

EMPIRE OF THE

RIISING GUN

Rules of Play



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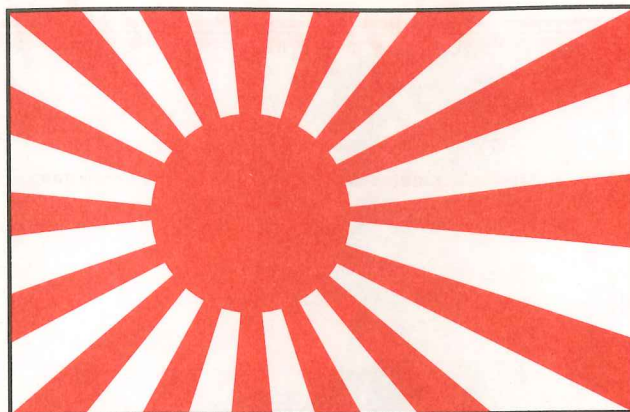
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Empire of the Rising Sun PREFACE

EMPIRE OF THE RISING SUN (henceforth referred to as *RISING SUN* for brevity), *ADVANCED THIRD REICH*'s companion Pacific game, may be played either alone or in conjunction with *ADVANCED THIRD REICH* in a simulation of all of World War II.

In addition, the *RISING SUN* rules and appendices include the research rules which add another dimension to *ADVANCED THIRD REICH*. The research rules may be used in *ADVANCED THIRD REICH*, *RISING SUN*, or a Global War game combining the two.

Finally, several important rule modifications to *ADVANCED THIRD REICH* are included in *RISING SUN*. To some extent these changes grew out of the research rules, but some are simply compelling improvements which were discovered during play of *ADVANCED THIRD REICH* following its release in 1991.

Learning the game

Players familiar with the *ADVANCED THIRD REICH* game system will have little difficulty learning *RISING SUN*. The transition to *RISING SUN* will be eased by first reading the complimentary Summer 1995 issue of *ULTRA* included with the game. Newcomers will have to take things more slowly, but later will find *ADVANCED THIRD REICH* easier to pick up. As usual, players are advised to begin with a scenario, but it will be a rare *ADVANCED THIRD REICH* player who won't ignore this advice and leap into a Global War game at the first opportunity. Fair enough, but at least don't try it one-on-one with your toughest opponent!

In the *RISING SUN* rulebook, rules which apply only to the Global War game are clearly marked, to save players time in finding the correct reference. Players are also advised to use the index to locate rules dealing with specific topics.

Questions

Questions will be answered in the usual manner if sent to the Avalon Hill Game Company or *ULTRA* with a stamped, self-addressed envelope. The most important questions of the preceding year are published in each Winter issue of *ULTRA*, the quarterly newsletter devoted to *ADVANCED THIRD REICH* and, now, *RISING SUN* as well. A careful reading of the relevant rules and a subscription to *ULTRA* are the best ways to avoid unseemly arguments over rules which detract unnecessarily from the play of the game.



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Empire of the Rising Sun

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Introduction

1. OUTLINE OF PLAY

1.1 *RISING SUN* is a two-player game which is based on the *ADVANCED THIRD REICH* rule system. *RISING SUN* may be played by more than two players by sharing control of one or both sides.

1.11 *RISING SUN* may also be combined with *ADVANCED THIRD REICH* in the Global War game. A Global War game may be played as a two-sided game, with teams of two or three players, or as a multi-player game, in which each major power has distinct victory conditions (using the *ADVANCED THIRD REICH* multi-player victory conditions) and players may negotiate directly with both enemy and allied major powers. *ADVANCED THIRD REICH* is required for play of the Global War game. Either the research rules or variants may be used when playing the Global War game.

1.12 **RULE REFERENCES:** All rules which apply to *RISING SUN* are set out in this rulebook. Since *RISING SUN* is based on the *ADVANCED THIRD REICH* rules system, many of these rules also apply to *ADVANCED THIRD REICH*. Rule references are to this rulebook, except where otherwise indicated. References to the *RISING SUN* Appendices are prefaced with a "RS", and references to the Global War Appendices are prefaced with a "GW".

1.13 References to rules which only apply to the Global War game or the research rules are set out in red type.

1.2 *RISING SUN* is played in game turns of three months each. The Campaign Game (RS Appendix I), which begins in Winter 1941, can last up to 21 turns, for a normal playing time of up to ten to twelve hours. Players who wish to play a shorter game may use the 1942 scenario (RS Appendix II), which has a playing time of about eight to ten hours, or the 1944 scenario (RS Appendix III), which has a playing time of about six hours. The shorter battle scenarios (RS Appendices IV-VII) may be completed in half an hour or less. More ambitious players will wish to combine *RISING SUN* and *ADVANCED THIRD REICH* and play the Global War game.

1.3 Each *RISING SUN* game turn consists of two player turns, during which players move their forces, attack enemy forces, construct unbuilt units and redeploy forces behind friendly lines.

1.4 Many activities in *RISING SUN* involve the expenditure of economic resources. These resources are measured in terms of Basic Resource Points (BRPs). The acquisition of BRPs through conquest and the destruction of enemy BRPs are two of the key elements of the game.

Components and Concepts

2. GAME TERMS

2.1 In *RISING SUN*, some terms have exact meanings as defined in the rules. In addition, conventions have developed concerning the use of acronyms, both in conversation and in the rules themselves. The following list sets out the definitions and acronyms used in these rules:

"A": Attacker eliminated. An offensive operation ground combat result. See 15.4.

"Allies", "Allied": The Allies consist of the United States, Britain and whichever major powers and minor countries go to war with the Axis. Russia is not considered Allied until it is at war with the Axis. In a Global War game, China is not considered Allied until the start of the first Allied player turn following the outbreak of war between Japan and the U.S. (60.1).

"associated minor countries": Minor countries which are associated with, but not fully allied to, a major power. See 55.

"ASW": Anti-submarine warfare. This term is used to refer both to SW units which operate against enemy submarines and naval units assigned to anti-submarine duties.

"Axis": In *RISING SUN*, this term includes Japan and any minor countries which join it in its war with the Allies. In a Global War game, "Axis" refers to Germany, Italy and whichever countries join them in their war with the Allies. Japan is not considered to be part of the Axis until it is at war with a major power other than China.

"BRP", "BRPs": Basic Resource Point(s). BRPs are the fundamental currency of the game, and are used to measure the economic strength of each country. See 33.

"CA", "CA1", "CA2", "CA3": Counterattacks by defending units. An offensive operation ground combat result. See 15.4.

"CAP": Combat Air Patrol. Air units may fly CAP over naval combat groups and air bases during carrier battles in order to protect friendly units from enemy air attack (27.5772A).

"China": For game purposes, "China" does not include Manchuria, Hong Kong, Taiwan or Hainan.

"colonies": Minor countries which are controlled by a major power at the start of the game. Colonies do not have independent military forces.

"combat phase": The portion of a player turn in which combat is resolved.

"CRT": Combat Results Table. The CRT is used to resolve ground combat during offensive operations.

"CVE", "CVEs": Escort carrier(s). CVEs are represented by unit counters of various denominations, and are restricted in the types of operations they may conduct.

"CVL", "CVLs": Light carrier(s). A CVL is represented by a 2-factor carrier unit.

"CV", "CVs": Fleet carrier(s). A CV is represented by a 3-factor carrier unit.

"CVB", "CVBs": Super carrier(s). A CVB is represented by a 4-factor carrier unit. Super carriers may only be constructed as a result of research or the play of Japanese or Allied variants 10.

"D": Defender eliminated. An offensive operation ground combat result. See 15.4.

"DM", "DMs": Defense Multiplier(s). The defensive strength of a ground unit during offensive operations is calculated by multiplying its combat factor by the net DM. DMs can be both positive and negative, and are always cumulative. See 15.22.

"DRM", "DRMs": Die (Dice) Roll Modifier(s). This term refers to the modifications to a die or dice roll. The result of the roll is determined by the result after all DRMs are taken into account.

"DoW", "DoWs": Declaration(s) of War. There are no DoWs in *RISING SUN*. In a Global War game, a neutral country may not be attacked without a DoW. DoWs against minor countries cost 10 BRPs. DoWs against major powers normally cost 35 BRPs. See 46.

"Ex": Exchange - both the attacker and defender suffer losses. An offensive operation ground combat result. See 15.4.

"fast carrier(s)": Light carriers (CVLs), fleet carriers (CVs) and super carriers (CVBs). Each fast carrier is represented by an individual counter bearing the carrier's name.

"force pool": The units, built and unbuilt, available to each major power. A major power may not construct more units of a given type than are contained in its force pool.

"fronts": The mapboard is divided into three fronts - the Pacific, Asian and Southeast Asian. At the start of each player turn, the moving major powers must select the options they wish to carry out for each of the three fronts on the mapboard.

"game turns": Each year consists of four game turns. These are identified by the seasons: Spring, Summer, Fall and Winter.

"initiative": The side with the initiative moves first in a given game turn. In *RISING SUN*, in contrast to *ADVANCED THIRD REICH*, this is not always the side which has the greater number of BRPs. See 9.1.

"limited offensive(s)": Some units on a front on which an attrition option has been selected may carry out offensive operations. This is termed a limited offensive. See 17.

"major powers": The five countries which have independent BRP levels and force pools: Japan, the U.S., Britain, China and Russia.

"minor allies": Certain minor countries may become allied with a major power as a result of specific events. See 56.

"minor countries": All countries, including colonies, other than the five major powers.

"movement phase": The portion of a player turn in which units are moved.

"objectives": Cities or one-hex islands printed in red. There are fourteen objectives on each front.

"options": Each player turn, each major power must select an offensive, attrition or pass option for each front. The option selected determines the types of activities which may be performed. See 13.

"player turns": Each game turn is divided into a Japanese and an Allied player turn.

"SAC": Strategic Air Command. SAC factors represent American heavy bombers, and are used in offensive SW operations against Japan.

"SR", "SRs", "SRed": Strategic Redeployment(s), Strategically Redeploy(ed). SR takes place during the SR phase, at the end of each player's turn, and allows the movement of a limited number of units behind friendly lines. See 20.

"SW": Strategic Warfare. SW involves the use of submarines, SAC, ASW and interceptors. SW is resolved at the end of each game turn. Successful SW eliminates enemy BRPs and limits enemy SRs. See 42.

"unit construction phase": The portion of a player turn in which units are constructed. See 19.

"Western Allies", "Western Allied": All Allied major powers and minor countries, other than Nationalist China, Communist China and Russia.

"YSS": Year Start Sequence. The YSS takes place at the start of each year, before the first game turn of the year. During the YSS, the BRP levels of all major powers are determined and decisions as to SW expenditures for the upcoming year are made. See 32.

"ZoC", "ZoCs": Zone(s) of Control. A fully supplied armor unit may exert a ZoC into adjacent hexes. ZoCs influence enemy movement, unit construction and supply. See 12.

3. GAME COMPONENTS

3.1 *RISING SUN* consists of the following components:

- A. Two unmounted 22" x 30" mapsheets.
- B. Five counter sheets.
- C. *RISING SUN* rulebook.
- D. *RISING SUN* appendices.
- E. Global War rulebook.
- F. Research rules.
- G. Tables and player aid cards.
- H. Scenario cards.
- I. Two dice.
- J. A complimentary copy of *ULTRA*.

4. TERRAIN AND THE MAPBOARD

4.1 The mapboard consists of a map of Asia and the northern Pacific ocean. Superimposed over the mapboard is a hexagonal grid, which is used to determine movement.

4.11 **FRONT BOUNDARIES:** Solid red front boundaries separate the mapboard into three fronts: Pacific, Asian and Southeast Asian. Fronts are significant with respect to a variety of situations such as the choice of options by players, weather and oil effects.

4.2 **GRID COORDINATES:** Each hex of the hex grid superimposed over the mapboard may be located by a specific grid coordinate reference.

4.3 **PLAYABLE HEXES:** National borders (black dashed lines) and geographical features have been rationalized to conform to the hexagonal grid. Himalayan hexes (4.31) are impassable to ground units. All other hexes are playable.

4.31 Ground movement, combat, SR and the tracing of supply lines is not allowed across all-Himalayan or outback hexsides. This prohibition does not apply to air operations.

4.4 **LAND/SEA HEXES:** Land terrain is defined as the area inside the shoreline bordering all bodies of water. Hexsides must contain land on both sides to allow normal ground movement or combat across them. Similarly, sea hexsides are defined as any hexside containing blue on both sides of the hexside, provided the blue is not solely attributable to a river. Naval movement is allowed only across sea hexsides. Where the red front boundary follows a coastline it is treated as sea for the purposes of this rule. Lakes which do not completely cover a hexside have no effect on play and are included on the mapboard for aesthetic purposes only.

4.41 Hexsides which are partially sea and partially land are considered both land and sea for all purposes.

4.42 Any completely gray land mass is impassable to ground units. Such areas are included on the mapboard for aesthetic purposes only.

4.43 LAND MOVEMENT:

4.431 **TERRAIN EFFECTS ON GROUND MOVEMENT:** Ground units must end their movement when they enter hexes containing mountain, jungle or swamp (EXCEPTION: Partisans and Japanese ground units may move through jungle hexes; Australian units may move through jungle hexes if Allied variant 7 has been played). Armor units which enter such hexes immediately have their mechanized component negated (23.2).

4.432 Except at a crossing arrow (4.46), ocean and lake hexsides may not be crossed by ground units without naval assistance.

4.44 Units are not "adjacent" for the purposes of pass option movement, exploitation (15.62) or SR when they are separated by all-water (non-river) hexsides, including those containing crossing arrows.

4.45 The ZoC (12) of armor units does not extend across all-water hexsides, including those containing crossing arrows, or across rivers.

4.46 **CROSSING ARROWS:** Red crossing arrows permit ground units to move or engage in offensive or attrition combat across all-water hexsides in either direction.

4.5 CITIES:

4.51 The term "city" includes capitals and ports.

4.52 Capitals (any city designated by a star, including those in colonies) and objectives (any city printed in red) may not be selected for attrition occupation (16.5). Infantry and replacement units defending against exploiting armor in such cities are not subject to an adverse DM (15.24A). See 29.2 for details of capitals as supply sources.

4.53 Ports (any city designated by an open, non-solid black or red circle) may base naval units (27.1). Capital-ports function as both a port and a capital.

4.54 Other cities, designated only by black dots, have no military significance except for their ability to base air units (26.11). Such cities have no effect on combat.

4.6 FORTRESSES:

4.61 Singapore loses its fortress status permanently as soon as it is occupied by a Japanese unit.

4.62 Allied units in Singapore defending against a seaborne invasion while Singapore is a fortress receive a +2 DM in addition to the normal +2 DM received by defending units and the +1 DM received by units attacked by seaborne invasion (15.23A, 15.23B). The fortifications in Singapore are disregarded if it is attacked from the landward side or by an airdrop (24.1) (EXCEPTION: Allied variant 1).

4.7 ISLANDS: Islands which have beach hexes may be invaded only at those beach hexes.

4.71 Islands so small that they are shown in gray are included on the board for aesthetic purposes only. Such islands are not playable, may not be invaded and are not considered islands for game purposes.

4.72 One-hex islands may be invaded, provided they do not contain nine or more enemy naval factors or an enemy task force at the moment the invasion is resolved (27.432). An island covering more than one hex is not a one-hex island, even if only one hex of it is playable.

4.721 While one-hex islands have reduced air (26.11) and naval (27.112) basing capacity, and no intrinsic air defense, they are considered ports for the purposes of naval activity.

4.73 Supply may be traced to one-hex islands even if they do not contain a port or bridgehead (29.331). Units may also be SRed in and out of such islands (27.67).

4.74 ISLAND GROUPS: A number of adjacent islands form groups, as follows:

- A. Aleutian Islands (U.S.): Adak, Attu, Kiska, Unalaska, Umnak.
- B. Caroline Islands East (Japan): Oroluk, Ponape, Truk.
- C. Caroline Islands West (Japan): Palau, Ulithi, Woleai, Yap.
- D. Ellice Islands (Britain): Funafuti, Niulakita, Niutao.
- E. Fiji (Britain): Vanua Levu, Viti Levu.
- F. Gilbert Islands (Britain): Beru, Makin, Tamana, Tarawa.
- G. Hawaiian Islands (U.S.): Hawaii, Kauai, Maui, Necker, Oahu.
- H. Kurile Islands (Japan): Etorofu, Paramushiro, Uruppa.
- I. Marianas Islands (U.S. and Japan): Guam (U.S.), Saipan (Japan).
- J. Marshall Islands (Japan): Bikini, Eniwetok, Kwajalein, Majuro, Wotje.
- K. New Hebrides (Britain): Efate, Espiritu Santo.
- L. Society Islands (France): Bora, Tahiti.
- M. Solomon Islands (Britain): Bougainville, Guadalcanal, New Georgia, San Cristobal, Santa Isabel.

4.741 CONTROL OF ISLAND GROUPS: At the start of each scenario, each island group is controlled by a major power (EXCEPTION: The Marianas are split between the U.S. and Japan). Once play begins, the control of island groups is governed by 11.23.

