bonus.

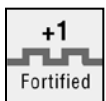
6.72 JUNGLE: Only Normal attacks may be chosen (no Assaults) and no Breakthrough Combat Phases are allowed in jungle areas. During each Japanese July/August Initial Supply Determination Phase all ground units of both sides in contested jungle areas take a step-loss due to jungle-rot and disease. Cadre-level units do not get destroyed and remain at cadre-level.

6.73 RIVER/STRAITS: If any attacking ground units entered a defended area by crossing a river and/or strait, the defending ground units receive a Hit-bonus, but only if the area is newly contested this round. This bonus is not received if an Amphibious Invasion is also occurring in that area (the Amphibious Hit-bonus is still received).

6.74 PORT BOXES: If the attacker has not cleared a port box of defenders by the Rebasing Phase, any attacking marine unit in excess of the two ground unit stacking limit must either move to an adjacent uncontested friendly area or rebase [8.8]. If the port box has been cleared of defenders, one remaining unit may take a step-loss to immediately create a garrison unit in the newly captured port box, after which any overstacked marine unit must move or rebase as above.

6.75 ISLAND BOXES: Attacks against island boxes are fought in unlimited free combat rounds during the Initial Combat Phase until one side is destroyed or the attacker calls off the attack. If the island box has been cleared of defenders, one remaining unit may take a step-loss to immediately create a garrison unit in the newly captured island box. Any overstacked marine unit must rebase during the Rebasing Phase.

6.8 Field Fortifications



Field fortifications may be built during the friendly Production Phase in any supplied, friendly-controlled, and uncontested clear terrain area, port box, or island

box that contains at least one ground unit or garrison unit of the same nationality as the building Power. The ground unit(s) must have already been in the area; you cannot build a ground or garrison unit in an empty area and then build a fortification there on the same turn.

6.81 There is no limit on the number of fortifications each Major Power may build within their available WERPs. The countermix is not a limitation (more may be created as needed).

6.82 A friendly-controlled fortified area provides its benefits to all friendly ground units in the area, regardless of nationality.

6.83 If a field fortification ends a player-turn without a friendly ground or garrison unit in its area, it is immediately removed from the map.

6.84 EFFECTS OF FIELD FORTIFICATIONS:

- An area with a field fortification gives the defensive benefits of rough terrain to all friendly ground units for the mandatory first round of combat.
- If, after the first round, enemy units are still in the same area with the field fortification, it is immediately removed from the map (it has been breached).

7.0 SPECIAL ACTIONS

7.1 General Rules

Special Actions may be purchased during the Production Phase, and may be spent on the options listed in rules 7.2 - 7.8 below. Special Actions may be saved until needed, but never beyond the limits of the Force Pool.

7.11 The maximum number of Special Actions a nation may have at any one time is limited as follows:

The Commonwealth	1
USA (1942)	1
USA (1943)	2
USA (1944 on)	3
Japan	3

7.12 Purchased Special Action markers are placed in a home country area. They may not be hidden from view. As each Special Action is expended, it is returned to the Force Pool.

7.13 To undertake any activity requiring a Special Action, each involved Major Power wishing to participate must expend a Special Action. One Major Power may expend a Special Action in an area containing two aligned Major Powers, but only the Power that spent the Special Action receives the advantage associated with the activity.

7.2 Amphibious Invasion

This operation costs one Special Action per land area invaded, except that marine units invading without other ground units do not require a Special Action. The chosen site may not have an impassable symbol as its coastline facing the invading sea-zone, and the invasion must be launched from a sea-zone already containing at least one uncontested friendly-controlled area [3.2] (an area with an impassable boundary adjoining that sea-zone does count). For Japan to invade from a sea-zone, the zone must be in his Supply Network [3.5]. Participating infantry and marine units (militia and garrison units may not conduct Amphibious Invasions) must begin

the Operational Movement Phase already in the sea-zone. Movement into the sea-zone is performed by all invaders during the Naval Movement Phase. During the Operational Movement Phase, the Special Action is expended and they are then moved to the chosen site which must be enemy-controlled. A maximum of four ground units may amphibiously invade large areas, two against port boxes, and one against island boxes (five, three, and two respectively if at least one marine unit is among the attackers).

7.21 Any defenders except militia in the area invaded receive a Hit-bonus for the first round of the initial combat.

7.22 For the attacker, each complete grouping of BB & CA steps shown below that is in the same sea-zone as the invasion provides a shore bombardment Hit-bonus for one ground unit step during the first combat round of invasions against port and island boxes only:

2 BB steps

4 CA steps

1 BB step & 2 CA steps

Each BB and CA step may only be a part of one grouping, and each ground unit step can only receive one bombardment bonus. If more than one site is being invaded in the same sea-zone, Battleship and Cruiser fleets may be split between the targets as desired by the invading player. Bombarding fleets must be revealed to the defending player. The bombardment Hit-bonus is in addition to any ground-support and other bonuses received. Defending port AA has no effect against an invasion.

7.23 If any invaders survive the combat for an area, the area becomes contested and additional units may now enter the area by sea-transport in subsequent Operational Movement Phases. Both the invading and defending units are assumed to have control of any port for movement and supply purposes (but only the Power controlling the area for naval basing).

7.24 In addition to the invading units, other units could join in the battle by making a legal operational move (not sea-transport) into the area (i.e. ground and LBA units could move directly from adjoining areas and LBA units could fly across a sea-zone [5.13]). Additionally, CBA units that are on CV fleets in the same sea-zone as the invaders may also participate in combat within the invasion area on the player-turn of the invasion. Note that these are the only methods that allow attacking air units to participate in the Initial Combat Phase. LBA units remain at the invasion site unless the invasion is destroyed or aborted during the player-turn of the invasion, in which case they return to their base of origin.

7.25 In addition to the main invasion, any undefended port boxes or island boxes (those without at least a garrison unit) within the attacking sea-zone may also be attacked (without expending extra Special Actions). Any number of undefended port and island boxes in the same sea-zone can be captured this way by reducing one step for each port or island box desired from the invading unit(s) prior to the main invasion, and placing a garrison unit for each step reduced. Any remaining reduced units must then participate in the main invasion, along with any other chosen units in the sea-zone that are also invading. Reduced units do count against the invasion limits.