4.8 TERRAIN EFFECTS ON LAND COMBAT: The Terrain Effects Chart summarizes the effects of terrain features on combat.

4.81 The defensive strength of a ground unit attacked during an offensive option or limited offensive operation equals its printed combat strength times its net DM (15.22).

4.82 Defending ground units receive a +2 DM (i.e., have their combat factor at least doubled) regardless of terrain (15.23A), subject to possible negative DMs (15.24).

4.83 Ground units defending against a seaborne invasion receive a +1 DM, even if they are simultaneously attacked by enemy ground units from adjacent land hexes or by dropped airborne units (15.23B) (EXCEPTION: This +1 DM is negated if at least half the invading

ground factors are marines - 24.8). Beach hexes do not otherwise benefit the defender.

4.84 Defending ground units receive a +1 DM when behind a river or a hexside crossing arrow if all the attacking ground units are on the opposite side. This DM is negated if the defending units are attacked by other ground units on their side of the river or crossing arrow, including an airborne unit dropped on top of the defenders (15.23C).

4.85 Defending ground units receive a +1 DM when in a mountain, swamp or jungle hex (15.23D), or when in a hex containing a fortification counter (15.23F).

4.86 Defensive benefits are cumulative: a unit defending on a mountain behind a river or in a hex containing jungle and mountain is quadrupled (+4 DM); a unit defending in a fortified jungle hex against seaborne invasion is quintupled (+5 DM). Terrain effects on movement and combat are summarized in the Terrain Effects Chart. The interaction between positive and negative DMs is detailed in 15.22.

4.9 MAPBOARD BOXES: All mapboard boxes have an unlimited stacking capacity for ground units, and an unlimited basing capacity for air and naval units, provided the units are otherwise permitted to enter the box in question.

4.91 U.S. BOX: The U.S. box represents North America. Japanese units may never enter the U.S. box. Newly constructed American units are placed in the U.S. box (19.33) and American ground units may be broken down or combined there (19.34). American naval units may change base to, but not from, the U.S. box (27.25). Naval units may be deployed from the U.S. box to the SW Box (42.4, 42.6), but otherwise units may only leave the U.S. box by initially deploying (20.7) during the SR phase (EXCEPTION: 20.73). Naval units based in the U.S. box are subject to certain restrictions (27.17). The U.S. box is an unlimited Allied supply source (29.214). The path of naval activities from the U.S. box is traced onto the mapboard through any hex along the eastern edge of the mapboard. American naval forces in the SW box may protect such activities (20.843, 29.343). **In a Global War game, one U.S. box represents the Pacific coast of the U.S. and Canada, and the other U.S. box (which appears on the ADVANCED THIRD REICH mapboard) represents the Atlantic coast of the U.S. and Canada (20.516).**

4.92 SW BOX: The SW box is used to represent the Pacific shipping routes (for both sides) and the air war over Japan. Japanese and American submarines and ASW, American SAC factors and Japanese interceptors are inverted to conceal their true number and placed in the SW box during the SW allocation phase of the YSS and each Spring, Summer, and Fall game turn (42.4, 42.6). Japanese air factors and Japanese and American naval units assigned to SW are openly placed in the SW box. Units may only move in and out of the SW box during the SW phase. American naval units in the SW box may protect initial deployment (20.843), SR (20.85), and supply (29.343) from the U.S. and South Pacific boxes onto the map. Japanese and Allied raiders may also be subject to interception by naval forces in the SW box (44.4, 44.7).

4.93 AUSTRALIA BOX: The Australia box represents southern Australia (57.2 - 57.6). Australian units, including one fleet factor per turn, may be rebuilt (19.33, 27.85) and broken down or combined (19.34) in the Australia box. Ground and air units of either side may pass to and from the Australia box via the Australian hexes on the southern edge of the board, during the course of movement, combat, or SR (14.21, 20.511, 26.211, 57.2). Naval units may pass between the Australia box and the board via hexes NN7 (west map) and NN24 (east map), which are considered to be eight hexes from the ports in southern Australia. Naval units based in the Australia box are subject to certain restrictions (27.18, 57.6). The Australia box may also be reached from the India and South Pacific boxes (20.511, 27.161, 57.23B). Combat may occur in the Australia box (57.3). The Australia box is an unlimited Allied supply source (29.214) unless conquered by Japan (57.5).

4.94 SOUTH PACIFIC BOX: The South Pacific box represents ports and shipping lanes off the south and east edge of the map. Japanese units may not enter or operate in the South Pacific box. Allied units may SR between the mapboard and the South Pacific box and between the South Pacific and Australia boxes (20.513). Naval units based in the South Pacific box are subject to certain restrictions (27.16). The South Pacific box is an unlimited Allied supply source. Naval activities are traced between the South Pacific box and the map via the hexes in the south-eastern corner of the map which are adjacent to the box (NN4, MM4, LL3, KK3 and KK2). SRs and sea supply traced from the South Pacific box onto the map may be protected by American naval forces in the SW box (20.85, 29.343).

4.95 SOUTH AFRICA BOX: The South Africa box is located on the *ADVANCED THIRD REICH* mapboard, and represents Allied bases in southern and eastern Africa. Axis units may not enter or operate in the South Africa box. Allied units which SR between Europe and India via the Cape of Good Hope in a Global War game must stop in the South Africa box for one turn while in transit. Allied naval forces in the South Africa box may attempt interception of Japanese raiders in the Indian Ocean (44.45).

4.96 INDIA BOX: The India box represents off-map ports in western India (58.2 - 58.7). Indian units may be built in the India box (19.33). Up to three factors of British infantry or replacements may also be constructed in the India box each turn. Other newly built British units arrive in the India box by SR one turn after their construction. British and Indian ground units may be broken down or combined (19.34) in the India box. Ground and air units of either side may pass to and from the India box via the Indian hexes on the western edge of the mapboard, during the course of movement, combat, or SR (14.21, 20.512, 26.211, 58.2). Naval units may pass between the India box and the board via hex CC26 (west map), which is considered to be eight hexes from the ports in western India. Naval units based in the India box are subject to certain restrictions (27.19, 58.7). The India box may also be reached from the Australia box, or, in a Global War game, from the South Africa box, Suez, Basra, or Bushire (20.512, 58.23B, 58.29). Combat may occur in the India box (58.3). The India box is an unlimited Allied supply source (29.214) unless conquered by Japan (58.6).

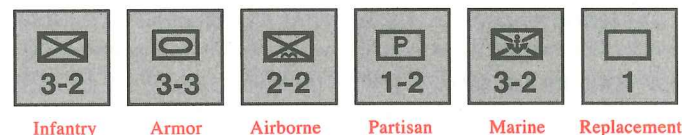
4.97 RUSSIA BOX: Both the *ADVANCED THIRD REICH* and *RISING SUN* mapboards have Russia boxes. The Siberia portion of the *ADVANCED THIRD REICH* Russia box represents that part of Russia which appears on the *RISING SUN* mapboard, and the Urals portion of the *ADVANCED THIRD REICH* Russia box and the *RISING SUN* Russia box both represent that part of Russia which is between the two mapboards. Axis units may never enter the Russia box. Units constructed in European Russia must be SRed to the Urals, and then SRed onto the *RISING SUN* mapboard the following turn, subject to limits on trans-Siberian SRs (20.514, 20.521C). Russian ground units may be broken down or combined (19.36) in the Russia box. Russian units may not leave the Russia box except by SR.

5. MAPBOARD CHANGES

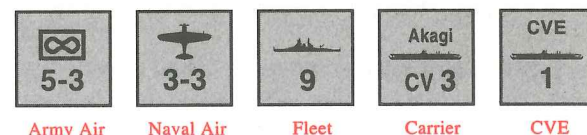
5.1 The *RISING SUN* mapboard generally uses the same terrain features and conventions as the *ADVANCED THIRD REICH* mapboard, although the scale of the *RISING SUN* mapboard is different, as a larger area is depicted. *ADVANCED THIRD REICH* players should note the addition of jungle and jungle/mountain hexes, as well as impassable mountains (the Himalayas) and outback on the *RISING SUN* mapboard.

6. COUNTERS

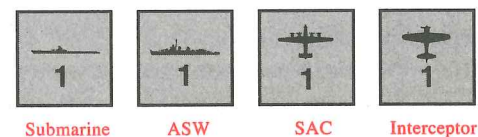
6.1 Ground unit counters show a combat factor as the first (left) number on the counter, followed by a movement factor (EXCEPTION: Replacement counters, which may not move, show only a combat factor).



6.2 Army and naval air unit counters also show a combat factor and a movement factor. Fleet and carrier unit counters show only a combat factor; their range depends on the type of activity in which they are engaged (27.361). Each country is provided with partial air and naval counters (26.7, 27.7). Fast carriers are represented by individual counters which may not be broken down into partial counters.



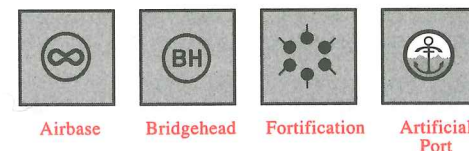
6.3 SW counters (submarines, ASW, SAC and interceptors) show only a number representing the strength of the unit.



6.4 BRP counters are used on the BRP track on each major power's scenario card. Year and season counters are used on the Time Track on the mapboard. Numbered counters are used to select variants (69).



6.5 Each major power has a limited number of airbase (26.12) and bridgehead (28) counters. Japan may construct fortifications (28.8) and the U.S. may construct artificial ports (27.113).



7. SCENARIOS

7.1 When beginning a game of *RISING SUN*, players must choose the scenario they wish to play. Players may select the Campaign Game, 1942 or 1944 scenarios (RS Appendices I-III), or one of the shorter battle scenarios (RS Appendices IV-VII). Players who own *ADVANCED THIRD REICH* may also play the Global War game. In each case, the historical situation at the starting date of the scenario is set out, along with other information and rules applicable to the scenario.

7.2 The information contained in each scenario consists of the following:

7.21 DURATION: This defines the length of the scenario.

7.22 SITUATION: This indicates which nations are at war and the alignment of minor countries at the start of the scenario. No BRPs are expended to attain these states of war.

7.23 ORDER OF DEPLOYMENT: Prior to play, each nation involved in the scenario sets up its forces in the indicated order.

7.24 ORDER OF MOVEMENT: Once play begins, the indicated order of movement is followed.

7.25 VICTORY CONDITIONS: In each scenario, the victory conditions are indicated.

7.251 The winner of the scenario is determined only at the end of the scenario, unless one side concedes. **In a multi-player Global War game, more than one major power may achieve its victory conditions.**

7.252 When victory is determined by the possession of objective hexes at the end of play, objectives in neutral countries are not credited to either side.

7.26 BRP LEVEL AND GROWTH RATE: The starting BRP level for each major power is indicated. The source of these BRPs, including each major power's BRP base, is set out in parentheses. The growth rate (33.2), which determines the rate of BRP increase each year, is listed below each major power's BRP level.

7.27 SR LIMIT: The basic SR limit for each major power (20.1) is listed. For convenience, reference is made to the rules which govern the possible reduction of this basic SR limit.

7.28 DP ALLOCATION: Diplomatic points (DPs) are not used in *RISING SUN*. In a Global War game, DPs are used in Europe and may be allocated to Japan in 1941.

7.29 FORCE POOL: "At start" forces are placed on the mapboard during the initial setup of the scenario. Other forces become available as "allowable builds" as indicated. In each scenario, the number of units of each type available to each major power is indicated in brackets ("[]"). The number which precedes the brackets indicates units added to each major power's force pool at a given time.

7.291 Once forces are available, they may be constructed during a player's unit construction phase. Units eliminated during the game are returned to the owning major power's force pool as allowable builds. (EXCEPTIONS: Airborne units, marines, Japanese army air units converted to kamikazes and CVEs may not be rebuilt during the game turn they are eliminated (24.4, 24.82, 26.841, 27.822). The rebuilding of fast carriers is not completed until a specified number of turns have elapsed (27.823). Elite Japanese naval air factors are rebuilt as normal naval air factors (26.182). Naval air rebuilding is subject to naval air training limits (26.183). Dutch units (63.5) and Russian naval units (27.85) may never be rebuilt).

EXAMPLE: The United States begins the Campaign Game with 12 infantry factors, four replacements, one 1-2 marine unit, five army air factors, 20 naval air factors, four fleet carriers (CVs) in the Pacific and five 9-factor fleets. During the Summer 1942 unit construction phase, three infantry factors, one 1-2 marine unit, five army air factors, three escort carriers (CVEs) and one 9-factor fleet are added to the American force pool. These may be constructed during the Summer 1942 unit construction phase. In addition, in the Spring 1942 SR

phase one CV is placed in the U.S. box at no BRP cost, and in the Summer 1942 SR phase an additional CV is placed in the U.S. box at no BRP cost. Additional American forces may not be constructed until they are added to the American force pool during the Winter 1942 and subsequent unit construction phases.

7.292 AIRBASE COUNTERS: The number of airbase counters (26.12) available to each major power is indicated.

7.3 DEPLOYMENT LIMITS: A major power may be required to place specific minimum forces in a given location or area. Additional forces may be placed in such areas, subject to stacking limits. Deployment limits apply only to the opening setups of scenarios. Forces may move freely once the scenario begins.

EXAMPLE: The United States must begin the Campaign Game with two infantry factors, one replacement and two Filipino 1-2 infantry units in the Philippines. These units may be withdrawn or reinforced once the scenario begins.

7.31 CONTROL: The indicated areas are controlled by the major power at the start of the scenario. During the opening setup, units may only be placed in controlled areas. A player may not set up units in areas controlled by another major power, even if that major power is an ally. Thus the United States and Britain could not begin the Campaign Game with units in China, although they could later move units into China if otherwise able to do so.

7.32 SURPLUS SW: At the start of the 1942 and 1944 scenarios, both sides may construct SW units. The U.S. begins the 1944 scenario with a surplus of six submarines factors from the previous year.

7.4 SCENARIO CARDS: Each scenario card contains a summary of the information set out in the scenarios for each major power. In addition, each scenario card has a BRP track which players may use to record BRP levels by moving each major power's three BRP counters along the 100's, 10's, and 1's line. Players may wish to keep a written record of BRPs, as such a record is immune from table-jostling and is useful in providing reliable answers to questions such as "Did you subtract 15 BRPs for that offensive option?"

7.5 BEGINNING A GAME: Each player places his at start forces on the mapboard, following the order of deployment, and places his allowable builds on the force pool section of his scenario card. Each major power's BRP counters are placed on its BRP track, and each major power's airbase, bridgehead and substitute air and naval counters are kept available.

7.51 Once all at start forces have been set up, SW construction takes place in the 1942 and 1944 scenarios.

7.52 Play then begins as indicated by the order of movement for the scenario.

8. TABLES

8.1 The following tables are set out on separate sheets to facilitate reference during play:

- A. Combat Results Table.
- B. Attrition Table.
- C. Air Defense Table.
- D. Air Attack Table.
- E. Air Force Nationality DRM Chart.
- F. Naval Interception Table (Pacific).
- G. Naval Search Table.
- H. Naval Surprise Table.
- I. Fleet Combat Table.
- J. Naval Nationality DRM Chart.
- K. Naval Reconstruction Table.
- L. SW Ratio Table.

- M. SW Effects Table.
- N. Chinese Resistance Table.
- O. Japanese Resistance Table.
- P. British Resistance Table.
- Q. Russian Resistance Table.
- R. BRP Costs Chart.
- S. Minor Country Forces Chart.
- T. Unit Conversion Table.
- U. Pearl Harbor Surprise Table.
- V. SW Research Table.
- W. Naval Combat Sequence of Play.
- X. Patrol Sequence of Play.
- Y. Year Start Sequence of Play.

9. SEQUENCE OF PLAY

9.1 BRP LEVEL DETERMINATION AND ORDER OF PLAY:

9.11 CAMPAIGN GAME: In the Campaign Game, Japan begins the game by moving in Winter 1941, the Allies having already taken their turn. China then moves to complete the Winter 1941 game turn. Following the 1942 YSS, Japan moves first in Spring 1942 (thereby obtaining a double move with respect to the U.S. and Britain, although not with respect to China), after which the U.S., Britain and China move together. Japan continues to move first for the rest of 1942. The Allies move first in Spring 1943, thereby obtaining a double move in Winter 1942 - Spring 1943. After Spring 1943, the Allies move first for the rest of the game. BRPs are not counted and the initiative does not change as in *ADVANCED THIRD REICH* other than as described.

9.12 1942 SCENARIO: In the 1942 scenario, Japan moves first in Summer, Fall and Winter 1942. The Allies move first in Spring 1943, obtaining a double move as described in 9.11. After Spring 1943, the Allies move first for the rest of the game.

9.13 1944 SCENARIO: The Allies move first throughout the 1944 scenario.

9.14 GLOBAL WAR GAME:

9.141 JAPAN: Prior to its entry into the war, Japan moves after both the European Axis and the Allies, including a neutral Russia and U.S. China then moves after Japan. Once Japan is at war with a major power other than China, Japan moves at the same time as the Axis and Japan's BRPs are included in the Axis total for the purposes of initiative determination.

9.142 RUSSIA: The outbreak of war between Japan and Russia does not cause the Russian BRPs to be counted as Allied. Russian BRPs are only counted as Allied after Germany and Russia go to war.

9.143 UNITED STATES: Before full U.S. participation in the war, the American BRP levels are recorded separately for Europe and the Pacific (33.821), and American BRPs are not included in the Allied total. When the U.S. goes to war with Germany or Japan, the American BRPs for that theater (only) are included in the Allied total. Once the U.S. is at war with both Germany and Japan, all American BRPs are included in the Allied total and continue to be included unless the U.S. signs a separate peace with all surviving Axis major powers as a result of an adverse U.S. election result (*GW* Appendix IV).

9.144 CHINA: China's BRPs are included in the Allied total only after the U.S. is at war with Japan. China then moves with the Allies.

EXAMPLE: In a Global War game, Japan declares war on the U.S. in Winter 1941, after both the Axis and the Allies have completed their Winter 1941 player turns. China then moves, completing the

Winter 1941 game turn. After the 1942 YSS, Japan's BRPs are added to those of the European Axis to determine the Axis total for the purpose of initiative determination, and China's BRPs and the Pacific portion of the American BRPs are added to those of the Allies. The European portion of the American BRPs are added to the Allied total only after Germany and the U.S. go to war.

9.2 SEQUENCE OF PLAY DURING PLAYER TURNS:

9.21 The detailed Sequence of Play should be consulted by players regularly during play. The highlights of each player turn are summarized below.

9.22 DECLARATIONS OF WAR (DoWs): In a Global War game, each major power, at the start of its player turn, announces any DoWs it is making that turn and immediately pays the BRP cost associated with each DoW.

9.23 OPTION DECLARATIONS: Each major power then announces its option for each front. Each major power immediately pays 15 BRPs for each offensive option it selects.

9.24 MOVEMENT: Once options have been declared, movement of units and patrols (27.319) take place. Supply is determined during the movement phase (29.4).

9.25 COMBAT: After all movement is completed, combat takes place. Limited offensive operations and regular offensive combat are resolved before attrition combat. Exploitation movement and combat takes place after the resolution of attrition combat.

9.26 UNIT CONSTRUCTION: After post-combat adjustments, including the removal of unsupplied units, unbuilt units may be constructed (19).

9.27 STRATEGIC REDEPLOYMENT (SR): During the SR phase, units may be SRed (20) and BRPs granted (36).

9.3 MINOR COUNTRY TURNS: Independent minor country turns only occur in Europe in a Global War game, and are fully described in the *ADVANCED THIRD REICH* rules. In *RIISING SUN*, there are no independent minor countries and therefore no corresponding independent minor country turns.

9.4 SECOND PLAYER TURN: The opposing coalition then moves, repeating the steps outlined above.

9.5 SW RESOLUTION AND DEPLOYMENT: SW is then resolved, after which SW forces are deployed for the following turn (42.6).

Mechanics of Play

10. STACKING

10.1 The basic stacking limit is two ground units per hex, regardless of their combat strength. There are several exceptions to this general rule:

10.11 Marine units are not counted for stacking limit purposes and may be added to any legal stack. This exception applies even if a marine unit moves like a normal infantry unit, without making a seaborne invasion (24.7).

10.12 Airborne units are not counted for stacking limit purposes and may be added to any legal stack. This exception applies even if an airborne unit moves like a normal infantry unit, without dropping. It does not apply to an airborne unit employed in a seaborne invasion (24.5).

10.13 Up to five ground units may stack on a bridgehead counter (28.5).

10.14 Armor units may overstack on a breakthrough hex (15.7). Such overstacking must be remedied by the end of the attacker's SR phase, or excess units of his choice are eliminated.

10.15 A defender may temporarily overstack if forced to do so when retreating during an enemy attrition option (16.54). The defender must remedy the overstacking during his next movement phase. If he is unable to do so, excess units of his choice are eliminated (16.56).

10.16 Any number of ground units may stack in a mapboard box (4.9).

10.2 Stacking limits do not apply to ground units while they are moving, but do apply at the end of the movement phase.

10.21 Stacking limits do not apply to ground units while they are embarked on fleets. A ground unit may not end its combat phase or its turn embarked on a fleet.

10.3 Stacking of air and naval units is unlimited while in the air or at sea. There are limits to the number of air and naval factors which may base at air bases (26.1) and ports (27.1).

10.4 There are some restrictions on units of allied nations stacking together in the same hex (49.4, 50.1). Stacking which is not expressly prohibited is allowed.

11. HEX CONTROL

11.1 The areas controlled by each major power at the start of each scenario are set out in the Appendix relating to that scenario.

11.2 Once play begins, the control of land hexes is determined as follows:

11.21 Control of enemy and neutral hexes is gained by occupying or moving through such hexes. Each land hex is controlled by the last nation to have ground units in it or to pass ground units through it, subject to 11.22, 11.23 and 11.5.

11.22 The initial conquest of a minor country gives the conqueror control of all hexes in the conquered country, with the exception of hexes which contain enemy units and hexes in the same supply zone (29.332) as enemy units. The Japanese therefore gain control of every hex on every island in the Dutch East Indies when they gain control of Batavia, Palembang and Balikpapan, and gain control of all hexes in the Philippines when they gain control of Manila, other than hexes which contain enemy units and their supply zones.

11.221 If two or more major powers cooperate in the conquest of a country (54.7), the conquerors must decide, at the moment of conquest, which of them controls which hexes in the conquest. The conquerors may assign the control of hexes in any manner they choose (EXCEPTION: The capital of a conquest is always controlled by the conquering major power which first occupies it).

11.23 HEX CONTROL OF ISLAND GROUPS: To gain control of all the islands in a group (4.74), a player need not occupy each island in the group, although he may do so. If, at the end of his combat phase, the moving player has at least one unit on an island in the group and none of the other islands in the group is occupied by any enemy ground, air or naval unit, airbase counter, bridgehead, artificial port, fortification or rocket base, all of the islands in the group become controlled by the moving player.

EXAMPLE: The Marshall Island group consists of Kwajalein, Wotje, Bikini, Majuro and Eniwetok. A Japanese infantry unit occupies Kwajalein, and a Japanese airbase has been built on Eniwetok. If U.S. forces successfully invade Kwajalein and Eniwetok, eliminating the Japanese infantry unit and airbase, Wotje, Bikini and Majuro also come under American control, without the need for separate invasions of those islands.

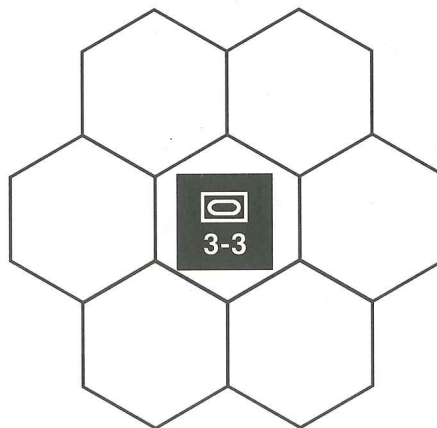
11.24 Hex control may not be transferred from a major power to an ally. The movement of friendly ground units through hexes controlled by a major power ally does not change the control of those hexes. A major power may SR into, place airbases or artificial ports in and trace supply through hexes controlled by its allies (20.2, 26.122, 27.113, 29.322).

11.25 Hexes controlled by the U.S. and Britain are jointly controlled by both countries. **In a Global War game, this applies only after the U.S. is at war with the Axis.**

11.3 When an "Ex" result occurs in combat and the attacker loses his entire ground force, or for any other reason fails to occupy an attacked hex with at least one ground unit (15.5), the attacked hex remains in control of the defender. A hex thus does not necessarily pass to the control of the attacker when its defenders are eliminated. An attacker must advance a ground unit into the hex in order to gain control of it (EXCEPTION: Island groups - 11.23; hexes defended by partisans - 25.5). Similarly, if an airborne unit drops on enemy defenders and both forces are eliminated, the defender retains control of the hex.

11.4 Placing an enemy-controlled hex in the ZoC of a friendly armor unit does not change the status of the hex. A ground unit must physically enter a hex in order to gain control of it.

11.5 Isolated hexes controlled by the non-moving player which are neither occupied by nor adjacent to any of the non-moving player's units at the start of the moving player's turn pass to the moving player's control at the end of his post-combat supply determination phase, provided they are adjacent to a supplied hex controlled by the moving player. Such hexes also immediately receive supply if a land supply line can be traced to them, although supply may not be traced through such newly-acquired hexes until the following turn. Hexes acquired in this manner may thus not be used by the moving player's air or naval units during movement and combat, but come under the control of the moving player and receive supply prior to his SR phase.



12. ZONES OF CONTROL (ZoCs)

12.1 Armor units exert a ZoC into the six hexes adjacent to the hex they occupy, subject to the qualifications set out in 12.12.

12.11 ZoCs extend into clear terrain and through friendly fortress and fortification hexsides into adjacent clear hexes.

12.12 ZoCs do not extend across rivers, all-water hexsides and hexsides containing crossing arrows, nor through enemy fortress or fortification hexsides, nor into or out of jungle, mountain, swamp or jungle/mountain hexes. Armor units which are in jungle, mountain, swamp or jungle/mountain hexes do not have ZoCs (4.431).

12.2 ZoCs adversely affect enemy movement (14.63), unit construction (19.3, 25.23), airdrops (24.1) and supply lines (29.32).

12.3 An armor unit which has its mechanized component temporarily negated acts as an infantry unit and has no ZoC until its mechanized component is restored (23.2).

13. OPTION SELECTIONS

13.1 OFFENSIVE OPTIONS: A major power must pay 15 BRPs for each offensive option it selects (EXCEPTION: 13.8). A major power could thus spend as many as 45 BRPs on offensive options in a single turn if it selected an offensive option for all three fronts.

13.11 A major power selecting an offensive option for a front must either make at least one ground combat attack or conduct at least one offensive air or naval mission against enemy forces on that front. This requirement is met even if enemy forces intercept and prevent the mission from being completed.

13.2 ATTRITION OPTIONS: Attrition options require no BRP expenditure. A major power may select an attrition option for a front even though none of its forces will engage in attrition combat on that front. Combat is not a requirement for the selection of an attrition option. A player may wish to select an attrition option rather than a pass option in order to enter uncontrolled hexes during his movement phase, even though he will not be in contact with adjacent enemy ground units at the end of the movement phase.

13.3 LIMITED OFFENSIVES: Limited offensive operations may only be carried out on a front where an attrition option has been selected. Limited offensive operations require BRP expenditures according to the forces used. No more than 14 BRPs may be expended for limited offensive operations on a single front.

13.4 PASS OPTIONS: No BRPs are required to conduct a pass option.

13.41 A pass option must be selected on a front in the following situations:

A. An allied major power wishes to conduct an offensive option on a front and other major powers are unwilling or unable to do so themselves. If one allied major power selects an offensive option on a front, others must do so as well or select a pass option.

B. If a major power finds itself unable to comply with the requirements of an already announced offensive option (13.11), it must pass instead and forfeit the 15 BRPs it paid for the offensive option.

13.5 MORE THAN ONE OPTION ON THE SAME FRONT: If one major power selects an offensive option on a given front, its major power allies must join in the offensive option or pass. A major power may not select an attrition option on a front where another major power has selected an offensive option, even if no attrition combat is contemplated. In multi-player games, if allies cannot agree on the option to be used on a front, the player wishing to select an offensive option prevails. His allies must then also select an offensive option or pass on that front. This restriction does not apply until an alliance is activated.

13.51 When two or more major power allies join in conducting an offensive option, each major power must pay 15 BRPs.

13.6 If two major powers are conducting attrition options on a front, and both wish to conduct limited offensive operations as well, no more than 14 BRPs may be expended in total. In a multi-player game, if two major powers cannot agree on how to limit the forces involved in limited offensive operations to comply with this restriction, neither major power may spend more than seven BRPs. If three major powers cannot agree, none may spend more than four BRPs.

13.7 OPERATIONS ACROSS FRONT BOUNDARIES:

13.71 The hex which receives the action determines the option required. Operations involving naval units are restricted by the twenty-hex range of naval units, rather than by front boundaries.

EXAMPLE: Japanese naval units based in Okinawa, on the Pacific front, could operate off French Indochina, in the Southeast Asian front, provided an offensive or an attrition option with limited offensive operations were in effect in the Southeast Asian front. The Japanese naval units could not operate off India, simply because of the twenty-hex range limit.

EXAMPLE: Japanese ground units in French Indochina could attack adjacent units in China during a Japanese Asian front offensive option, even if Japan selected an attrition or a pass option in Southeast Asia. Similarly, the Japanese units could be counted as part of a Asian front attrition, even if Japan selected an offensive or pass option in Southeast Asia. In both cases, the restrictions on movement during a pass option would not prevent the Japanese units from moving to the Chinese border.

13.72 A unit may only participate in an action on two fronts by conducting a single attack against units in several hexes on different fronts (15.33). A unit at a front boundary may not make separate attacks against defending units on both fronts, be counted in the attrition total for both fronts or attrition on one front and make an offensive attack on the other.

13.73 Armor units may not exploit from one front to another, because the terrain along the boundary of the Asian and Southeast Asian fronts makes this impossible (EXCEPTION: 15.658).

13.8 FREE JAPANESE OFFENSIVE OPTION: Japan may always take an offensive option against Allied units in Japan (Kyushu, Shikoku, Honshu and Hokkaido), at no BRP cost, regardless of the option selected by Japan for the Asian front or the number of Japanese BRPs available for other purposes.



14. THE OFFENSIVE OPTION - MOVEMENT

14.1 During an offensive option, a player may move all, some or none of his units. A player first moves his air units, then his naval units, then his ground units.

14.11 VOLUNTARY ELIMINATION OF UNITS: Immediately before beginning his movement phase, a player may voluntarily eliminate any of his own units and return them to his force pool. Units which are voluntarily eliminated may not be reconstructed during the game turn in which they were eliminated.

14.12 Airbase counters may not be voluntarily eliminated, but one airbase may be "recycled" each turn (26.123).

14.2 All movement costs one movement factor per hex traversed. Movement factors may not be transferred from one unit to another, nor may they be accumulated from one turn to the next. Ground units must stop when they enter jungle, mountain, swamp or jungle/mountain hexes (EXCEPTIONS: Partisans and Japanese ground units may move through jungle hexes; Australian units may move through jungle hexes if Allied variant 7 has been played).

14.21 OFF-BOARD MOVEMENT: Entry on or exit off the map during the movement phase is not permitted, except for base changes to the U.S box (27.25), and movement to or from the Australia and India boxes (57.2, 58.2), as expressly allowed by the rules. Units may not leave the mapboard unless they have sufficient movement capability or range to do so. Movement between mapboard boxes during the movement phase is prohibited.

14.3 AIR UNITS: Air units may stage (change base) during the movement phase (26.2). Counterair missions (26.43) may be conducted after the staging of air units and before the movement of naval units and supply determination.

14.4 NAVAL UNITS: Naval units may conduct patrols or change base during the movement phase. Such base changes are subject to interception by enemy air and naval units (27.21).

14.5 SUPPLY: Supply is determined during the movement phase, after air and naval movement, but before ground movement (29.4).

14.6 GROUND UNITS: Ground units may move up to the limit of their movement factor, subject to the following:

14.61 Ground units which are out of supply may not move (29.531).

14.62 Armor units which are partially supplied have their movement factor reduced to two (23.2, 29.52B).

14.63 The ZoCs of hostile armor units affect movement. It costs a ground unit one additional movement factor, for a total of two, to leave a hex in the ZoC of hostile armor, or to move from one such hex to another. There is no extra cost to enter a ZoC. ZoCs have no effect on the movement of air and naval units.

14.64 Ground units must expend one additional movement factor to execute an overrun (14.81).

14.65 Ground units may be moved together, both for convenience and to execute overruns (14.8). A ground unit may also defer part of its movement in order to wait for another ground unit to move, then continue its movement, alone or in conjunction with the other unit, up to the limit of its movement factor.

14.66 Ground units must stop when they enter jungle, mountain, swamp or jungle/mountain hexes (4.431, 14.2) (EXCEPTIONS: Partisans and Japanese ground units may move through jungle hexes; Australian units may move through jungle hexes if Allied variant 7 has been played -4.431).

14.7 Ground units may not move onto or through hexes occupied by hostile ground units except when conducting overruns (EXCEPTION: Airborne units may airdrop atop hostile ground units - 24.14).

14.8 OVERRUNS: Overruns may be conducted only during offensive options. Overruns may take place during the movement phase of both regular and exploitation movement or following sea transport. Units being overrun are subject to both positive and negative DMs (15.22).

14.81 Overruns are conducted by moving no more than two units (EXCEPTION: Overstacked airborne units or marines), one of which must be armor, through one hexside onto the attacked unit(s) at odds of 6-1 or greater. Each overrunning unit must expend one additional movement point to occupy the overrun hex. If the overrunning units do not have sufficient movement points, the overrun may not take place.

14.82 An overrun may be assisted by available offensive air for ground support. The defender may provide defensive air support to units being overrun. This defensive air support may be intercepted by uncommitted offensive air units within range at the time of the overrun. Such air combat is resolved immediately.

14.821 If defensive air support reduces the overrun odds to less than 6-1, the overrun may not take place. During the ensuing combat phase the units which unsuccessfully attempted the overrun, including any air units which provided ground support, must conduct a normal attack against the defending unit(s) from the hex from which they were attempting the overrun. They may be assisted in this attack by other units.