7.3 Breakthrough Combat Phases

See 6.6 for details.

7.4 Extended Naval Operations

See 8.23 for details.

7.5 Japanese Extensive Rebasing

During the Rebasing Phase the Japanese player may spend one Special Action to perform extensive naval rebasing. The Japanese player may rebase any or all of his fleets, troop transports still at sea, and any marine units (either at sea or in a coastal area) to any ports he can trace supply to. Regular influence rules apply for this rebasing move, but not the movement distance rules. This rebasing move does not cost oil points.

7.6 US Code Breaking

Once each year in 1942 and 1943 during the Japanese Naval Movement Phase the Allied player may spend a US Special Action to break the Japanese codes and perform a modified naval reaction. This has the following effects:

- a) A single sea-zone must be selected to receive the code breaking benefits, before the decision is made whether or not to react for that sea-zone.
- b) The Japanese player must reveal the composition of the force in that sea-zone (number of CV, BB, and CA steps, and also the total steps of troops being transported) to the Allied player. CBA steps need not be revealed.
- c) All US fleets that choose to react into the selected sea-zone may move up to three sea-zones, instead of the normal two allowed for reactions. Note—whether or not the US chooses to react with fleets into that sea-zone, the Special Action is still spent and the once-per-year opportunity has been made.
- d) On the first naval interception check in that sea-zone the Allied player receives a +3 on his interception die roll (greatly increasing the chance of surprise [8.31(d)]).

7.7 Chinese Nationalist Attack

The Allied player may spend a US Special Action to allow Chinese Nationalist units to move into uncontested Japanese occupied areas and initiate combat [9.41]. Each Special Action spent allows any number of new combats for that turn, but only during the Initial Combat Phase. Chinese Nationalist units may always move into and attack both Japanese occupied areas that were already contested by at least one Nationalist unit to begin their turn and Japanese-controlled but undefended areas without need of a Special Action. Chinese Communist units are not restricted and can move and initiate combat without restriction. This Special Action is the only Special Action the Chinese can use. The Chinese may not initiate Breakthrough Combat Phases.

7.8 Unrestricted Replacements

Each Special Action saved from the previous turn (only) may be spent during your Production Phase to allow for replacements to be taken in any one supplied area, even if contested and enemy-controlled (an exception to rule 4.31). The units in the selected area may receive replacements as desired (even to full strength outside of port areas) at normal WERP costs. This Special Action may then be immediately repurchased if desired. No transport points are required for replacements purchased with this Special Action.

7.9 Special Action Uses from EE that do not apply in AE

For *Europe Engulfed* players, be aware that the following Special Action uses from EE do not apply in *Asia Engulfed*, due to the different scale and nature of the Asian Theatre:

- Breakthrough Movement Phases
- Retreat Before Combat
- Retreat from Contested Area Without Leaving a Rear-guard
- Reinforce a Battle
- Counterattack
- Limited Supply

8.0 NAVAL OPERATIONS

8.1 General Rules

The following rules apply to fleets and pertain to more than one phase of the game turn.

8.11 CONSOLIDATION: Consolidation is the process that allows fleets of the same type to merge into a smaller number of fleets. Consolidation is voluntary during the Naval Movement and Rebasing Phases; and mandatory during the Air and Naval Combat Phase. When consolidation is performed in the Air and Naval Combat Phase, it must be done to make the minimum possible number of fleets within each class.

- Consolidation can only be done when it would reduce the number of fleets present (*i.e. two 3-step Cruiser fleets and one 2-step Cruiser fleet can be consolidated into two 4-step Cruiser fleets*).
- Consolidating fleets must be from the same navy.
- Consolidation may be done prior to leaving port so that less oil would be expended by the Japanese.
- Consolidation may be done upon returning to port so that more naval steps may be placed in the same port.
- Consolidation must be done prior to making pairings in day or night combat rounds (but not prior to submarine combat).
- Consolidation may not be done at sea except as noted above.
- Adjustment of fleets may only be done within the above rules; fleets may not be split into smaller components.
- The Japanese elite CA fleet may not be consolidated with other fleets.

8.12 TROOP TRANSPORTS: Every ground unit or LBA that moves in the Naval Movement Phase is considered to be on a fleet of troop transports. Troop transports do not require oil points and have the following general qualities.

- Troop transports may embark from and disembark into a port or coastal area (including island boxes). They may only disembark into an enemy-controlled area if it is already contested or if an amphibious invasion is launched [7.2]. They may not embark or disembark across an impassable coastline.
- LBA units on troop transports do not exert influence.
- Units may not participate in Combat until they disembark.
- Troop transports move as fleets except that their movement range is only two sea-zones.
- Troop transports carrying marine units may move three sea-zones if they departed from a port, otherwise two sea-zones.
- Troop transport steps are destroyed rather than damaged with a roll of '5'.

- Each troop transport step destroyed eliminates one step of the transported ground or LBA unit.
- Troop transports may not make a reaction move.
- Troop transports do not exert influence [8.13].
- Troop transports do not have any anti-aircraft fire.
- Troop transports that are sunk do not affect the Japanese player's transport capacity.

8.13 SEA-ZONE INFLUENCE: This represents the level of influence that is projected by each player into sea-zones, and the effect of such influence on naval movement, sea-transport, strat-moves, and sea-supply. Influence is exerted either by having an LBA unit in an uncontested land area that is within or bordering on the sea-zone or a combat fleet (not a submarine unit or a troop transport fleet) either within that sea-zone or in a port within or adjoining that sea-zone. Influence levels may change as fleets are moved into different sea-zones. Influence is in one of three levels as follows, from least to most effective:

a) **NONINFLUENCED:** Neither player is exerting influence as in rule 8.13 above. There is no effect on either player for naval movement, sea-transport, strat-moves, or sea-supply.

b) **LIMITED INFLUENCE:** Both players exert influence as in rule 8.13 above. Limited influence in a sea-zone has the following effects:

- Both players stop naval movement and operational sea-transport when entering.
- Neither player's fleets may enter when rebasing [8.8].
- Strat-moves are not allowed out of, into, or through the sea-zone for either player.
- Sea-supply is allowed into and through the sea-zone for both players.

c) **DOMINANT INFLUENCE:** Only one player exerts influence as in rule 8.13 above. Friendly dominant influence in a sea-zone has the following effects:

- Enemy player (only) stops naval movement and operational sea-transport when entering.
- Enemy fleets may not enter when rebasing [8.8].
- Enemy player (only) may not strat-move out of, into, or through the sea-zone.
- Sea-supply is allowed into or through the sea-zone for friendly player only.