14.822 Airborne drops may not be used to assist overruns.

14.83 Units which are overrun are eliminated. At the moment of overrun, a die is rolled to determine whether the attacker suffers any casualties. On a die roll of "1" the moving player suffers an exchange result (15.41). These losses may be taken from any attacking ground or air units which contributed to the overrun. On all other rolls, the moving player suffers no losses. Both sides remove losses immediately, during the movement phase.

14.84 After an overrun, surviving overrunning units may continue moving up to their movement allowance, conduct normal combat, and, if otherwise permitted, may conduct exploitation movement and combat that turn. Air units which provided ground support for a successful overrun are inverted at the end of the movement phase.

14.85 Other units which have not yet moved may enter a hex which

was the scene of an earlier overrun without paying the additional movement cost required by 14.81.

14.86 Overruns are prohibited on the Southeast Asian front during Summer turns (31.1)

14.87 Overruns may not take place as a result of seaborne invasions (27.43), which are resolved after regular movement and combat and before exploitation.

14.88 A unit in a hex containing jungle, mountain, swamp or jungle/mountain may not be overrun. Units in capitals, objective hexes and bridgeheads may be overrun, if all other requirements are met.

EXAMPLE: A Russian 4-3 armor unit and 3-2 infantry unit, supported by five Russian air factors, overrun a Japanese 1-2 infantry unit. The Russian player wishes to overrun a second Japanese 1-2 infantry unit, but can no longer use the 4-3 armor unit or the 3-2 infantry unit for this purpose because they would not have sufficient movement factors. The Russian player may move a second 4-3 armor unit (14.85) through the hex which contained the first Japanese 1-2 infantry unit, then execute the second overrun using the second 4-3 armor unit and eight additional Russian air factors.

14.9 MOVEMENT FROM ONE FRONT TO ANOTHER:

Ground and air units which move from one front to another must abide by all rules pertaining to the front they enter, including restrictions arising out of the option selected on that front. Units which move to a front boundary to attack an enemy unit across the front boundary, whether by offensive or attrition combat, are moved according to the option employed on the front in which the enemy unit is located.



15. THE OFFENSIVE OPTION - COMBAT

15.1 GENERAL: During the combat phase of an offensive option, the following sequence is followed:

15.11 The attacker announces all air and naval missions except for those launched from carriers (26.311, 27.44) and air missions which may take place during exploitation, and places his air and naval units accordingly. Counter-interceptions of defensive naval interceptions by the attacker's uncommitted air and naval units are not offensive missions, and are not announced at this time.

15.12 Counterair missions (26.43) and land-based air attacks on naval units in port (26.452) are resolved. Some counterair and patrol missions may already have been resolved during the movement phase (14.3, 27.319). At this stage, the attacker is not committed to any specific ground attacks.

15.13 The defender announces any allocation of defensive air support (26.51) to ground units and any naval interceptions (27.5) of the attacker's naval missions. Naval forces which successfully intercept may be assigned defensive air cover (26.52).

15.14 The attacker announces any interception of defensive air support by land-based air units (26.44) and any naval counter-interception of the defender's naval interceptions. Counter-intercepting forces may be assigned air cover (26.46). Combat arising from counter-interceptions, then interceptions, including land-based air attacks on naval units at sea (26.453, 27.5631), are resolved.

15.15 Successful sea transport missions (27.42) are concluded, and all the attacker's carrier air missions (26.311, 27.44), including ground support (26.4212), interception of enemy defensive air support (26.445), and attacks on bases (26.45281B), are first announced and then resolved. All air combat arising from the interception of defensive air support is resolved.

15.16 The attacker carries out any airborne drops (24) he wishes to make.

15.17 The attacker announces and resolves all ground attacks he wishes to make, in whatever order he chooses, using the Combat Results Table (CRT). The attacker resolves each announced attack and, if desired, advances victorious units involved in that attack into hexes previously occupied by enemy units (15.5), before announcing and resolving his next attack. Seaborne invasions (27.43) are completed after all regular ground combat has been resolved. Once all attacks have been resolved, exploiting armor units are moved to breakthrough hexes (15.62). All the attacker's naval missions, including patrols, are now completed and the naval units employed return to port. Any of the defender's forces still at sea on patrol also return to base.

15.18 Exploitation movement (15.65) by exploiting armor units takes place. Airborne drops and offensive and defensive air (but not naval) activity by uncommitted air units may again take place. Exploitation attacks are resolved (15.66).

15.19 The combat capabilities of air, naval and airborne units are dealt with in greater detail in the rules relating to those units.

15.2 DETAILS OF GROUND COMBAT:

15.21 The attacker may attack with all, some or none of his ground units which are adjacent to or, in the case of airborne units, on top of, enemy ground units (EXCEPTION: Replacement counters, even when adjacent to the enemy, may not attack except as part of a "CA" result). An attacker is never forced to attack except when he has invaded a defended hex, has made an airdrop on top of an enemy ground unit, has received a "CA" result from a defender's counterattack, or has had an attempted overrun thwarted by enemy defensive air support (14.821).

15.211 Attacks from the mapboard into a mapboard box, and vice-versa, are not allowed. Ground combat within the Australia and India boxes is resolved by attrition (57.3, 58.3).

15.22 DEFENSE MULTIPLIERS (DMs): The attacking strength of a unit is always equal to its printed combat factor. The defensive strength of a unit equals its printed combat strength times its net DM. While the defensive strength of units may be increased (15.23) or decreased (15.24), according to terrain and other factors, units never defend at less than face value. All positive and negative DMs are taken into account in determining the net DM for defending units (15.26).

15.23 POSITIVE DMs: Units receive a positive DM (their defensive strength is increased) as follows:

A. Defending units receive a basic +2 DM, regardless of terrain.

B. Units defending against seaborne invasion receive a +1 DM, even if some of the attacking units are attacking from adjacent land hexes or are dropped airborne units (EXCEPTION: Units defending against seaborne invasion do not receive a +1 DM if at least half the invading ground factors are marines - 24.8).

C. Units defending against attack from across a river or crossing arrow receive a +1 DM. This is negated if some of the attacking units attack from a hex which is not across a river or crossing arrow. An airborne drop onto the defending units similarly negates the terrain advantage of a river or crossing arrow.

D. Units defending in a jungle, mountain or swamp hex receive a +1 DM. Units defending in a jungle/mountain hex receive a +2 DM (EXCEPTIONS: Japanese units attacked by Australians (Allied variant 7) and Chindits (Allied variant 8)).

E. Allied units in Singapore defending against a seaborne invasion while Singapore is a fortress receive a +2 DM in addition to the normal +2 DM received by defending units and the +1 DM received by units attacked by seaborne invasion. Units in Singapore attacked from the landward side or by airdrop do not receive the +2 DM associated with fortresses (EXCEPTION: Allied variant 1).

F. Japanese units defending in a hex containing a fortification counter receive a +1 DM.

15.24 NEGATIVE DMs: Ground units are subject to a -1 DM as follows:

A. Infantry and replacement units attacked by exploiting armor, unless defending in a capital, objective hex or bridgehead. Partisans, marines, airborne units and armor (subject to 15.241) are not subject to a -1 DM when attacked by exploiting armor.

B. Nationalist Chinese units defending outside China, unless the Chinese resistance level is +1 or greater. In contrast to *ADVANCED THIRD REICH*, minor country units in the Pacific theater are not subject to a -1 DM when defending outside their home country.

C. Western Allied infantry and replacement units on the turn of a Japanese surprise attack (66.2) and Nationalist Chinese ground units if the Chinese Resistance level is -3 or lower.

15.241 Partisans are never subject to negative DMs. Armor treated as infantry (23.2) because they are in jungle, mountain, swamp or jungle/mountain hexes (4.431), or because of supply problems (29.52B, 29.531) or an oil shortage (30.2D) are subject to negative DMs in the same manner as infantry.

15.25 DMs, both positive and negative, also apply to units which are being overrun (14.8).

15.26 CUMULATIVE EFFECTS OF DMs: Units may be subject to positive and negative DMs for more than one reason in a single turn. Such effects are cumulative, but no unit ever defends at less than face value.

EXAMPLES: A 2-3 armor unit is attacked on clear terrain. It receives a +2 DM (15.23A) - its defensive strength is four.

A 3-2 infantry unit on clear terrain is attacked across a river by exploiting enemy armor. It receives a +2 DM (15.23A), a +1 DM (15.23C) and a -1 DM (15.24A), for a net DM of +2 - its defensive strength is six.

A 2-2 Chinese infantry unit on clear terrain in Burma while the Chinese resistance level is zero is attacked by exploiting armor. It receives a +2 DM (15.23A), a -1 DM (15.24A) and a -1 DM (15.24B), for a net DM of zero. Its defensive strength is two, since a unit never defends at less than its printed combat strength (15.22).

A 4-3 Russian armor unit and a 3-2 Russian infantry unit on clear terrain are attacked by exploiting armor. Both Russian units receive a +2 DM (15.23A), but the 3-2 infantry unit receives a -1 DM (15.24A), so the total defensive strength of the Russian units is eleven.

15.3 All defending ground units in a hex must be attacked collectively. The combat factors of the defending units are added together, as if they were one unit. The attacker may not attack them separately.

15.31 If the attacker has more than one ground unit in a hex, they need not all attack the same enemy hex. For example, one ground unit could attack in a northeasterly direction while another attacked to the southeast, or did not attack at all.

15.32 An attacking ground unit may not split its combat factor and make two or more separate attacks. The entire combat factor must be applied to one attack.

15.33 Attacking units in a single hex may attack enemy units located in two or more hexes in a single attack. All the attacking units must be adjacent to all the defending units involved in the attack. In

such an attack, air units conducting ground support or defensive air support may be placed on any of the hexes being attacked. Similarly, an airborne unit may airdrop on any one of the enemy hexes and participate in such an attack (24.2).

15.34 Attacking units in a single hex may attack defending units on hexes which are on different fronts in a single attack (15.33), provided the attacker has paid the BRP cost of the attack for both fronts, either by declaring an offensive option or paying for a limited offensive operation for each front. A limited offensive on one or both fronts would have to include the attacking units. It is conceivable the BRP cost for the attacking units would have to be paid twice.

15.35 A ground unit may only be attacked once during the regular combat phase (EXCEPTIONS: A "CA" dictated by the CRT, and a Western Allied/Russian attack against the same hex - 50.3). This does not preclude a second attack against a defending unit during exploitation.

15.36 If, following an attrition option retreat, the defender has more than two units stacked on an attacked hex in excess of the normal stacking limit (10.1), only two of those units may defend. The defender determines which two. The excess units, while they are not counted for defense, are eliminated along with the defending units on a "D" result, and, unless the attacker had the smaller force and at least one defending unit survived, are eliminated by an "Ex" result. The excess units are disregarded in determining the attacker's losses after an "Ex" result and the odds of a counterattack, although they would share the fate of the defending units if the defender were forced to counterattack.

15.361 The provisions of 15.36 do not apply where excess stacking is permitted (bridgeheads, marines, airborne units).

15.37 Only two ground units may attack from any one hex (EXCEPTIONS: Armor units on a breakthrough hex (15.663), marines, airborne units).

15.38 When all preparations for attack and defense are complete, each attack is resolved. The attacker calculates the strength of his attacking force, including air factors from ground support air missions and fleet factors from shore bombardment. The defender calculates the strength of his defending force, including defensive air support, taking into account the net DM due to terrain and other factors (15.23, 15.24). The total attacking and defending strengths are expressed as a ratio (fractions are ignored), one die is rolled and the appropriate odds column on the CRT is consulted. The attacker may not select a column on the CRT which is lower than the actual odds. Attacks greater than 5-1 are allowed, but the 5-1 column is used to resolve the attack. Similarly, attacks at less than 1-4 are allowed, but these automatically result in the elimination of the attacker without loss to the defender.

EXAMPLES: 20 factors attacking 10 would be a 2-1 attack; 19 factors attacking 10 would be only a 1-1 attack; five factors attacking 13 would be a 1-3 attack.

15.4 COMBAT RESULTS TABLE (CRT):

| Combat Results Table - 15.4 | | | | | | | | |
|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 |
| 1 | Ex | Ex | Ex | Ex | Ex | Ex | Ex | Ex |
| 2 | A | Ex | Ex | CA | CA2 | CA2 | CA3 | D |
| 3 | A | A | CA | CA | CA2 | CA3 | D | D |
| 4 | A | A | A | Ex | CA1 | D | D | D |
| 5 | A | A | A | A | D | D | D | D |
| 6 | A | A | A | D | D | D | D | D |

15.41 COMBAT RESULTS:

A: ATTACKER ELIMINATED: All attacking ground and air units are eliminated. Fleets conducting shore bombardment are eliminated at the rate of one fleet factor for every three fleet factors used (27.415). Fleets carrying ground units for a failed invasion are unaffected and return to port. CVEs providing ground support are eliminated at the rate of one CVE factor for every three CVE factors used (26.4213).

D: DEFENDER ELIMINATED: All defending units, including air units flying defensive air support, are eliminated.

Ex: EXCHANGE: The side with fewer combat factors loses its entire force. The larger side removes at least an equal number of factors. The attacker must match the value of the defender's units as reflected by their net DM if the exchange occurs during the attacker's combat die roll. If the exchange arises out of a counterattack, DMs are disregarded, as the defender no longer receives any advantage for defending. Fleet factors which are conducting shore bombardment are eliminated at the rate of one fleet factor for every three fleet factors used (27.415). CVEs providing ground support are eliminated at the rate of one CVE factor for every three CVE factors used (26.4213).

EXAMPLE: The defending force is a 3-2 infantry unit receiving a +2 DM, together with one air factor of defensive air support. The attacking force consists of 10 factors. The combat odds are 1-1 and an "Ex" result occurs. The attacker must remove at least seven factors to match the defender's losses. The attacker would remove more than seven factors if he could not exactly match the defender's losses, or if he wished to do so in order to preserve certain attacking units (as where the attacking force consisted of two 4-3 armor units and a 2-2 airborne unit).

CA: COUNTERATTACK: All of the defender's units must immediately attack all units which originally attacked them. The basic combat factors involved are compared, the die rolled and the appropriate odds column on the CRT consulted. During counterattacks, all DMs are disregarded. Both the original attacker's and the original defender's units employ their basic combat strength. If the die roll for the counterattack yields a "CA" result, the original attacker attacks again and all DMs again apply (i.e., the original attack is repeated). When the defender counterattacks, an "A" result eliminates the original defender and a "D" result eliminates the original attacker. If the defender is forced to counterattack at less than 1-4 odds he is automatically eliminated without the need for a die roll.

CA1: COUNTERATTACK AT 1-1 ODDS: The defender counterattacks as above, but rolls on the 1-1 column of the CRT regardless of the relative strength of the forces involved.

CA2: COUNTERATTACK AT 1-2 ODDS: The defender counterattacks as above, but rolls on the 1-2 column of the CRT regardless of the relative strength of the forces involved.

CA3: COUNTERATTACK AT 1-3 ODDS: The defender counterattacks as above, but rolls on the 1-3 column of the CRT regardless of the relative strength of the forces involved.

15.42 Neither side may bring additional forces to bear during counterattacks, even if unused forces are adjacent to the attacked hex.

15.43 No battle may end with a counterattack result. Each battle must ultimately end with an "A", "D" or "Ex" result.

15.44 If a 2-1 attack results in a "D" result on a 1-1 "CA" (a die roll of "4" followed by a die roll of "6"), the original attacker's losses are limited to the modified value of the defender's units. The defender does not suffer any losses (i.e., an "Ex" result, but without any defender losses, occurs).

15.5 ADVANCE AFTER COMBAT: Whenever combat results in the elimination of the original defender's ground units, the original attacker's surviving ground units may advance, subject to stacking limits, into the hex(es) previously occupied by the defender. The

attacker decides which units, if any, he wishes to advance immediately after resolving the attack, before he resolves any other attacks.

15.51 Unsupplied ground units may not advance after combat. Exploiting armor units may be prohibited from advancing after combat in certain situations (15.67). Airborne units which have been airdropped may only attack the units on which they have been dropped and thus may not advance after combat (24.2).

15.52 The attacker may place a bridgehead in a hex occupied after combat, if otherwise allowed to do so (28).

15.53 If two or more allies had ground forces participating in an attack and they are unable to agree as to which of them will control the vacated hex, neither may advance units into the vacated hex.

15.54 The original defender may never advance after combat, even if he wins a counterattack.

15.6 BREAKTHROUGHS AND EXPLOITATION:

15.61 CREATING A BREAKTHROUGH: Whenever the attacker's ground units include at least one supplied armor unit, and any attacking ground unit survives (it need not be an armor unit) and advances into the defender's hex (an airborne unit dropped on the defender's hex does not meet this requirement), a breakthrough results. The defender's hex becomes a "breakthrough hex". A single attack against more than one defending hex may create two or more breakthrough hexes.

15.611 Because armor units lose their mechanized capabilities when they enter jungle, mountain, swamp or jungle/mountain hexes (4.431), breakthroughs may not take place from such hexes.

15.62 EXPLOITATION: Armor units which were, at the moment of combat, adjacent to or stacked with any unit which attacked a breakthrough hex are eligible to exploit and may be placed on that breakthrough hex after all normal ground combat has been resolved. Exploiting armor units are placed on a breakthrough hex without regard to available movement factors or stacking limits.

15.63 To be eligible for exploitation, an armor unit must have been supplied from an unlimited supply source during the initial supply determination phase of the current player turn and may not have attacked during the combat phase in which the breakthrough is created. Armored units which attacked the breakthrough hex to create the breakthrough are ineligible for exploitation and may not move or attack during exploitation.

15.631 AIRBORNE DROPS: Airborne units may conduct airdrops during exploitation even if no breakthroughs occurred and no armor units exploit. An airborne unit may thus airdrop into a hex which has been cleared by regular ground attacks. An airborne unit which attacked or airdropped during the regular combat phase may not airdrop during exploitation.

15.64 Units belonging to a major power which selected a pass option on a front in which an ally created a breakthrough may not exploit their ally's breakthrough, even if the units would only move over controlled hexes and would not move adjacent to enemy units.

15.65 MOVEMENT OF EXPLOITING ARMOR UNITS: Once all regular combat has been resolved on all fronts, exploiting armor units may remain in a breakthrough hex or move from a breakthrough hex as set out below. Exploiting armor units may enter enemy-controlled hexes, move backwards through friendly hexes, or both, subject to the following restrictions:

15.651 The first exploiting armor unit may move into a hex adjacent to the breakthrough hex.

15.652 A second exploiting armor unit may move one hex from the breakthrough hex, using a different route from that used by the first exploiting armor unit, or it may exactly duplicate the route of the first exploiting armor unit and then, if it is able to do so, move one additional hex.

15.653 A third exploiting armor unit may move one hex from the breakthrough hex, using a different route from that used by the first two exploiting armor units, or it may duplicate the route of the first,

second, or first and second, exploiting armor units and then, if it is able to do so, move one additional hex.

15.654 This process is repeated indefinitely, until all exploiting armor units have moved. Movement from the location of other exploiting armor units is subject to the same restrictions as movement from the breakthrough hex itself. In no circumstance may an exploiting armor unit exceed its movement factor. Terrain (4.431), the presence of an enemy ZoC and the execution of overruns restricts movement during exploitation in the same manner as during regular movement.

15.655 THE CHAIN OF EXPLOITING ARMOR UNITS: At the end of all exploitation movement, a chain of exploiting armor units must exist. Each exploiting armor unit must be adjacent to the breakthrough hex or another exploiting armor unit, and armor units which moved more than one hex must have followed the path of other exploiting armor units.

15.656 A player is not required to move exploiting armor units in sequence, as long as a chain of exploiting armor units is formed at the end of exploitation movement. Two exploiting armor units may thus be moved together in order to execute an overrun (14.8). An exploiting armor unit may move several hexes, wait to be joined by another exploiting armor unit, then complete its movement (14.65). Two exploiting armor units may execute an overrun, wait for a third armor unit to move to the hex they occupy, then continue movement, leaving the third armor unit to form the first link in the chain. While the movement of armor units during exploitation is flexible, the chain of exploiting armor units must always be preserved and armor units may never exceed their movement factors.

15.657 The chain created by the movement of exploiting armor may not be broken by advances after exploitation combat (15.67). The elimination of exploiting armor units in combat, after the completion of exploitation movement, has no adverse effect on other exploiting armor units, even if the chain is broken.

15.658 EXPLOITATION INTO OTHER FRONTS: Exploiting armor units may not cross a front boundary, because the boundary between the Pacific front and the Asian and Southeast Asian fronts runs along coastlines and water, and the boundary between the Asian and Southeast Asian fronts is blocked by terrain which prohibits exploitation (EXCEPTION: Units may exploit from Hanoi/Haiphong into the Chinese hex to the northeast).

15.659 Exploiting armor units which move up to, but not across, a front boundary may make exploitation attacks across the front boundary only if an offensive option had been selected on the other front, and could not engage in attrition or limited offensive combat on another front.

15.66 EXPLOITATION ATTACKS: The only units which may engage in exploitation attacks are exploiting armor units, airborne units which airdrop during exploitation (whether or not armor units are exploiting on that front) and air units which provide ground support for such attacks. Other units, even if they did not attack earlier in the turn, may not attack during exploitation, nor may armor units which have their mechanized component temporarily negated (23.2). Air units which provide ground support for exploitation attacks may not have flown previously during the game turn, and airborne units which airdrop may not have airdropped, moved or engaged in combat previously during the player turn.

15.661 All exploitation movement must be completed before exploitation attacks are announced and resolved. After movement, the attacker announces his ground support missions. The defender then elects to commit unused air units for defensive air support, the attacker decides whether to intercept the defensive air support with unused air units, and any air combat which results is resolved. The attacker then makes his airdrops and exploitation ground combat is resolved on the CRT.

15.662 No naval missions and no air missions, other than ground support, defensive air support and interceptions, may be conducted during exploitation.

15.663 ATTACKS FROM THE BREAKTHROUGH HEX: All exploiting armor units which remain in a breakthrough hex may attack out of the breakthrough hex into adjacent hexes. The normal limit of two ground units attacking out of a hex does not apply in this situation.

15.67 ADVANCE AFTER COMBAT DURING EXPLOITATION: Exploiting armor units which are victorious in exploitation combat may advance to occupy the defender's hex, provided this does not break the required chain of exploiting armor units (15.655). Advance after exploitation combat is permitted if the defender's hex is adjacent to the previous unit in the chain. Advance after combat may not leave a more distant unit disconnected from the chain. The chain may thus be reconstituted by a lateral advance after combat, but at the end of exploitation the attacker must still be able to trace a chain in the same manner as after exploitation movement.

15.7 STACKING LIMITS: Overstacking is permitted only on breakthrough hexes, and only during exploitation movement and combat. After combat resolution, post-combat advance and SR, the normal stacking limits apply to all exploiting armor units, including those still in a breakthrough hex. If a breakthrough hex is overstacked after SR is completed, the attacker must eliminate excess units of his choice. Exploiting armor units that move from the breakthrough hex are subject to normal stacking limits on other hexes, including other breakthrough hexes, and may not be overstacked at the end of exploitation movement (EXCEPTION: Bridgeheads - 28).

15.8 SUPPLY: In the game turn following exploitation, and only in that game turn, exploiting armor units are automatically in supply and need not trace a supply line (29.552), but this special supply status is lost if the armor unit is SRed (29.554).

15.9 BREAKTHROUGHS AGAINST VACANT HEXES: Breakthrough and exploitation may occur without a defending ground unit being eliminated from the breakthrough hex only as a result of a seaborne invasion (27.43) of a hex by more than one armor unit. One armor unit is required to "attack" and occupy the undefended hex in order to create a breakthrough. Armor units held in reserve during the invasion may then exploit from the breakthrough hex. This procedure is permitted even if the invasion hex was under friendly control, and even if enemy units were adjacent to the hex. Breakthroughs against vacant hexes are otherwise prohibited.



16. THE ATTRITION OPTION

16.1 ATTRITION MOVEMENT: During attrition options, ground units move in the same manner as during offensive options (EXCEPTION: During attritions, overruns (14.8) are not permitted).

16.11 ATTRITION COMBAT: Attrition combat differs from offensive option combat. At the end of the regular combat phase, the attacker totals the number of ground factors he has in contact (if any) with adjacent enemy ground units on the front in question. Unsupplied units are included, as are units on other fronts which are in contact with enemy units on the attritioned front, unless those units are participating in attrition or offensive combat on their own front. Units which took part in limited offensive attacks (17) or offensive or attrition attacks on another front are not included in the attrition total, nor are replacements or units which are in contact only with

enemy units on another front or across all-water hexsides, unless a crossing arrow is present. The attacker must count all eligible ground units in his total.

16.12 Combat within the Australia and India boxes is resolved by attrition, independently of other attrition combat on the Southeast Asian front (57.3, 58.3).

16.2 Units of all allies participating in an attrition are totalled together for one attrition die roll. Similarly, all units engaged in attrition combat against units of enemy allies are totalled and a single attrition die roll is made. Nationalist and Communist China are not considered to be allied unless the Chinese Resistance level from the previous Chinese player turn was +2 or greater (49.5), nor are the Western Allies and Russia. Thus Nationalist and Communist China normally make, and are subject to, separate attrition die rolls.

16.3 ATTRITION TABLE: The attacker rolls one die and consults the appropriate column on the Attrition Table. The result indicates the number of ground unit counters ("C") which the defender must lose and the number of hexes ("H") which he must give up to the attacker.

16.4 ATTRITION COMBAT RESULTS - COUNTERS: The

| Attrition Table (Asia) - 16.3 | | | | | | | |
|-------------------------------|------|-------|-------|-------|-------|-------|-------|
| | 1-10 | 11-20 | 21-30 | 31-40 | 41-50 | 51-60 | 61+ |
| 1 | 1C | 2C | 3C/1H | 4C/1H | 5C/2H | 6C/2H | 7C/2H |
| 2 | 1C | 2C | 3C | 4C/1H | 5C/1H | 6C/2H | 7C/2H |
| 3 | - | 1C | 3C | 4C | 5C/1H | 6C/1H | 7C/2H |
| 4 | - | 1C | 2C | 3C | 4C | 5C/1H | 6C/1H |
| 5 | - | 1C | 2C | 3C | 3C | 4C | 5C/1H |
| 6 | - | - | 1C | 2C | 3C | 4C | 4C/1H |

defender first chooses which unit counters he will lose and returns them to his force pool. He may not choose to lose more units than the number called for. If he does not have enough ground units on the attritioned front to satisfy the losses, he loses what ground units he has and disregards the remainder. Air and naval units may not be taken as attrition losses.

16.41 Ground units removed to satisfy attrition losses must belong to a defending country which has at least one ground unit in contact with the enemy somewhere on the attritioned front, although the eliminated units themselves need not be in contact with enemy units. Ground units of minor countries associated with or allied to a defending major power may be taken as losses, provided the minor country in question has at least one ground unit in contact with the enemy. Partisans are considered to belong to the major power which paid for their construction and may be taken as losses. Attrition losses resulting from an attrition directed solely against partisans may be taken from units belonging to the partisans' constructing major power. Units which are in a mapboard box (4.9) may not be taken as attrition losses (EXCEPTIONS: Attrition combat in the Australia and India boxes - 57.3, 58.3).

16.42 If defending allies cannot agree on which units to lose, they split the losses with the odd unit, if any, coming from the nation with the larger number of ground factors in contact with the enemy on the attritioned front. Ties are resolved by a die roll.

16.5 ATTRITION COMBAT RESULTS - HEXES: After the defender has eliminated the required units, the attacker selects one or more hexes for occupation as allowed by the attrition die roll. The attacker may not occupy a capital, objective, bridgehead, fortress, fortification, jungle, mountain, jungle/mountain or swamp hex, or a hex which may only be occupied through a hexside containing a river or crossing arrow (EXCEPTION: Partisans and Japanese ground units may occupy jungle hexes as a result of attrition).

16.51 If attacking allies cannot agree on which hexes are to be gained, they split the rewards with the nation having the larger number of ground factors in contact with the enemy on the attritioned front getting first choice. Ties are resolved by a die roll.

16.52 Hexes selected for attrition occupation must contain an enemy ground unit and must be adjacent to an attacking ground unit which is eligible to advance. Replacements and units which are unsupplied at the start of their turn are not eligible to advance.

16.53 A hex from which the defender has taken all the attrition losses inflicted on him by the attacker's attrition die roll for that front may not be selected by the attacker for attrition occupation, even if the defender has units remaining in the hex after taking the losses.

EXAMPLE: The Japanese player has two 3-2 infantry units and a 1-2 airborne unit in a key hex. The Allies make an attrition die roll in the "21-30" column. If the die roll is a "1" (a "3C/1H" result), the Japanese player may retain control of the key hex by eliminating all three units in the hex.

16.54 The attacker must advance at least one adjacent ground unit into each selected hex. If the attacker is unable or unwilling to advance into an enemy-occupied hex, he may not select that hex for attrition occupation. The defender retreats his unit(s) one hex from the selected hex(es). The defender may not retreat into a hex which the attacker will vacate to make his advance, nor into a hex occupied by any enemy ground, air, naval or airbase counter, bridgehead, artificial port, fortification or rocket base, nor into a hex from which his units are prohibited, nor into another hex selected by the attacker for attrition occupation. If forced to do so, the defender may overstack, enter an enemy ZoC or enter an enemy-controlled hex. The defender must, if possible, overstack rather than enter an enemy ZoC; and must, if possible, enter an enemy ZoC rather than an enemy-controlled hex. Entry into an enemy-controlled hex is permitted only if no other alternatives exist.

16.55 Once the attacker has designated all the hexes he wishes to occupy as a result of the attrition die roll, the defender vacates all the designated hexes simultaneously. The attacker then simultaneously occupies all the designated hexes. This process is not carried out one hex at a time; all hexes must be vacated before the attacker advances to occupy any of the vacated hexes. The attacker need not select all, or any, of the hexes to which he is entitled by an "H" attrition die roll result. His forces may remain in their positions.

16.56 If the defender overstacks when retreating, he has until the end of his next movement phase to meet stacking limits. If he fails to remedy the overstacking, he must eliminate excess units of his choice.

16.57 Defending units are eliminated if they are required to retreat by attrition combat and are unable to do so because they are totally surrounded by enemy units, friendly units with which they may not stack, prohibited hexes, including other hexes selected for attrition occupation, or impassable hexsides.

16.58 Air or naval units which are based in hexes occupied by enemy units as a result of attrition combat are displaced to the nearest friendly base. Air units are eliminated only if no other friendly air bases exist within six hexes (26.24); naval units are eliminated only if no other friendly ports exist within twenty hexes (27.26). Displaced naval units are subject to interception (27.262).

17. LIMITED OFFENSIVES

17.1 A major power taking an attrition option on a front may conduct one or more of the following offensive operations at the indicated BRP cost:

17.2 GROUND COMBAT: Engage in offensive ground combat, at a cost of one BRP per attacking ground factor.

17.3 AIR MISSIONS: Counterair enemy air units, provide ground support for ground attacks, intercept enemy defensive air support,

attack enemy naval bases or provide air cover, at a cost of one BRP for every attacking army air factor or every three land-based naval air factors (round fractions up).

17.4 NAVAL MISSIONS: Conduct patrols, carry out sea transport, invasion and shore bombardment missions, attack enemy bases, provide ground support or intercept enemy defensive air support, at a cost of one BRP per three naval factors used (round fractions up). There is no additional BRP cost for the naval air factors used.

17.5 If an invasion is conducted against an undefended beach hex, the attacker pays only the BRP cost of the naval units he employs. If the beach hex is defended and combat occurs, the attacker must also pay the BRP cost of the units which attack the defenders.

17.6 No more than 14 BRPs may be spent on limited offensive operations on any one front, whether by one or more major powers. Operations beyond this limit require a normal offensive option.

17.61 If two major powers cannot agree on how to limit the forces involved in limited offensive operations, neither major power may spend more than seven BRPs. If three major powers cannot agree, none may spend more than four BRPs.

17.7 A player indicates which units will be employed in limited offensive operations and pays the BRP cost for such operations when he actually carries out the operation in question. Attrition combat is resolved at the end of the regular combat phase, after all limited offensive operations have been carried out.

EXAMPLE: A player wishes to carry out an invasion against an undefended beach hex (using a 9-factor fleet and a 1-2 infantry unit) and a ground attack (using six ground factors) on a front on which he selected an attrition option. During the combat phase, the player announces his naval mission and pays three BRPs. Before any limited offensive ground attacks are announced, the defender would decide whether to fly defensive air support, just as in an offensive option. If he does, the attacker may intercept with available air units, paying the required BRP cost at that time. After any air combat, the attacker would announce his ground attack and pay six BRPs. If the attacker intercepted defensive air support with more than five air factors, the number of ground factors which could attack would be reduced accordingly, as a total of no more than 14 BRPs could be spent on limited offensive operations on that front.

17.8 A limited offensive operation may not be conducted on a front where an active ally has selected an offensive option (13.5).

17.9 Contested invasions are permitted during limited offensives, but overruns, breakthroughs, exploitation and airborne drops are not. Ground units which engage in combat during a limited offensive or are adjacent only to enemy units subject to such attack are not counted toward the attrition level for that front.

18. THE PASS OPTION

18.1 During a pass option, all offensive operations are prohibited. Only defensive air and naval operations are allowed. Movement is restricted as follows:

18.2 GROUND UNITS: Ground units may only move over already controlled hexes. Ground units may not move into enemy-controlled hexes, even if vacant and in a friendly ZoC. Ground units which are adjacent to an enemy unit may not move, even if the enemy unit is on another front. Ground units may not move into or through any hex which is adjacent to an enemy unit (4.44). "Enemy unit" includes ground, air and naval units, as well as partisans, airbase counters, bridgeheads, artificial ports, fortifications and rocket bases.

18.21 Ground units of a major power taking a pass option may enter hexes captured by an ally during the same movement phase, provided no other restrictions apply.

18.3 AIR UNITS: Air units may only stage over already controlled ground, water or part water, part neutral land hexes (26.21).

18.4 NAVAL UNITS: Naval units may change base only if no enemy air or naval units are capable of intercepting them (27.21).