8.2 Naval Movement Phase

Naval movement and reaction takes place during this phase as follows:

8.21 FLEET ACTIVATION: The Phasing Player declares a sea-zone that he is moving into. He then proceeds to move any desired fleets to that destination. Only fleets (including troop transports) that can reach the destination sea-zone may move. After all Phasing Player fleets desired have moved into this sea-zone, the Non-phasing Player has the option to react into this sea-zone only [8.25]. After reaction is resolved, play then proceeds to the next sea-zone the player would like to move into (if any). Regardless of any reaction the Phasing Player may not move additional fleets or ground units into previously selected sea-zones. Each Japanese fleet (block) that moves or reacts will expend one oil point from the Japanese Oil Reserve (CV, BB, CA, and some marines), or subtract from the transport points remaining for the current turn (non-marine troop transports

and marine troop transports that did not use oil).

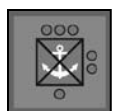
8.22 NAVAL MOVEMENT: Activated fleets move up to three sea-zones (two for non-marine troop transports), stopping when they enter a sea-zone where the enemy exerts limited or dominant influence [8.13]. Each fleet may only move once per Naval Movement Phase unless using extended naval operations (8.23).

a) Both the act of leaving a port (or coastal area for a troop transport) during a Movement or Rebasing Phase, and entering a port (Rebasing Phase only) count as a zone entered.

EXAMPLE: During the Allied Naval Movement Phase US fleets may move from Hawaii to the Hawaiian Islands sea-zone, to the Johnston Islands sea-zone, to the Phoenix Islands sea-zone, utilizing all three allowed moves. During the Rebasing Phase, these fleets may continue moving southward to the U.S. Mandate sea-zone, to the Tonga Sea, and then the third allowed move would have to bring them into port, into Fiji and/or Samoa.

b) Fleets cannot move directly between the South Philippine Sea and the Sulu Sea unless Leyte is uncontested and friendly-controlled.

8.23 EXTENDED NAVAL OPERATIONS: The Phasing Player (only) may spend a Special Action to allow CV, BB, and CA fleets that have already used naval movement [8.22] in any one sea-zone where the Phasing Player exerts Dominant Influence to move up to an additional three sea-zones to any one destination sea-zone, again having to stop when they enter a sea-zone where the enemy exerts limited or dominant influence [8.13]. The new sea-zone that this force moves to may not be one where movement and reaction has already been resolved for the current player-turn. As this movement occurs prior to the Production Phase, the Special Action must have been saved from last turn. The enemy again gets a chance to react after this extended move is completed. An opposing submarine unit does not hinder this extended move, but may make a submarine attack against the whole fleet before the fleet moves out of the sea-zone [8.5]. No fleet may perform more than one extended operation per turn. Other friendly fleets and troop transports that have not yet moved may join the extended move fleets in their destination zone if they are within range of this zone from their origination port/area.



8.24 MARINE UNITS: Japanese marines may move up to three sea-zones, like fleets (costing the Japanese player an oil point) or up to two zones like other ground units (costing the Japanese a transport point). USA marines move up to three zones. Marine units (both USA and Japanese) must depart from a port to move three sea-zones [8.12].

8.25 NAVAL REACTION: After the Phasing Player announces that he has completed all his naval movement into a specific sea-zone the Non-phasing Player may react into the sea-zone the enemy player just declared and moved into. Only fleets in port and/or submarine units in a holding box are eligible to react. Reacting fleets can move up to two sea-zones [three using 7.6], following the rules for naval movement [8.22], to enter the targeted sea-zone. Additionally, the reacting player may choose to place his submarine unit, if eligible, into the specified area, either with his fleets or acting alone (regardless of distance and enemy influence). If the reacting player does react with fleets, the Phasing Player may react with his submarine unit, if eligible, into the specified area [8.5]. Each Japanese fleet (block) that reacts expends one oil point from the Japanese Oil Reserve. LBA units do not react, but may participate in Day Interceptions [8.42] from adjoining uncontested areas during the second combat round of each Day Interception resolved.

8.3 Naval Interception

8.31 During the Air and Naval Combat Phase, naval interception is checked for every sea-zone where fleets from both sides reside and also for sea-zones subject to submarine attack. Interceptions are made in the order chosen by the Phasing Player and are executed in the following manner:

a) For the first interception attempt, each side may choose either Day Interception (air combat) or Night Interception (surface fleet combat). Beginning with the second interception attempt, either or both sides may also choose to Avoid Interception. Each side hides behind one hand the chits representing Day, Night, and Avoid with the chit reflecting his choice at the top of the stack, and then both players reveal their choice simultaneously. Avoid may not be chosen on the first interception attempt. A player with only surface ships and no LBA units present may only choose Night and a player with only CV fleets and/or LBA units may only choose Day for the first interception attempt (Avoid may also be selected as an additional allowable option for both cases thereafter).

b) Neither player can choose Avoid for the first interception attempt. If either or both players choose Avoid in a subsequent interception attempt then interception for that sea-zone is over and the avoiding player(s) must rebase [8.8] from that sea-zone.

c) Otherwise each player then rolls a die, with any player choosing Day Interception receiving a +1 to the die roll, and compares their results. Whoever rolls higher achieves their interception result. If the modified rolls are tied, the result is bad weather, with the effect being that another interception attempt is resolved. After bad weather both players are eligible to select Avoid, and the possibility for surprise is re-established [8.31d].

d) If a player's modified roll is four or more higher than his opponent's modified roll, he has achieved surprise. The effect of surprise is that the player winning surprise fires and inflicts losses first, instead of combat occurring simultaneously. Damaged ships will return fire. Surprise may only be obtained in the first interception check and the first check after any bad weather result.

8.32 If Avoid is chosen, then each player that chose Avoid must rebase [8.8] his fleets from the sea-zone to one or more ports after resolving any submarine combat [8.52], reacting player first. Otherwise the winning result will be either Day or Night Interception, resulting in day [8.42] or night [8.41] combat, respectively.