18.5 OPERATIONS ON OTHER FRONTS: The above restrictions do not apply to ground or air units which change fronts during movement or which attack enemy units across a front boundary. The option selected on the front entered or attacked governs. A naval unit based on a front where a pass option has been selected may change base to a port on another front in order to carry out a mission from that port on the new front, even if it were subject to interception during its base change. Similarly, during the combat phase, a naval unit may move through sea hexes on a pass option front to conduct a sea transport, invasion or shore bombardment mission on another front. The hex receiving the naval action, including the port of debarkation for sea transport or the hex targeted by a carrier air mission, must be on the other front.



19. UNIT CONSTRUCTION

19.1 Each major power may construct units which are in its force pool as allowable builds, subject to its BRP spending limit (35) (EXCEPTIONS: Airborne units, marines, Japanese army air units converted to kamikazes and CVEs eliminated in the current game turn (24.4, 24.82, 26.841, 27.822), units voluntarily eliminated (14.11) or eliminated due to lack of supply (29.543) in the current player turn).

19.2 The construction costs for units in BRPs per combat factor are as follows:

- A. One BRP per factor: Infantry, replacements, naval air, submarines.
- B. Two BRPs per factor: Armor, partisans, ASW, SAC, interceptors.
- C. Three BRPs per factor: Army air, fleets, carriers, airborne, marines.
- D. Five BRPs per counter: Fortifications.

19.3 Units must be constructed and placed in their home country, on fully supplied hexes, not in an enemy ZoC, which were controlled by the constructing major power at the beginning of the player turn of construction. Units may not be constructed on hexes which were recaptured from the enemy until the turn following their recapture. Stacking limits must be observed during placement.

19.31 If two countries are not at war, units may be placed in a border hex despite the ZoC of a future enemy's armor unit.

19.32 For unit construction purposes, Korea is an integral part of Japan.

19.33 Australian and Indian units may be constructed either in Australian and Indian hexes or in the Australia and India boxes, respectively. American units are constructed in the U.S. box. **In a Global War game, U.S. forces may be constructed in either U.S. box.**

19.34 During the unit construction phase, the U.S. and Britain may construct armor and infantry units of varying denominations as set out in the Unit Conversion Table. Once ground units are constructed, they may only be broken down or combined in Pearl Harbor or

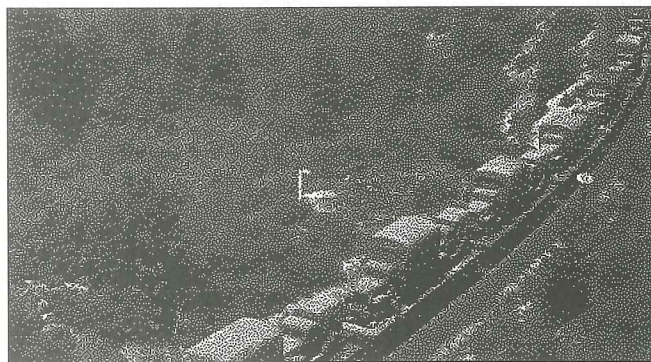
the U.S. box (American units), India box (British and Indian units) or Australia box (Australian units). Once eliminated, these units may be rebuilt in any denomination allowed by the Unit Conversion Table.

19.35 Britain may construct up to three BRPs worth of British infantry and replacements units (only) each turn in the India box. Air, naval, armor and additional infantry and replacement units constructed by Britain are considered to have been constructed in Britain, and arrive in the India box in the SR phase of the Allied player turn following the expenditure of BRPs for their construction. **In a Global War game, Britain may construct up to three BRPs worth of British infantry and replacement units (only) in Suez, Basra and the India box (in total - not three factors in each location). There is no limit on the number of Indian units which may be constructed in India each turn. British air, naval and armor units must be constructed in Britain or, if allowed, in Canada.**

19.36 In a Global War game, the restrictions of 19.34 also apply to Western Allied airborne units and Russian ground units. Russia may construct up to three BRPs worth of Russian infantry units (only) each turn in Siberia. Russian air, armor and airborne units must be constructed in European Russia, then SRed to the Urals box, then onto the *RISING SUN* mapboard. While in the Urals box, Russian ground units may be broken down as allowed by the Unit Conversion Table.

19.4 VOLUNTARY ELIMINATION OF BRPs: During the unit construction phase of a Global War game, a major power belonging to the coalition which moved second in the current game turn may voluntarily eliminate BRPs, usually to avoid an unwanted double move. Such voluntary elimination of BRPs does not count against that major power's spending limit (35).

19.41 SCORCHED EARTH: A major power which voluntarily eliminates BRPs may specify that the BRPs eliminated are those of a particular conquest or colony. The major power must have received the BRPs from the conquest or controlled the colony in the previous YSS, and may not have lost the BRPs for the conquest or colony since the previous YSS. Should the conquest or colony then be lost later in the year, no additional BRP losses are incurred. BRPs from minor allies, associated, economically penetrated or diplomatically co-opted minor countries, and friendly key economic areas may not be so designated. The designation of BRPs from a specific conquest or colony has no effect on control of that conquest or colony or on the BRP value of the conquest or colony in subsequent years.



20. STRATEGIC REDEPLOYMENT (SR)

20.1 After unit construction, each major power may redeploy a number of its and its active minor allies' (56.3H) units, moving them any distance. BRPs may also be SRed from one major power to another (20.6). Partisans and units belonging to associated minor countries may not be SRed. Each unit or 20 BRPs SRed costs one SR. The SR capacity of each major power is set out below. The number after the major power's name is the basic SR level of that major power. Possible reductions in the basic SR level are then detailed. The SR level of each major power is recalculated each turn.

20.11 JAPAN: 9. For every three BRPs lost to SW and raiders during the previous game turn, the Japanese SR level is reduced by one,

to a maximum per turn reduction of four. In addition, each turn oil supplies are interrupted, the Japanese SR level drops by one (30.4).

20.12 UNITED STATES: The U.S. is allowed one SR for every 20 BRPs in its current base. For every three American BRPs lost to SW and raiders during the previous game turn, the U.S. SR level is reduced by one. The U.S. SR level cannot be reduced below half its normal value (rounded up).

EXAMPLE: In Summer 1942, the U.S. BRP base is 205. This would give the U.S. ten SRs, but during the Spring 1942 SW resolution phase, Japanese submarines eliminate eight American BRPs, reducing the U.S. SR level by two. The U.S. SR level in Summer 1942 would be eight.

20.13 UNITED STATES - GLOBAL WAR: In a Global War game the U.S. has a worldwide SR level, which is similarly derived from its current total BRP base. Each turn, no more than two-thirds (rounded up) of the U.S. SRs may be used in one theater. This limit applies throughout the game, whether the U.S. is at war in one, both or neither theater, and also applies to American initial deployments (20.724). The American worldwide SR level may be reduced by Axis SW and raiders as described in 20.12.

20.14 BRITAIN: 3. This limit applies to British SRs in the Pacific, and is distinct from British SRs in Europe in a Global War game.

20.15 RUSSIA: 3. This limit applies to Russian SRs in the Pacific, and is distinct from SRs between European Russia and Siberia in a Global War game.

20.16 CHINA: 2.

20.17 SRs are not transferable from one nation to another and may not be accumulated from one turn to the next. When a unit is sea escorted by an ally's fleet factors, the SR is charged against the nation SRing the unit, not the nation providing the sea escort.

20.2 RESTRICTIONS ON SRs: Units SRed by land may move only over controlled, fully or partially supplied hexes (including hexes controlled by an ally, with that ally's permission). Ports must similarly be supplied before units may SR into or through them. Subject to the restrictions of 20.22, units may SR into and through hexes acquired during the preceding movement or combat phase if the hexes are fully or partially supplied during the post-combat adjustment phase which precedes the SR phase.

20.21 Air units may SR from an unsupplied airbase, but only to a fully supplied airbase. Similarly, naval units may SR from an unsupplied port, but only to a fully supplied port. In either case, the new base must be controlled by the SRing major power or an ally.

20.22 Any SRed unit (ground, air, naval or airbase counter) may not pass adjacent to any enemy unit, including a ground, air, naval or partisan unit, an airbase counter, bridgehead, artificial port, fortification or rocket base, during its SR, nor may it begin or end its SR adjacent to an enemy unit. A unit is not "adjacent to an enemy unit" if the enemy is a future enemy, not yet at war (see also 4.44). Units being SRed by sea may pass by or through hexes containing enemy units (EXCEPTION: The Strait of Malacca - 20.4), although they may not begin or end the sea portion of their SR in a port adjacent to an enemy unit (27.66).

20.23 Units may be SRed in any order, to avoid the risk of overstacking at the end of the SR phase. All naval SRs open to interception by enemy units (20.8) must be indicated to the opponent before any SRs are made, after which they may be attempted in any order. Naval SRs to the same destination port may be made together for protection against enemy interception. A unit which is SRed may not be used to cover the SR of other units in the same SR phase (20.86) (EXCEPTION: 20.843).

20.3 Ground units may not cross any all-water hexside during SR without sea escort (27.6) (EXCEPTIONS: Crossing arrows, SRs onto the mapboard, including American initial deployments (20.76), and SRs between mapboard boxes (20.53)).

20.31 Air units may SR over water only by the use of sea escort or

by tracing a path of no more than six hexes from a controlled air base to another supplied, controlled air base on the far shore. They may cross a total of more than six water hexes in this manner by using a chain of air bases no more than six hexes apart. Naval air units may use supplied, controlled one-hex islands for this purpose. Air units may SR over partial land-sea hexes unless the land portion of the hexes is enemy-controlled.

20.32 Airborne units SR as ground units. Their airdrop ability may not be used during SR.

20.4 Naval units moving by SR and fleets performing sea escort are not limited in range, although they may not cross more than ten sea hexes without reaching a controlled, fully-supplied port or one-hex island (27.3611D; EXCEPTION: The Aleutian islands - 27.3612). Naval SR through the Strait of Malacca (EE17) is allowed only if Singapore is controlled by friendly forces. Naval SR may not pass through straits containing crossing arrows if either of the land hexes of the strait is controlled by hostile or neutral forces (27.231).

20.5 OFF-BOARD SRs: Off-board SRs in a Global War game are governed by the applicable rules in *ADVANCED THIRD REICH*.

20.51 In addition:

20.511 AUSTRALIA BOX: Ground and air units may SR to and from the Australia box via the Australian hexes adjacent to the southern edge of the mapboard. Naval units may SR between the Australia box and Darwin or Cairns via hexes NN7 (west map) and NN24 (east map) on the southern edge of the mapboard. Allied units may SR between the Australia and India boxes, and between the Australia and South Pacific boxes, without sea escort.

20.512 INDIA BOX: Ground and air units may SR to and from the India box via the Indian hexes adjacent to the western edge of the mapboard. Naval units may SR to and from the India box and Colombo or Madras via hex CC26 on the western edge of the mapboard. Allied units may SR between the India and Australia boxes and between the India box and the *ADVANCED THIRD REICH* mapboard, without sea escort.

20.513 SOUTH PACIFIC BOX: Allied units may SR to and from the South Pacific box via the sea hexes in the southeastern corner of the mapboard adjacent to South Pacific box. Allied units may SR between the Australia box and the South Pacific box, and between the South Pacific box and the U.S. box, without sea escort. Initial deployments to the South Pacific box are governed by 20.723.

20.514 RUSSIA BOX: Russian units may SR to and from the Russia box via the Russian hexes on the western edge of the mapboard. The Russia box corresponds to the western (Urals) half of the *ADVANCED THIRD REICH* Siberia box.

20.515 Russia may SR one unit per turn to and from Kamchatka via hex A5.

20.516 In a Global War game, Western Allied units may SR between the U.S. (Atlantic) and U.S. (Pacific) boxes.

20.52 SRs TO AND FROM THE MAPBOARD:

20.521 SRs ONTO THE BOARD: Units SRed from a mapboard box onto the board do not require sea escort and incur no SR cost to the controlling major power unless the unit being SRed continues its SR on the destination mapboard past the following areas:

A. From the South Africa box to a western front port, Suez, Basra or Bushire.

B. From the South Pacific box to a port.

C. From the Urals box to Russian hexes along the eastern edge of the *ADVANCED THIRD REICH* mapboard or the western edge of the *RIISING SUN* mapboard.

D. From the India box to a hex in India, the South Africa box, Suez, Basra or Bushire.

E. From the Australia box to a hex in Australia.

20.522 SRs OFF THE BOARD: A unit SRed off the board to a mapboard box costs one SR. This is counted against the controlling

major power's SR limit for the mapboard containing the hex. SRs off the board to mapboard boxes may require sea escort (27.6) if the SR is across water. A unit SRed into a mapboard box must end the SR phase in that box.

20.53 SRs BETWEEN MAPBOARD BOXES: Units SRed between mapboard boxes do not incur an SR cost, do not require sea escort and must end the SR phase in their destination box.

20.531 FLEXIBLE DEPLOYMENTS: Flexible deployment SRs from the U.S. boxes to **either the South Africa or the South Pacific** box count against the American initial deployment limit.

20.54 INTERCEPTION PERMITTED: Naval SRs to and from mapboard boxes are subject to interception (20.8). Interception of such SRs may only take place in an on-board sea hex. SRs between mapboard boxes may not be intercepted.

20.6 BRP GRANTS: Each grant of 20 BRPs or fraction thereof from one major power to another counts as one SR against the granting major power's SR limit. BRP grants originate in any fully supplied, Allied-controlled hex in India and must be SRed normally to a hex in the recipient nation capable of receiving SR (EXCEPTION: This requirement does not apply to U.S. BRP grants to Britain).

20.61 INTERCEPTION OF BRP GRANTS PROHIBITED: BRP grants do not cross sea hexes and may not be intercepted (36.2).

20.7 INITIAL DEPLOYMENTS: Special rules apply to units in the U.S. box:

20.71 SRs from the U.S. box to the Pacific are termed initial deployments. The number of initial deployments allowed is limited to half (rounded up) of the current U.S. SR level.

20.711 Each grant of 20 BRPs or fraction thereof from the U.S. counts as one initial deployment, whether granted to Britain or China.

20.712 All units which SR from the U.S. box to the Pacific are counted as initial deployments. This includes naval units which have initially deployed and returned to the U.S. box, as well as units which have been eliminated and rebuilt in the U.S. box.

20.72 All initially deploying units must SR into a port capable of receiving SR (20.2) and must end their SR as follows:

20.721 If Pearl Harbor is unconquered: in Pearl Harbor.

20.722 If Pearl Harbor is conquered: the Aleutians, Christmas Island, the Society Islands or the Allied-controlled port closest to Hawaii.

20.723 Whether or not Pearl Harbor is conquered, in the South Pacific box after a one-turn delay.

20.7231 If the United States has a flexible deployment capability, some units may initially deploy from the U.S. to the South Pacific box without a one-turn delay.

EXAMPLE: Hawaii is under Japanese control. In Summer 1943, an American 3-2 infantry unit is constructed in the U.S. box. It can initially deploy to Tahiti or Dutch Harbor, arriving in the SR phase of the Allied Summer 1943 player turn, or to the South Pacific box, arriving in the SR phase of the Fall 1943 Allied player turn.

20.724 In a Global War game the U.S. has a worldwide initial deployment level equal to half (rounded up) of the current U.S. SR level. Each turn, no more than two-thirds (rounded up) of the U.S. initial deployments may be used in one theater. This limit applies throughout the game, whether the U.S. is at war in one, both or neither theater.

20.725 SRs from one U.S. box to the other in a Global War game do not count as initial deployments.

20.73 SEA TRANSPORT AND INVASION FROM THE U.S. BOX: The restrictions set out in 20.72 do not apply to units in the U.S. box used for sea transport or invasion missions. Subject to the normal rules governing such missions (27.42, 27.43), sea transport and invasion from the U.S. box is permitted even if initial deploy-

ment by SR is also possible. For both types of missions, the U.S. box is treated as the port from which the mission is launched. Naval units in the SW box may not be used for sea transport and invasion missions from the U.S. box, nor may they provide protection for such missions.

20.731 SEA TRANSPORT: Ground and air units in the U.S. box may sea transport to any port within 10 hexes of the eastern edge of the mapboard or in the Aleutians controlled by the Western Allies at the start of the Allied player turn. Four fleet factors are required for each transported ground or air factor.

20.732 SEA INVASION: Ground units in the U.S. box may invade any one-hex island or beach hex within 10 hexes of the eastern edge of the mapboard or in the Aleutians. Six fleet factors are required for each invading ground factor.

20.733 Units which sea transport or invade from the U.S. box count against the American initial deployment limit (20.71). Fleets based in the U.S. box which are used for sea transport or invasion do not count against initial deployment limits, provided the fleets end their turn in the U.S. box.

20.74 Naval units based in the U.S. box which deploy to the SW box during the SW deployment phase for use against Japanese submarines are not counted against U.S. initial deployment limits. U.S. naval units which withdraw from the SW box must return to the U.S. box.

20.75 Units which initially deploy by SR may not move farther than the areas specified by 20.72 in the turn of their initial deployment, even at the cost of an additional SR.

20.76 No sea escort is required for units which initially deploy by SR from the U.S. box to the Pacific, or for BRP grants from the U.S. to Britain or China.