8.33 JAPANESE NIGHT COMBAT ADVANTAGE: Any Night Interception attempt made by the Japanese with the elite CA fleet in that sea-zone receives a +1 modifier to the interception die-roll.

8.4 Naval Combat

If naval combat occurs as a result of the interception procedure above, it is fought in a number of combat rounds and follow-up interception attempts until only one side remains in the sea-zone. The Air and Naval Combat Phase never ends with both sides at sea in the same sea-zone.

8.41 NIGHT COMBAT: A successful Night Interception results in one round of night combat. Air units do not participate in night combat. CV fleets and troop transports do not fire in night combat and are screened by friendly BB and CA fleets as indicated below. Consolidation [8.11] for both sides must be done prior to making battle pairings. The player with the higher interception roll chooses the one-on-one battle pairings, and the owning player then decides where any surplus



fleets will fire after the one-on-one pairings are displayed. In both cases, the following rules are used:

a) Battleships must fire upon Battleships and Cruisers must fire upon Cruisers if possible. No enemy fleet may be targeted by more than one firing fleet until all enemy Battleship and Cruiser fleets have been targeted. CV fleets and troop transports may not be targeted until all enemy Battleship and Cruiser fleets have been targeted by at least two firing fleets. Fleets fire simultaneously unless one player has achieved surprise [8.31d]. Each fleet rolls one die per step (including damaged steps, if any). Die rolls of 6+ will destroy one enemy step from the paired fleet. Die rolls of 5 will damage one enemy step from the paired fleet. All destroy results are applied first. A second damage result on the same fleet destroys the damaged step instead of damaging a second step. Any destroy or damage results after the one-on-one paired fleet is fully destroyed may be applied to a second fleet that has been assigned to target the firing fleet, if any, otherwise excess hits are lost. Modifiers, if any, are always based on the paired fleet, even if the remaining fleet is a different ship type.



Firing steps receive Hit-bonuses as follows:

- +1 Battleship firing on Cruiser
- +2 Battleship firing on Carrier or Troop Transport
- 1 Cruiser firing on Battleship
- +1 Cruiser firing on Carrier or Troop Transport
- +1 Japan's elite Cruiser (cumulative with other modifiers)

Carriers and Troop Transports may not fire.

b) At the conclusion of the round of night combat, submarine units present resolve combat [8.5], and then damage resolution is performed [8.6]. The naval interception process is then repeated [8.3].

8.42 DAY COMBAT: A successful Day Interception results in two rounds of day combat and may be more easily resolved using the Battle Board. BB and CA fleets do not participate in day combat except to be possible targets for enemy air units and to provide AA fire. Consolidation [8.11] for both sides must be done prior to each round. LBA units based in an area adjoining multiple sea-zones may participate in Day Combat in each such zone containing opposing fleets as they are resolved in turn. Day combat rounds are conducted by using the following steps for each of two rounds:



a) Both sides reveal their fleets and CBA units and then secretly assign their air units to Attack, Escort, or CAP (Combat Air Patrol) duties. This is done by hiding the Air Assignment Displays behind one hand. Once assigned and revealed air units may not change their assignment for the current round of combat. LBA units only participate in the second round of combat during each successful day interception result, and may perform any assignment for that round (CAP, attack, or escort). Players must remember where each LBA unit came from so they can be returned to their proper areas.

b) If one side achieved surprise [8.31d], the surprised side may not launch CBA units until after his opponent resolves his attack (in a surprise round, neither side may fly CAP or escort; all planes of both sides automatically fly attack). The surprised player may then attack with any remaining CBA units on CV fleets that were not destroyed. Following this resolution the second combat round begins as normal with no remaining surprise effects. LBA does not participate in the surprise round. Surprise has no effect if the surprising player has

only LBA air units.

c) Place Air units and fleets onto the battle board in their respective roles. Troop transports and CV fleets may not be screened in day combat.

d) Air-to-air combat is resolved and losses taken: Escorts and CAP fire at each other, firing simultaneously, rolling one die per step, and destroying a step on each roll of 5 or 6. Any hits exceeding the number of Escorts are taken from the Attack Planes (Note that Japanese Elite Planes must be eliminated first in this instance [9.12]). If CAP steps exceed escorting steps by more than 2:1, CAP units of the owning player's choice that exceed the 2:1 ratio instead fire at air units in the Attack section with a +1 hit bonus.

e) All fleets (except troop transports) fire anti-aircraft (AA): Roll one die for every two naval steps (sum the steps of all friendly AA-firing fleets and divide by two, dropping fractions). Each 6 rolled results in the destruction of one step of the attacking air units. If the defender has no CAP remaining, then any surviving escort planes may be the first to take the AA hits, otherwise AA hits must be suffered by the attacking air units until destroyed, with remaining AA hits affecting escorts.

f) Remaining Attack air units select targets and fire upon ships, rolling one die per step. No more than two attacking air units (up to four steps) may target a single fleet until all fleets (including troop transports) are targeted by two attacking units. Each 6 rolled destroys one step and each 5 rolled damages a step from the targeted fleet (two damage hits on one fleet will destroy a targeted step). All destroy results are applied first. Any destroy or damage results after the targeted fleet is fully destroyed are lost. CBA units (only) receive a +1 hit bonus if they fire on CV, CA, or troop transport fleets. In addition, elite air units receive a +1 Hit-bonus against any and all targets.

g) All air units return home. CBA units in excess of the allowed carrying capacity of remaining CV fleets are destroyed. A damaged CV step can only base and launch a CBA cadre (flip a full-strength CBA if necessary). Damage resolution [8.6] is not performed until the end of the second round. Mark damaged fleets with a damage marker to remind the players that the fleet already contains a damaged step. Damaged naval steps still count towards anti-aircraft dice received. After the second round, LBA units return to the uncontested friendly-controlled land areas in or bordering on the sea-zone that they came from.

h) Repeat steps a-g for the second round. After the second round of day combat, submarine units present resolve combat [8.5], damage resolution is performed [8.6], and the naval interception process is repeated [8.3].

8.5 Submarine Units and Combat

After each interception is fully resolved (one round of night combat, two rounds of day combat, or zero rounds for an avoid), the submarine units of each side that are in that sea-zone may opt to either engage the enemy's damaged fleets, engage the enemy's undamaged fleets, or do nothing in that sea-zone, hoping for better opportunities in future rounds. Damage resolution [8.6] is not performed until the submarine units present make and resolve this choice. Submarine units that choose to attack are fired upon and return fire only once after each interception is resolved. Submarine options are resolved as follows:



8.51 ENGAGING DAMAGED ENEMY STEPS: Enemy fleets that contain a damaged step are set aside.

- Each CV and CA step (both damaged and whole) within the fleet(s) containing a damaged step rolls one die vs. the attacking submarine unit. Each result of a '6' destroys one step of the attacking submarine unit. If there are no damaged CV or CA fleets present, one die is rolled as a minimum anti-submarine defense.
- If the submarine unit survived this fire it picks one enemy damaged fleet and rolls one die per surviving submarine step, with a 5 or a 6 destroying the damaged step. If two hits are scored the excess is ignored.

8.52 ENGAGING UNDAMAGED ENEMY FLEETS: The submarine unit may instead opt to take on the enemy's undamaged fleets after each interception is fully resolved, or if there was no combat round preceding submarine combat (possible if one or both sides chose Avoid or there were no fleets friendly to the submarine unit that reacted in that sea-zone).

- If this option is taken, perform combat as in 8.51 above except that all undamaged enemy CV and CA fleets get one die per step before the surviving submarines can fire at any target of their choice. If there are no CV or CA fleets present, one die is rolled as a minimum anti-submarine defense.
- In this case the fleet chosen as the target by the submarine can take multiple hits, with a 5 causing a damage result, and a 6 (or two 5's) destroying one enemy step. Note that two 5's would destroy two steps of a troop transport [8.12].

8.53 END OF COMBAT: As soon as the submarine unit resolves its last attack (brought about by one or both sides choosing the avoid option or there being no friendly fleets in that sea-zone), any surviving submarine steps are removed from the sea-zone and placed back in the submarine unit holding box for the next Player-turn. A 1-step submarine that is returning to the submarine holding box merges with the submarine replacement counter (4.61), if produced, and becomes a 2-step unit. If the submarine unit was destroyed, the produced submarine replacement counter becomes a 1-step submarine unit in the holding box.

8.6 Damage Resolution



Damaged steps remain fully functional until this time, except that a damaged CV step can only hold/launch a single step of CBA. Each Naval Production Track has a printed Damage Result Table (the numbers printed along the bottom of each track). For each damaged step that survives submarine combat [8.5] roll a die, then move the damage marker from the affected fleet to the corresponding box on the proper Naval Production Track, and then remove the damaged step from the affected fleet by rotating it, subtracting a step. Each CBA unit that was carried by a damaged CV step is placed in the Orphan CBA holding box. Each damage marker may be advanced up its track by expending one WERP per turn and it arrives when fully built like a newly built naval step [4.74]. There is no damage resolution for the DEI CA fleet or for troop transports, as a damage result is converted to a destroyed result against these ship types.

8.7 Port/Airbase Attacks



The Phasing Player (only) may use CBA and LBA units to conduct Port/Airbase attacks. If no enemy fleets remain in a sea zone after all naval interceptions (if any) have been resolved, then LBA in uncontested land areas adjoining that sea-zone and CBA units in the sea zone may

conduct one round of port/airbase attacks on an enemy area within or bordering the sea zone that either contains a port (port attack) or is uncontested and contains an enemy LBA (airbase attack). Each air unit is limited to one such attack per turn (even if an LBA's area borders more than one sea-zone). The phasing player may divide his eligible air units to attack multiple areas. Each attacked area is resolved with a round of combat as follows:

- The Air units attacking each area are assigned either escort and or port attack (if the area has a port bordering the sea zone) duties as the Phasing Player desires. All defending air units (including CBA on fleets in port) are automatically assigned to CAP duties. If the defender has fleets present, he need not reveal if there are CBA units present until after the attacker has split his forces between escort and attack assignments. Individual air units may not split their steps between different missions.
- Air-to-air combat is resolved as in rule 8.42d.
- If at least one attacking unit was assigned to port attack duties then the fleets in the port are revealed and AA fire is resolved as in 8.42e, with the AA dice of the port [3.24] being added to the AA dice of any fleets that are present in the attacked port.
- Surviving air units with port attack duties target either an enemy fleet in the port (as in 8.42f, but with a +1 port attack Hit-bonus) or the port facilities (no port attack hit bonus, but any number of air units may target the port facilities).
- When targeting the port facilities, each 6 rolled damages the port. No port can have more than three points of damage inflicted against it; any additional damage is ignored.
- Surviving attackers return to the area or fleet of origin.

8.71 DAMAGED PORTS: Damaged ports do not function as ports for strat-moves, fleet movement into them, and WERP/oil point shipments out of them, but still function for supply purposes. Ports can be repaired one point per turn at a cost of one WERP, provided the damaged port is both friendly-controlled and supplied (exception—8.72 below).

8.72 REPAIRING HOME PORTS: Home ports may have any number of damage points repaired in a single turn, though the cost remains one WERP per point of damage.

8.73 ALLIED REPAIR RESPONSIBILITIES: Either Allied player may pay for port repairs in non-home areas. Only the home power may pay port repair costs in home areas.

8.8 Naval Rebasing

Naval rebasing takes place at the end of naval combat (for the side(s) choosing Avoid) and also during the Rebasing Phase (for all fleets and troop transports remaining at sea, any marine units that are overstacked after an Amphibious Invasion, and unmoved Phasing Player fleets in port that wish to change ports). All fleets in a sea-zone must return to port, none may remain at sea at the end of a turn. Any reacting fleets return to port first followed by the Phasing Player's fleets. Fleets must make a legal naval move [8.22] to return to a port. Alternately they may return to their home port, which allows fleets to ignore both distance and influence. The sea-zone they begin the Phase in does not count for movement nor does enemy influence within that zone preclude movement. Troop transports and fleets may then move up to two (for troop transports, including marines) or three (for fleets) sea-zones [per 8.22], but may not enter any sea-zone where the enemy exerts limited or dominant influence. Consolidation [8.11] is permitted in the destination port.