20.8 INTERCEPTION OF SRs: Units which SR by land or air may not be intercepted. Units SRed by sea are subject to interception as set out below.

20.81 Units which SR by sea (SR of naval units or SR involving sea escort) may be intercepted by uninverted enemy air and naval units (26.4531, 27.5). SRs by sea to and from mapboard boxes, including initial deployments, may be intercepted in on-board sea hexes (20.5, 20.84). The SRing player may attempt counter-interceptions of intercepting enemy naval units (27.56). Naval combat is resolved normally (27.57).

20.82 If naval units being SRed or conducting sea escort win their engagement with intercepting enemy naval forces, the SR succeeds. If they lose the engagement, or if the SRing player abandons his attempt to SR, the SR fails and the naval units involved return to their port of origin (27.598), as do any ground or air units which were being SRed. Ground and air units may be SRed elsewhere, at no additional SR cost, but naval units which unsuccessfully attempt to SR may not attempt a second SR. They end their turn in the port of origin. Such failed SRs count against the SRing power's SR limit. If the failed SR results in overstacking in the port of origin, the excess units are eliminated (27.5972).

20.83 If, as a result of fleet combat or air attack, the number of surviving undamaged fleet factors drops below that required to sea escort a ground or air unit, that unit is eliminated (27.622). Where several units are being sea escorted, the SRing player chooses which unit(s) to eliminate.

20.84 INTERCEPTION OF INITIAL DEPLOYMENTS: Units initially deploying by sea may be intercepted by Japanese air and naval units as follows:

20.841 Units which initially deploy by sea must trace a path from the eastern edge of the mapboard to their destination port. Any Japanese air and naval interception must take place between the eastern edge hex(es) selected and the destination port, inclusive.

20.842 No sea escort is required for initially deploying units (20.76). For record-keeping purposes only, each ground and air factor initially deployed from the U.S. box is considered to be carried

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by two transport factors. These transport factors are not represented by counters. The number of transports is considered to be just what is required for the initial deployment. If any transports are eliminated or damaged, there is no surplus and at least some of the units involved in the initial deployment will be eliminated (20.846).

20.843 Naval units which are initially deploying from the U.S. box are counted toward the defense of all initially deploying units. American naval units in the SW box on ASW duty are also counted, even if they earlier engaged enemy forces while protecting sea supply from the U.S. If units are being initially deployed to more than one Pacific port, the Allied player must indicate which routes his naval units are protecting before Japanese interceptions are attempted. After combat, surviving undamaged naval units on ASW duty return to the SW box and are counted for SW resolution.

20.844 If Japanese naval forces succeed in intercepting an initial deployment, naval combat occurs between the intercepting Japanese force and all Allied naval forces which are defending the initial deployment. If the Allied forces lose the resulting naval combat, the initial deployment is aborted. If no Allied naval forces were defending the initial deployment, the initial deployment is aborted after one round of naval combat.

20.845 Japanese air interception of initial deployment is carried out in the same manner. There is no effect on the initial deployment unless all Allied naval units which are defending the initial deployment are eliminated or damaged so that the U.S. transports are affected. An initial deployment which suffers transport losses solely from Japanese air attacks may be continued by the Allied player or aborted, at the Allied player's option, even though some of the units involved will already have been lost.

20.846 Allied combat losses which cannot be absorbed by defending Allied naval units are taken from the transports carrying the initially deploying units.

20.847 For each transport factor which is eliminated, the U.S. immediately loses three BRPs. In addition, units being carried by transports which are eliminated or damaged are lost (27.622).

20.848 The rules relating to the interception of initial deployments apply only to units initially deployed by sea. If Pearl Harbor is eligible to receive Allied SRs, Allied air units may initially deploy to Pearl Harbor by air and are not subject to interception. Similarly, Allied air units which initially deploy to Dutch Harbor are not subject to interception.

20.85 INTERCEPTION OF SOUTH PACIFIC SRs: The interception of SRs between the South Pacific box and the mapboard is handled in the same as manner as the interception of initial deployments (20.84). Allied naval units in the SW box are counted toward the defense of such SRs, unless they have been used to defend an SR to or from the U.S. box in the same SR phase. The U.S. incurs any BRP losses for lost transports (20.847 - this would arise only if the SR were from the South Pacific box, as sea escort is required for SRs from mapboard hexes to the South Pacific box).

20.86 Air and naval units may perform defensive missions in the opponent's portion of the game turn that they are SRed or initially deployed unless they were employed or constructed in that game turn. Air and naval units may not be used against enemy units during the SR phase in which they are themselves SRed or initially deployed (20.23) (EXCEPTION: 20.843).

EXAMPLE: The Allies have the initiative. An American air unit which initially deploys to Pearl Harbor in Fall 1943 could provide defensive air support or intercept Japanese naval units during the Japanese Fall 1943 player turn, unless the American air unit had been constructed during the Allied Fall 1943 unit construction phase. It could not intercept Japanese naval units which intercepted the sea escort of an Allied unit from Pearl Harbor to Midway in the Fall 1943 Allied SR phase.

20.9 VOLUNTARY ELIMINATION OF UNITS: At the end of the SR phase, a player may voluntarily eliminate units.

Unit Counters

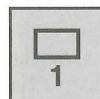
21. INFANTRY



21.1 Infantry units have a movement factor of two and operate without impairment even if only supplied from a limited supply source (29.22).

21.2 Infantry units attacked by exploiting enemy armor incur a -1 DM unless they are defending in a capital, objective hex or bridgehead (15.24A).

22. REPLACEMENTS



22.1 Replacement counters represent training organizations feeding new levies into combat units. One of their main functions is to provide players with cheap units which they may eliminate when subjected to attrition combat.

22.2 Replacement counters, once placed on the board, may not move except by SR or when required to retreat by an opponent's attrition hex selection.

22.3 Replacement counters have one combat factor and defend accordingly against enemy offensive attacks. Replacement counters may attack only as part of a defender's counterattack required by a CRT result. They may not attack during their own side's offensives, are not counted toward attrition totals and may not advance to occupy a hex gained by attrition.

23. ARMOR



23.1 Armor units consist of an infantry component and a mechanized component. This mechanized component gives armor units unique abilities, such as a ZoC (12), a greater movement factor and the ability to conduct overruns (14.8), create breakthroughs and move and attack during the exploitation phase (15.6).

23.2 An armor unit may have its mechanized component temporarily negated because of supply problems (29.52B), an oil shortage (30.2D), weather (31.1) or because it enters a jungle, mountain, swamp or jungle/mountain hex (4.431). When this occurs, the armor unit acts as an infantry unit, with a movement factor of two, has no ZoC, and loses the other abilities associated with armor units until its mechanized component is restored. Its combat factor is unaffected, although armor units attacked by exploiting enemy armor incur a -1 DM in the same manner as infantry units (15.24A, 21.2).

EXAMPLE: A Japanese armor unit begins in clear terrain and moves into a jungle hex; it now has a movement allowance of two, and has used one movement point. Since it is a Japanese ground unit, it does not have to stop. If it enters a clear hex, it regains its movement allowance of three (of which it will have used two), and it can move one more hex.

24. AIRBORNE, CHINDITS AND MARINES



24.1 AIRBORNE: To airdrop, an airborne unit must begin its player turn on a fully supplied city or airbase which is not in an enemy ZoC. The presence of a neutral enemy armor unit next to an airborne unit at the start of its player turn does not prevent an airdrop, even if the moving player declares war on that neutral. An airborne unit may not airdrop if it moves during the movement phase, or if it moves by sea transport or invasion during the combat phase. An airborne unit which begins its player turn in a hex which does not contain a city or airbase may not airdrop during that player turn, even if an airbase is placed in its hex during that player turn.

24.12 An airborne unit may only airdrop during an offensive option. Airdrops are prohibited during limited offensives.

24.13 An airborne unit may only airdrop during the combat phase, either immediately prior to ground combat resolution or immediately prior to exploitation combat resolution, whether or not any breakthrough or exploitation movement by armor units occurred.

24.14 RANGE: Subject to 24.15, an airborne unit may airdrop on any hex within four hexes of its base, including a hex containing enemy units. Like air units, an airdropping airborne unit may not cross over land hexes which are completely neutral, but may cross over hexes which are part water, part neutral land.

24.15 An airborne unit may not drop on a hex over which enemy forces have air superiority. The dropping player must have at least as many uninverted air factors capable of flying offensive air missions within range of the target hex as the defender. This determination is made after the attacker and defender have committed air units to ground support and defensive air support, respectively, and the attacker has intercepted any defensive air support. Air units used for these purposes do not count in determining air superiority. Unused defending air factors may not intercept airdrops. Air combat may take place as a result of an airdrop only if defending air factors fly defensive air support in the drop hex and are intercepted by unused attacking air factors.

24.2 An airborne unit which airdrops may only attack units in the drop hex itself. It may not attack units in adjacent hexes, either alone or in conjunction with other attacking units, even if the airborne unit drops on an empty hex or a hex occupied by friendly units. If defending units in two or more hexes are being attacked in a single attack (15.33), an airborne unit may participate in the attack by airdropping on any of the attacked hexes.

24.3 An airborne unit may not voluntarily move from the hex on which it airdrops, except by SR, until the game turn following its airdrop. Airborne units which airdropped may not advance after combat.

24.31 Airborne units are fully supplied during the game turn following an airdrop, unless moved by SR (29.554), but may not airdrop unless supplied from an unlimited supply source at the start of their player turn. The special supply status arising out of an airdrop is not in itself sufficient to allow a second airdrop.

24.4 Airborne units may not be rebuilt in the game turn in which they were eliminated.

24.5 Airborne units ignore all stacking limits and are never counted in determining the number of units in a stack. They may both attack and defend in situations where another unit would be overstacked. This rule applies even if the airborne unit is moved and used like infantry. It does not apply to seaborne invasions if the airborne unit is part of the seaborne invasion force. Only two embarked ground units may attack in an invasion (EXCEPTION: Marines - 24.7) and this may not be increased to three by the use of an airborne unit. This does not prevent the use of an airborne unit in invasion combat by way of an airdrop, if the requirements for airdrops are met.



24.51 CHINDITS: Britain may construct one Chindit unit if allowed to do so by Allied variant 8, or by a "7+" result for British airborne research in a Global War game.

The Chindit may airdrop on vacant or Allied-controlled hexes, is always in at least limited supply and eliminates one Japanese BRP each turn whenever it is in an otherwise Japanese-controlled hex in Burma or India. If the Chindit is in an otherwise Japanese-controlled hex and participates in an attack against Japanese unit(s) in a jungle or jungle/mountain hex, the +1 DM normally received by the Japanese units for being in jungle is negated.



24.6 MARINES: American and Japanese marines (Special Naval Landing Forces) each cost three BRPs per factor to construct.

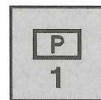
24.7 Marines ignore all stacking limits and are never counted in determining the number of units in a stack. They may both attack and defend in situations where another unit would be overstacked. This rule applies both when the marines are moved and used like infantry and when they are part of a seaborne invasion force. An invasion force may thus consist of more than two embarked ground units if the additional units are marines.

24.8 Enemy units attacked during a seaborne invasion do not receive the +1 DM usually associated with units defending against invasion (15.23B) if at least half the ground factors engaged in invasion combat are composed of marines. Units attacking by land from hexes adjacent to the invasion hex, airborne units dropped on the invasion hex, and invading units which do not take part in invasion combat, including armor units held in reserve for exploitation, are not counted in making this determination.

24.81 If an invading force containing marines suffers casualties during a seaborne invasion, the marines are the first units eliminated to satisfy the required combat losses (27.4371).

24.82 Marine units may not be rebuilt in the game turn in which they were eliminated.

25. PARTISANS



25.1 Partisans represent irregular forces and as such are governed by special rules concerning their construction, supply, employment and effect on hex control.

25.2 CONSTRUCTION: Partisans may be constructed as set out below.

25.21 Partisans may be constructed and placed on the board by Britain, the U.S., Nationalist China and Japan during their unit construction phase, at a cost of two BRPs per partisan. One Communist Chinese partisan may be built each turn at no cost. No more than one partisan may be constructed in the same country each turn (EXCEPTION: One Nationalist and one Communist Chinese partisan may be built in China each turn). Partisans may not be constructed in Japanese colonies, including Manchuria. The U.S. and Britain may not build partisans until they are at war with Japan.

25.22 Partisans may be constructed as follows; by the United States: Philippines: 2, French Indochina: 1; by Britain: Burma: 1; by Nationalist China: China: 2; by Communist China: China 1939-1941: 1; 1942: 2; 1943: 3; 1944: 4; 1945: 5; 1946-1948: 6 (EXCEPTION: The allowable number of Chinese partisans may be reduced by Japanese variant 1 or a Chinese occupation policies intelligence result for Japan); by Japan: India, if permitted by Japanese variant 2 or an Indian subversion intelligence result for Japan: 1 or 2. Partisans may be rebuilt once eliminated, but the number of partisans on the board in a particular country may not exceed the limit for that country.

25.23 Partisans may only be placed in an eligible country on vacant, enemy-controlled hexes or on hexes which contain another partisan constructed by the same major power. Partisans may not be placed in an enemy ZoC. If no such hexes are available, no partisans may be constructed in that turn.

25.24 If Nationalist and Communist China both wish to construct a partisan in the same hex and cannot resolve their disagreement, the country with the unit closest to the disputed hex builds its partisan first.

25.25 Partisans are eliminated if the major power which constructed them surrenders.

25.26 Subject to 25.23, partisans may be constructed after their country is recaptured by friendly, non-partisan forces. Partisans remain in play after the liberation of their country, although the restrictions of 25.3 remain in effect.

25.3 MOVEMENT AND COMBAT: Partisans are controlled and moved by the major power which constructed them and must conform to that major power's option selection on their front during the combat phase. Partisans may always move without regard for hex control or option selection. Partisans are not required to stop when they enter jungle hexes (4.431).

25.31 Partisans may not leave their country and may not attack across its borders, except as required by a CRT dictated counterattack. Partisans are not counted for attrition if in contact with enemy forces across a national border.

25.32 Partisans may not move by sea and may not be SRed.

25.33 Partisans may stack and attack with friendly units, subject to Nationalist-Communist Chinese and Russo-Allied cooperation restrictions (49, 50.4). However, partisans may not receive ground support or defensive air support. This does not preclude non-partisan ground units engaged in combat alongside partisans from receiving ground support or defensive air support. The allowable amount of air support would then depend on the number of non-partisan factors involved.

25.34 Partisans attack in the same manner as infantry, and may combine with non-partisan units to eliminate the positive DM of a defender attacked across a river or crossing arrow (15.23C).

25.35 Partisans are counted in attrition totals, may be taken as attrition losses and may advance to occupy hexes after attrition combat, subject to 25.31. Partisans may occupy jungle hexes by attrition advance (16.5).

25.4 SUPPLY: Partisans are always in supply and do not need to trace a supply line (29.551).

25.5 HEX CONTROL: A partisan controls only the hex it occupies, and only temporarily. As soon as a partisan moves to another hex the hex reverts to the control of the major power which previously controlled it.

25.51 A partisan-controlled hex is controlled only by the partisan itself. It is not controlled by either the major power which controls the partisan or by the major power which previously controlled the hex. Thus a partisan-controlled port could not receive sea transport or SR, nor could a partisan-controlled city base air units.

25.52 A partisan-controlled objective is not counted in the total for either side for victory determination or any other purpose.

25.53 A partisan may force major power air or naval units to change base by moving into an undefended base hex or by advancing into a defended base hex after combat.

25.54 A partisan-controlled capital yields no BRPs to the major power which controls the partisan, although the major power which previously controlled the capital would lose BRPs for the capital if it failed to regain control of the capital during its next player turn and if it had received those BRPs during the previous YSS. Control of a capital at the start of a scenario meets this requirement. Because partisans only control hexes while they occupy them (25.5), the elimination of the partisans would be sufficient to prevent BRP loss. It would not be necessary to advance into the capital itself.

25.6 ECONOMIC EFFECT OF PARTISANS: For each partisan in territory controlled by Japan, Japan loses one BRP each turn. These BRPs are deducted at the end of the Japanese combat phase. To inflict BRP damage on Japan, partisans must be adjacent to a Japanese-controlled capital or Chinese objective hex. Partisans behind friendly lines, adjacent to friendly non-partisan units or on one-hex islands do not count. This BRP penalty does not apply to a minor country which has been reconquered from the enemy major power, either by partisans themselves or another major power.

25.51 For each Japanese partisan in India, Britain loses one BRP. This penalty does not apply if India has been conquered by Japan.



26. AIR UNITS

26.1 AIR BASES:

26.11 Each city, port and artificial port (27.113) may base five army air factors. A hex containing two cities may therefore base ten army air factors. Each one-hex island may base one naval air factor. An unlimited number of air factors may base in a mapboard box (4.9).



26.12 AIRBASE COUNTERS: Each major power is provided with airbase counters as follows: U.S.: 3; Japan: 3; Russia: 1; Britain: 1; China: 1.