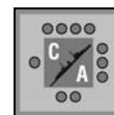
9.0 NATION SPECIFIC RULES

9.1 Japan

9.11 SURPRISE ATTACK RULES (used only for the Nov/Dec 1941 Campaign Game): Japan attacked the Allies without a normal declaration of war and caught them by surprise. During the Japanese Player-turn of the Nov/Dec 1941 turn (only) they receive the following surprise benefits:

- a) The US fleets in Hawaii and in the USA may not make reaction moves against Japanese fleets.
- b) US fleets already at sea in the Hawaiian Islands sea-zone may not make interception checks until after the surprise port attack on Hawaii, following the procedure in rule 9.11k.
- c) All Japanese air units receive a +1 hit-bonus for the first round of the Air & Naval Combat Phase within each sea-zone. Elite air units also receive their +1 hit-bonus. If the first attacks in a sea-zone are port attacks, then the port attacks receive this surprise hit-bonus.
- d) Allied LBA units and fleets in port do not project influence until after the Air & Naval Combat Phase.
- e) Any Commonwealth fleets based in Singapore must automatically make a reaction move against Japanese fleets ending movement in the Gulf of Thailand or the Java Sea (whichever one is first eligible for a reaction move [8.25]).
- f) For all port attacks, Allied AA dice are halved for both the port and ships in port (fractions rounded up), first round only in the case of Hawaii.
- g) Japanese infantry receive a +1 hit bonus when fighting in jungle areas.
- h) There is no strategic warfare segment during the Japanese player's Production Phase of this turn.
- i) The Japanese submarine unit may only be placed where Allied fleets react (not in the Hawaiian Islands).
- j) The Japanese player may have a surprise port attack using any fleets in the Hawaiian Islands sea-zone. This is resolved like a normal port attack [8.7] except that it happens before the first interception attempt in that sea-zone, the Japanese receive the Hit-bonus of case c above, and the defending LBA unit may not fly CAP. The LBA unit may be fired upon (as air-to-air) without returning fire (bonuses for surprise and elite apply).
- k) The Japanese player may elect to rebase [8.8] immediately following the surprise port attack on Hawaii, or they may stay and possibly fight the American fleets in the Hawaiian Islands sea-zone hoping to clear the zone so they can then launch a second port attack round on Hawaii (this is the only case where a second port attack is allowed).
- If the Japanese elect to stay, the US fleets at sea may then elect to immediately rebase to the USA home port (not Hawaii) or attempt interception of the Japanese fleet for an abridged single-round of day combat.
- If the Americans elect to stay they get a +3 on the interception die roll (both sides must select day) for the single allowed round. The Japanese lose the extra 'surprise' +1 Hit-bonus of 9.11(c) above (having used it on the surprise port attack).
- After this mandatory combat round, further interception attempts may be made, and either side may choose Avoid.
- If the American fleet departs, either without combat or after combat, and the Japanese fleet remains, a one round normal

port attack is then allowed on Hawaii with any surviving CBA units.



9.12 ELITE UNITS: Some of the Japanese pilots at the beginning of the war, as well as the Japanese Heavy Cruisers, were highly trained, had the best equipment, and had combat experience. The Japanese player begins the Campaign Game with four elite CBA units, four elite LBA units, and one elite Cruiser fleet.

- These units may never receive replacements.
- If an elite CA step is damaged, the damaged step becomes a non-elite CA step as soon as the damage marker is placed on the CA production track. The elite CA fleet may never receive repaired steps.
- The elite CA fleet receives a +1 Hit-bonus when firing in night combat, and adds a +1 to the Japanese interception roll when present and the Japanese choose a night interception attempt.
- Two damaged elite air units in the same location and of the same type (LBA or CBA) may combine into one full strength elite unit, if desired. An elite unit may combine with a non-elite unit, if the Japanese player desires, but the step is added to the non-elite unit, and the elite unit is removed from play.
- All air-to-air combat hits (not anti-aircraft fire) from the Allied player must be applied to elite air units first, when such losses are applied within each mission type.
- Elite air units receive a +1 Hit-bonus when conducting air-to-air combat and when attacking fleets and port facilities, but not for ground-support.
- Each elite air unit that is eliminated results in a non-elite air unit of the same type being added to the Japanese Force Pool.



9.13 KAMIKAZES: Place the kamikaze marker on the General Information Track as indicated by the scenario played. This marker is moved down one space each turn for each of the following conditions that apply:

- The Japanese player spends more than one WERP on air units (Build Track and replacement steps combined).
- Each Japanese Production Phase where they begin with less than 20 oil points and they receive fewer than three additional oil points that phase (after strategic warfare is resolved)

When the kamikaze marker reaches zero the Japanese must invoke kamikaze tactics (may no longer fly dogfight, CAP, escort, or ground-support missions) with their remaining LBA units due to lack of pilot skill and shortage of fuel (except any remaining elite LBA units, which along with CBA units may not use kamikaze tactics). Once the Japanese LBA units have gone kamikaze, the Japanese player may move one LBA build marker up one position on the build track before production each Production Phase as all aircraft resources are devoted to the kamikaze effort, in addition to any WERPs spent for air units on the build track (note that this could allow for one LBA marker to move up two slots on the build track against the normal production rules). Kamikaze units must attack enemy shipping at every opportunity and are resolved as follows:

- a) During each Air & Naval Combat Phase, the first action (before interception checks) in each sea-zone is a kamikaze attack by all

Japanese LBA units that project influence into that sea-zone. Kamikaze attacks are never forced to exceed one step of attacking air for each step of targets. If there are more LBA steps than targets, the remaining LBA units may either kamikaze attack or remain unused awaiting better targets at the Japanese player's option. Kamikaze attacks do not undergo air-to-air combat or anti-aircraft fire (these elements are already factored in). Sea-zones are resolved in the order chosen by the Phasing Player.

b) Each full strength Kamikaze unit (2 steps) receives one die roll needing a 6 to destroy a step or 5 to damage a step of the targeted enemy fleet or troop transport. The first Kamikaze unit must target a cruiser fleet (if present) while any others in the battle can target whomever they desire. Kamikaze units may not double-up on any targeted fleet unless each fleet is being attacked by one Kamikaze. Once Kamikaze units have fired they are destroyed.

c) Half-strength (1 step) Kamikaze units may only damage the targeted fleet and need a 6 to succeed. Note that a damage result will still destroy a targeted troop transport step or a DEI cruiser step.

9.14 BANZAI ATTACKS: Before the Japanese player rolls for any of his garrison and/or militia units that are in combat (attack or defense), the Japanese player may declare that some or all of these units are launching a banzai attack. The effect of the banzai attack is that the Japanese player is awarded an additional +1 Hit-bonus to the units conducting the banzai attack (even militia units and units in partial supply receive this special +1 Hit-bonus), but after he rolls the dice and resolves any hits inflicted on the Allies, all units that conducted the banzai attack are eliminated, unless the Allies are completely eliminated, in which case one step (only) of the banzai attackers survives.

9.15 TENACIOUS DEFENSE OF CHINA: Japanese ground units (except militia) receive a Hit-bonus when defending against Chinese attacks.

9.16 HOME DEFENSE FORCE: There are three markers included for the General Information Track to reflect the current strength of the Japanese home defense militia. They begin each scenario at 12 (Honshu) and 4 (Shikoku and Kyushu). Each represents a single unit of militia that would be full-strength at 20 steps. As such, they represent the number of militia steps inherent with the defense of each home island. For each round of combat, these are treated as regular militia steps except that one quarter of the remaining defense force steps (rounded up—no more and no less) on each contested island must conduct a banzai attack [9.14] for each round of combat (attack or defense) that is fought in the area. The Japanese player may produce additional home defense steps for friendly-controlled home islands, at a cost of one WERP per step, even if the island is contested.

9.2 USA

9.21 USA NAVAL REINFORCEMENTS: Beginning with the Jan/Feb 1944 turn the USA receives 1 CV, 1 BB, and 1 CA step free of WERP cost every turn for the remainder of the game. This represents the ramp-up of US naval production that kicked into high gear by the beginning of 1944.

9.22 USA PRODUCTION INCREASES:

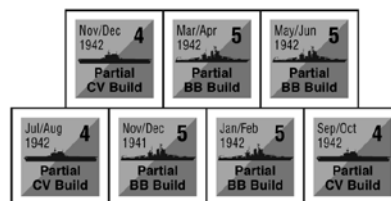
- The USA has five WERPs for the Dec 1941 turn.
- Beginning with the Jan/Feb 1942 turn their production increases to 20.
- If on any turn in 1942, the US reacts to a Japanese naval move (and therefore has an interception attempt) or makes a naval

move that the Japanese could legally react to with surface fleets (whether they do or not) then the US is eligible for their WERPs to increase by 5 (to 25) with the Jan/Feb 1943 turn. To be eligible, the USA fleet risked must be at least eight steps in total strength and contain at least one CV step, and each CV step risked must have a CBA unit on board. If the eligibility is fulfilled without naval combat occurring, the US player must reveal sufficient fleets from his force to prove the eligibility requirement was met. If they are not eligible they remain at 20 WERPs until such time as they fulfill the above condition. When this first increase occurs, the 1943 USA Force Pool additions are also received (see scenario cards).

- The process is repeated in 1943 when their production will increase to 30 in Jan/Feb 1944 or when they fulfill the above condition for the second time (on any turn in 1943 or later that is after the turn that the first condition was fulfilled). When this second increase occurs, the 1944 USA Force Pool additions are also received (see scenario cards).
- The 1945 force pool additions are received at the start of the Jan/Feb 1945 game turn.

9.23 USA OPERATING LIMITS: USA units may not operate in India, Burma, or China (except Formosa).

Note: Merrill's Marauders, which operated in Burma, was too small a unit to be represented in Asia Engulfed.



9.24 NAVAL BUILD CHITS: There are seven US Naval Build Chits labeled with a date of entry. These build chits are added to the US Force Pool and may be used beginning with the turn shown on the marker.

9.25 LEND-LEASE: The US may transfer up to five WERPs (total) per turn in some combination spread between The Commonwealth and Nationalist China. Nationalist China can only receive a maximum of two WERPs per turn for each of the Burma Road areas (Assam and Burma) that the Allies control. WERPs transferred to the Nationalist Chinese must be able to trace to a friendly-controlled and Nationalist occupied Chinese resource area. WERPs transferred to the Commonwealth must be able to trace to a friendly-controlled resource area in India or Australia, and if any ground units are produced by these WERPs they must belong to the nation traced into. A trace to India may go around Australia, exiting the south edge of the map east of Australia and re-entering the map in any sea-zone west of the continent. This trace around Australia may also be used for US supply [3.4], but not to strat-move units. Each WERP the US transfers to either power deducts two WERPs from the USA for the current turn.

9.3 The Commonwealth

9.31 THE WAR IN EUROPE: The Commonwealth must subtract three WERPs per turn, representing aid sent to Europe in the war against Nazi Germany. These WERPs are kept in the Asian theatre for each Allied Production Phase that the Japanese Player has a ground unit within any area of India (not Ceylon) or Australia.

9.32 OPERATING LIMITS: Commonwealth units may not operate in China except for the two islands (Hainan and Formosa) and the two port boxes (Hong Kong and Shanghai). They may not enter these areas if there are currently Chinese units in them.

9.4 China

9.41 CHIANG KAI-SHEK HEEL DRAGGING: Chinese Nationalist units may not move into a Japanese occupied area unless the area already contains at least one Nationalist unit or the US spends a Special Action. If spent, the US Special Action allows them to create one or more newly contested areas that turn. They may move into already existing battles and unoccupied Japanese-controlled areas without need of a Special Action.

9.42 COMMUNIST UPRISING: The Chinese Communists receive one free step each Allied Production Phase. This represents the continual popular support they received from the local populations. New Communist units may appear in any friendly-controlled (it may be contested) area within China containing or adjacent to an area already containing one or more Communist units. The Chinese Communists may not use WERPs, even if they control and occupy a Chinese resource area. The one free step per turn, along with any free militia steps received through rule 9.45, are the only increases the Chinese Communists are allowed.

9.43 NATIONALIST-COMMUNIST CHINESE CONFLICT:

In any engaged area where both Communist and Nationalist units are defending, the Japanese player receives a Hit-bonus during all rounds of combat until a round begins with only one force remains (Communists or Nationalists). In such areas where the Chinese are attacking, the Japanese player still receives this Hit-bonus, and additionally only one force (Nationalist or Communist; Allied player's choice) may launch the attack and that force suffers any and all losses.

9.44 OPERATING LIMITS: Chinese units may only operate in China (including Shanghai, Hainan, and Hong Kong; China will receive the WERP for Shanghai while Nationalist garrisoned, but not Hong Kong, which the Commonwealth will receive the WERP for, provided it is Allied-controlled and unoccupied or occupied by a British ground or garrison unit), Manchukuo, and Korea. Additionally, Chinese Communist units may only operate in rough terrain areas and areas adjacent to rough terrain within the above limits. Chinese units may not enter areas containing Commonwealth units.

Note: The Chinese Expeditionary Forces that operated in Burma were too small a unit to be represented in Asia Engulfed.

9.45 CHINESE EMERGENCY MILITIA: Each time a territory in China that was controlled by the Chinese becomes controlled by the Japanese during a Combat Phase, the Chinese instantly receive up to five free steps of militia in any combination of new units and/or replacements (cannot exceed the Force Pool). These free steps shall be Communist when the area taken was rough terrain, and Nationalist for other areas. The free steps arrive with the same constraints as newly produced units for each force.

9.46 CHINESE MILITIA IN COMBAT: Chinese Militia may only fire (roll dice) when defending. If they participate in an attack, they may not fire (roll dice), but they may take casualties following the normal rules (full-strength units first, etc.).

9.47 CHINESE LBA UNIT: The Chinese LBA unit may only be used to support Nationalist ground units or to dogfight.



9.5 Minor Powers (DEI & the Philippines)

9.51 The DEI never produces. Their CA fleet is considered an Allied fleet except as noted below. Their ground units may not move from their initial placement areas.

9.52 DEI fleet steps cannot be repaired. Destroy any damaged step on the DEI fleet during damage resolution [8.6] instead of rolling on the cruiser damage table. Note that two damage results during combat will only destroy one step as with any other CA fleet. Damage results are not converted to destroy results until the Damage Resolution is resolved.

9.53 The DEI fleet may use any friendly-controlled port within the DEI, India or Australia as a home port.

9.54 The DEI is conquered and their ground units are permanently removed from the game when all of their resource areas are Japanese-controlled at the end of any phase.

9.55 The Philippines may only produce to rebuild or add a replacement to their militia unit, and only if Luzon is friendly-controlled. Their militia unit is considered an American unit for all purposes except that it cannot leave the Philippines and it cannot be replaced or rebuilt with American WERPs.

9.56 The Philippines are conquered and their unit is permanently removed from the game when all four Philippine areas are Japanese-controlled at the end of any phase.

10.0 CONQUEST & VICTORY

10.1 National Conquest

Each Major and Minor Power is considered conquered when the conditions below are met. When a specified country is conquered all its forces are removed permanently from the game.

10.11 Japan is conquered the instant Honshu is enemy-controlled. Upon conquest of Japan the game ends [10.3].

10.12 India is conquered if at the end of the Allied Player-turn all three Indian resource areas are under Japanese control. Indian units are removed from the game, and India never again acts as a supply source for Commonwealth units.

10.13 Australia is conquered if at the end of the Allied Player-turn both Australian resource areas are under Japanese control. Australian units are removed from the game. If one or more Australian resource areas are later liberated Australia will again act as a supply source for Allied units.

10.14 Each Chinese force is conquered as follows:

a) Nationalist China is conquered if at the end of the Allied Player-turn the Chinese do not control at least one Chinese resource area (Communist forces may continue fighting if they have not been separately conquered).

b) Communist Chinese forces are conquered when there are no Communist Chinese units currently on the game map (Nationalist China may continue fighting if they have not been separately conquered).

10.15 The DEI is conquered the instant they no longer control any resource or oil areas. The DEI fleet is not removed when they are conquered; it may only use Indian and Australian home ports from that moment, but it cannot receive additional steps.

10.16 Great Britain cannot be conquered.

10.17 The USA cannot be conquered.

10.18 END OF GAME: The game ends at the conclusion of the July/August 1945 turn, unless it ended earlier with the conquest of Japan or Japan fulfilling its Decisive Victory conditions [10.3].

10.2 Conquered Territory Control

After a Major or Minor Power has been conquered, and its forces removed, control of its territory is determined as follows:

10.21 All areas solely occupied by invading forces, or that contain no forces at all, are considered controlled by the conquering Power.

10.22 Areas containing forces opposed to the invader after the conquered units have been removed remain friendly to the side that controlled them at the instant prior to conquest.

10.3 Victory Conditions

Victory levels are determined as follows:

The Japanese win a Decisive Victory if any of the following conditions exist at the end of an Allied Player-turn:

- a) The Japanese control Hawaii.
- b) The Japanese control 12 or more supplied Victory Point (VP) areas/sea-zones.
- c) Japan is unconquered at the end of the Jul/Aug 1945 turn, controls at least six supplied VP areas, and the Allies have NO strategic air base land areas under Allied-control.

The Japanese may win Operational and Marginal Victories by controlling enough supplied Victory Point Areas as listed below and remaining unconquered at the end of the Jul/Aug 1945 game turn. VP's for sea-zones are awarded if the Japanese exert limited or dominant influence [8.13] in them (a Supply Network Marker is not necessary).

- 6+ Operational Victory
- 3-5 Marginal Victory

The Allied Victory levels are as follows:

- Marginal Victory Japan controls 2 supplied VP areas
- Operational Victory Japan controls 0-1 supplied VP areas
- Decisive Victory Japan is conquered before game end

10.4 Bidding For Sides

Bidding for sides is done by bidding how many WERPs of free pre-game production you are willing to allow the Japanese and how many starting oil points you are willing to add to the Japanese player for you to be the Allies. Alternately, how many WERPs of free pre-game production you are willing to allow the Allies and starting oil points you are willing to sacrifice to be the Japanese.

EXAMPLE: If you win a bid to be the Americans with a bid of three, the Japanese Player may take a free Production Phase before the game begins using these three WERPs (only), within normal constraints (except transport point usage, which does not subtract from available transports for the first turn), and the Japanese player also adds three oil points to his beginning tally to start the scenario.

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