26.121 Japan may place all three of its airbases during the initial setup of the Campaign Game, 1942 and 1944 scenarios. Britain and China may each place one airbase during the initial setup of the Campaign Game, 1942 and 1944 scenarios. The U.S. may not place any airbases during the initial setup of the Campaign Game, may place one of its airbases at the start of the 1942 scenario, and may place all three airbases at the start of the 1944 scenario. Once play begins, each major power may place no more than one airbase counter each turn. Airbase counters may be placed on the board only during the movement, unit construction and strategic redeployment phases, and never during the opponent's turn.

26.1211 Airbases may be placed as specified in each battle scenario.

26.122 Airbase counters may be placed in any supplied hex controlled by the placing major power or an ally, if permitted by the ally, even if the hex is in the ZoC of enemy armor. Airbases may not be placed on jungle/mountain hexes. No more than one airbase counter may occupy a single hex.

26.123 Once all of a nation's available airbase counters are on the board, a player may only place an additional airbase counter by simultaneously removing an existing airbase counter from another hex, so that the total number on the board does not exceed the limit set out in 26.12. This process is unrelated to SR and does not count against a nation's SR limits, but is subject to the prohibition against placing more than one airbase counter each turn (26.121).

26.124 After initial placement, airbase counters may only be moved by SR. Each airbase counter so moved counts as one unit against the owning nation's SR limit and requires sea escort by a 9-factor fleet to cross water. SR of airbase counters is unrelated to the recycling of one airbase counter each turn (26.123).

26.125 In a Global War game, the number of airbase counters and the recycling capacity of the U.S., Britain and Russia are distinct for each theater.

26.13 An airbase counter may base five army air factors. A hex containing an airbase counter and a city may base ten army air factors; a hex containing an airbase counter and two cities may base 15 army air factors. A hex containing a one-hex island and a city or airbase counter may base five army air factors and one naval air factor.

26.14 The Western Allies may use one another's airbase counters, but during the phase in which they are placed airbase counters may be used only by air units belonging to the placing major power.

26.15 An airbase counter is removed from the board if the hex it occupies comes under enemy control. Airbase counters which are cut off from supply by enemy action are removed from the board in the same manner as ground units (29.541). In either case, the airbase counters may be placed on the board again in accordance with 26.121.

26.16 If the recycling, removal or SRing of an airbase counter reduces the basing capacity of a hex below the number of air factors in that hex, the air factors must be moved or SRed to another city or airbase counter in the same phase or be eliminated. When an airbase counter is overrun, the provisions of 26.24 apply.

26.17 TYPES OF AIR UNITS: There are two types of air units: army air units and naval air units. Naval air units are distinguished from army air units by their ability to operate from carriers (26.1721), the accuracy of their attacks on enemy naval units, their limited rate of reconstruction (26.18) and, for Japan, their unique ability to operate as kamikazes (26.8). References to air units refer to both army and naval air units, unless otherwise specified.



26.171 ARMY AIR UNITS: Army air units must base on cities or airbase counters (26.1). Army air factors may not operate from carriers in any circumstances. Each army air factor costs three BRPs to build.



26.172 NAVAL AIR UNITS: Only naval air units may operate from carriers. Naval air units may perform any offensive air mission, as well as engage in naval combat as a result of a naval interception. Each naval air factor costs one BRP to build.

26.1721 Each fast carrier factor may carry one naval air factor. Carriers and naval air units move, fight and SR as one unit. If elimination of a carrier in combat causes the number of naval air factors to exceed the capacity of their carriers, a corresponding number of naval air factors are eliminated (27.5857). Damaged carriers may carry, but not land or launch, naval air units.

26.1722 One naval air factor may base at a one-hex island. Naval air units may also base at cities or airbases.

26.173 DISTINCTIONS BETWEEN AIR UNITS:

26.1731 Each army air factor represents approximately three times as many planes as a naval air factor. This is reflected in the following:

A. COST: Each army air factor costs three BRPs; each naval air factor costs one BRP.

B. BASING: Basing capacity is always given in terms of army air factors. One army air factor is equivalent to three naval air factors, so a city or airbase may base 15 naval air factors, or one army and 12 naval air factors, or two army and nine naval air factors, and so on. One-hex islands may base one naval air factor, but must contain a city, port, artificial port or airbase to base army air factors or more than one naval air factor. Only naval air factors may base on carriers.

C. AIR COMBAT: When army and naval air units engage in air combat, the army air factors are converted to air squadrons, each of which is equivalent in size to a naval air factor, at a 1:3 ratio. This occurs either before or after combat is resolved, depending on the circumstances giving rise to the air combat (see 26.67).

26.1732 Army and naval air factors are equivalent for the following activities:

A. ATTACKING ENEMY NAVAL UNITS: This reflects the special training and equipment which characterized naval air units. In effect, naval air units are considered to be three times as effective in attacking enemy naval units, both at sea and in port, as are army air units. However, unlike army air units, naval air units may direct their attacks against specific enemy carriers.

B. ASSISTING NAVAL INTERCEPTIONS: Army and land-based naval air factors are equivalent in generating a favorable modifier for naval interception (27.565).

C. NAVAL SEARCH: Army and land-based naval air factors are equivalent in generating a favorable modifier for naval search (27.57731, 27.5841A).

26.1733 Army and naval air factors are *not* equivalent for other activities, such as counterair missions, providing ground support or defensive air support, air supply, and so on. For example, three naval air factors must be used to provide one factor of ground support.

26.18 NAVAL AIR CONSTRUCTION AND TRAINING:

26.181 Naval aviation, especially operations from carriers, required particularly high levels of training. This is reflected in the following rules.

26.182 ELITE JAPANESE NAVAL AIR UNITS: At the start of the Campaign Game and 1942 scenarios, and the Global War game, all Japanese naval air units have a +1 Air Nationality DRM (26.6B). These elite units are represented by distinctive black on yellow counters and may not be rebuilt once lost. When elite Japanese naval air factors are eliminated, the equivalent number of normal (yellow on black) Japanese naval air factors are substituted in the Japanese force pool as allowable builds. In a Global War game, Japanese force pool additions prior to the outbreak of war add elite naval air factors, but once war has broken out between Japan and the Western Allies, no additional elite naval air factors are added to the Japanese force pool.

26.183 NAVAL AIR RECONSTRUCTION RATES: The number of factors of naval air which may be rebuilt each turn is limited for all major powers as follows: Japan: 3; Britain: 1; U.S.(1942-1943): 3; U.S.(1944): 4; U.S.(1945): 5; U.S.(1946): 6 (EXCEPTIONS: Japanese variant 6, Allied variant 4. Japan's naval air reconstruction rate is tripled once kamikazes have been used - 26.84). These limits apply only to naval air units which have been eliminated, and do not apply to naval air units when they are first added to a major power's force pool.

26.1831 Construction or replacement of CVEs or their air component does not count against naval air reconstruction limits.

26.184 GLOBAL WAR RECONSTRUCTION RATES: The per turn naval air reconstruction rates in a Global War game are Japan: 3; the U.S.: 2; Britain: 1. In a Global War game, the automatic increases in the American naval air reconstruction rate do not occur, and both the U.S. and Japan must conduct research to increase their naval air reconstruction rates. Britain may not increase its naval air reconstruction rate.

26.19 CARRIER AIR BASING:

26.191 Each fast carrier may base a number of naval air factors equal to its size in factors.

26.192 Army air factors and kamikazes may never operate from carriers.

26.193 Naval air units based on a fast carrier are stacked on top of their carrier, or are placed by it on the owning player's Naval Status Board.

26.194 Naval air factors may stage or SR onto a fast carrier with sufficient basing capacity. If any of the naval air factors are inverted, the carrier itself is immediately inverted. Likewise, newly constructed naval air factors may be placed on board a fast carrier, but this automatically inverts the fast carrier since the newly constructed

naval air factors are themselves inverted. Once on board a fast carrier, naval air factors themselves are always turned upright, even if newly constructed (27.599).

26.195 Naval air factors may stage or SR off a fast carrier. If the carrier is inverted, the departing naval air factors likewise become inverted upon leaving.

26.196 Naval air factors may be freely transferred among fast carriers in the same naval force (27.5857). If transferred from an inverted carrier to an uninverted one, the receiving carrier also becomes inverted. Naval air factors flying CAP (but not air strikes) may also transfer to a land base within three hexes, but are inverted if they do so (27.5857).

26.197 CARRIER AIR OPERATIONS IN PORT: Naval air factors based on a carrier in port, including those concealed by a task force marker, are limited to defensive operations over their base. They may defend their base against land-based (26.4522) or carrier-based (27.5772A) air attacks, but may perform no other combat-related activities. They may not aid interception (27.5651) or search (27.57731, 27.5841A), and are not counted when determining air superiority for airdrops (24.15) or air supply.

26.198 ESCORT CARRIER AIR:

26.1981 A CVE contains an intrinsic naval air factor, the replacement of which does not count against the American naval air training limit (26.183). These intrinsic naval air factors are not considered to be part of the American naval air force pool and are not represented by unit counters.

26.1982 A CVE and its naval air factor always operate together and are inseparable. CVEs and their air factors are limited to providing ground support (26.4212) and may perform no other air activities. The defensive value of a CVE's air component is abstractly represented by the air defense value of the CVE itself (26.4542).

26.1983 Ground combat losses from CVEs providing ground support are taken in the same manner as losses from fleets providing shore bombardment (27.4213).

26.1984 If a CVE is sunk, its air component is destroyed with it. If a CVE is damaged, its air component returns to port with it. The air component of a damaged CVE is replaced, at no cost, when the CVE returns to base.

26.2 STAGING:

26.21 An air unit may stage (change bases) up to six hexes at the beginning of the movement phase. The new base hex need not be on the same front as the old base. It must have been controlled by the staging side at the start of its movement phase. Air units thus may not stage to new bases acquired by ground units during the same movement phase. An air unit may stage to a base which is not fully supplied, but it may not carry out any activities from the new base unless supply is later provided to it (29.61B). Staging may not be intercepted. During a pass option, air units may stage only over controlled, water or part water, part neutral land hexes (18.3).

26.211 Air units may stage off the mapboard to the Australia and India boxes, provided they have sufficient range to leave the map via the connecting hexes on the edge of the mapboard, if the box in question is either under friendly control or contains a friendly ground unit (57.22B, 58.22B). Air units may otherwise not stage off the map.

26.22 Air units have an operational radius of three hexes. An air unit may fly three hexes from its base to perform air missions during the combat phase of an offensive option or during a limited offensive. This operational range is in addition to staging. An air unit may stage six hexes during the movement phase, then fly up to three additional hexes to a target hex during the combat phase, then return to its base. The defender's air units may also fly three hexes to perform defensive tasks. Surviving air factors always return to the same base in which they began the combat phase (EXCEPTION: 26.25).

26.221 Air units may be sea transported from one port to another (27.424). Air units may not stage during a turn in which they are sea

transported. The destination port becomes the air unit's new base. Ground support and interceptions may be flown normally from the new base, subject to supply requirements (27.4241).

26.23 Air units may not stage over land hexes which are completely neutral. Air units may fly over hexes which are part water, part neutral land, provided they do not cross a hexside containing exclusively neutral land. Air units may stage over enemy-controlled territory, except during pass options.

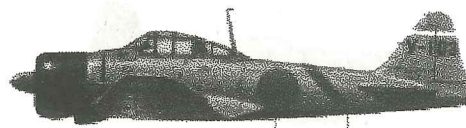
26.24 Air units on bases which are occupied by enemy units are displaced to the nearest controlled air base that has room to base them. Should two such bases be equidistant, the owning player chooses. The new base must be within six hexes of the original base. Should no such air base exist, the air units are eliminated.

26.241 An air unit in the same hex as a friendly ground unit is not displaced from its base when an enemy airborne unit airdrops on its base until the resolution of ground combat in favor of the enemy airborne unit.

26.242 The movement of dislodged air units may not be intercepted. An air unit forced to move in this manner may still perform missions from its new base, if not counterair (26.43).

26.25 Should a base be captured while its air units are absent on a defensive air mission, the provisions of 26.24 are applied at the end of the combat phase. At that time, the defender's surviving air units are placed at their new base. The new base must be as close to the original base as possible, and must be within six hexes of the original base.

26.26 Carrier-based naval air units have an operational radius of three hexes from the hex from which they are launched.



26.3 EMPLOYMENT:

26.31 During any game turn air units may perform one, and only one, offensive or defensive mission.

26.311 CARRIER AIR MISSIONS: Carrier-based air units are limited to flying a single offensive air mission in a given combat phase, although they may be employed in any number of naval combat and patrol attack rounds over the course of a turn without exhausting their offensive mission capability (27.3196, 27.599). Thus a carrier-based air unit may attack an enemy base as an offensive mission (26.45281B), perhaps flying multiple sorties, or fly a single ground support mission (26.4212), or intercept a single defensive air support mission (26.445), regardless of any offensive or defensive operations (27.5771) conducted during naval combat or air strikes conducted while on patrol (27.3196) in the same turn (EXCEPTION: CVEs may not attack enemy bases or intercept defensive air support).

26.32 Defending survivors of a counterair mission may not perform any mission, offensive or defensive, for the remainder of the game turn, unless the attacker counterair the defender with fewer factors and lost the ensuing air combat (26.4331). Newly constructed air units may not fly any offensive or defensive missions during the game turn in which they are constructed.

EXAMPLE: In Spring 1942, Japan moves first. Japanese air units which flew offensive missions during the Japanese Spring player turn and newly constructed Japanese air units may not fly defensive missions during the Allied Spring player turn. Allied survivors of Japanese counterair attacks (subject to the exception in 26.4331) and Allied air units which flew defensive missions during the Japanese Spring player turn also could not fly offensive missions during the

Allied Spring player turn. In the Summer game turn, all air units could fly missions. During the Spring game turn, all air units could stage and SR, which is allowed regardless of offensive or defensive missions flown, provided all other criteria are met.

26.33 Any air unit which performs a mission, is counterair (subject to 26.4331), damaged (27.5845), or is newly constructed is inverted until the end of the current game turn (EXCEPTION: Carrier-based naval air units).

26.34 The restrictions of 26.23 governing the movement of air units over neutral hexes also apply to air units which fly offensive and defensive missions or SR.

26.35 Air missions may not be flown from the map into a mapboard box (EXCEPTION: Japanese bombing of Australia and India - 43), nor from a mapboard box onto the map. Missions within the Australia and India boxes are permitted (57.3, 58.3).

26.4 OFFENSIVE AIR MISSIONS:

26.41 Offensive air missions may only be flown from supplied cities, airbases or (naval air factors only) one-hex islands or carriers during an offensive option or a limited offensive operation. Most offensive air missions (ground support, counterair, interception, attacks on naval units and air cover) are flown during the combat phase. Four types of offensive air missions may be flown during the movement phase: counterair missions may be flown immediately after the staging of air units, attacks on enemy bases from patrolling carriers (27.319), **in a Global War game air supply may be flown prior to initial supply determination (29.42)**, and ground support may be flown for overruns (14.8). Air cover for base changes, sea supply and naval SRs is not considered a mission and may be flown regardless of option selection (26.462, 29.344).



26.42 GROUND SUPPORT:

26.421 Air units within range of a hex capable of being attacked by ground units may fly to that hex and add their combat factor to that of any attacking ground units. Overruns and exploitation attacks may be similarly supported by air units. Air units which provide ground support for exploitation attacks may not have provided ground support for overruns or attacks during the regular combat phase, even against the same hex.

26.4211 Naval air units which provide ground support do so at a 3:1 ratio (26.1733). Thus three naval air factors provide one factor of ground support, six naval air factors provide two factors of ground support, and so on. If ground combat losses are taken from naval air units, the 3:1 ratio is also used. Ground support from naval air units may be used to supplement shore bombardment, with remnants from both being added together.

EXAMPLE: Five infantry factors, supported by 12 naval air factors, invade a one-hex island defended by a 1-2 infantry unit. The ground combat ratio is $9:3 = 3:1$. The attacker rolls a "1", and an exchange results. If the attacker wished to preserve his invading units, he would have to remove nine naval air factors.

Five naval air factors and seven fleet factors provide ground support and shore bombardment for an invasion. The total increase in attacking strength is four factors.

26.4212 GROUND SUPPORT FROM CARRIERS: Carrier-based naval air units may provide ground support for regular ground attacks, including seaborne invasions, as part of an offensive mission (27.312), so long as the carriers are within air range of the attacked units.

26.4213 GROUND SUPPORT FROM CVEs: CVEs which provide ground support may be eliminated as a result of ground combat in the same manner as fleets providing shore bombardment (27.415). However, for every three CVE factors providing ground support, only one CVE factor is removed to satisfy ground combat losses, even after an "A" result. The attacker may freely choose from among participating ground, air and naval units when satisfying ground combat loss requirements (EXCEPTION: Invading marines - 24.81, 27.4371).

26.422 The total number of ground support factors added to an attack may not exceed three times the total number of attacking ground factors involved in the attack.

26.4221 Once ground support has been committed to a hex, the attacking player may decide not to attack that hex, but the air units providing ground support may not then be withdrawn. If the attacker chooses not to attack the enemy units in that hex, the air units providing the ground support are eliminated. Air units providing ground support are not eliminated when the attacker is unable to attack as a result of enemy action (26.4222, 26.4223), but a voluntary decision not to attack, or a decision to attack with fewer ground factors than required to comply with 26.422, results in the elimination of the excess air units providing ground support.

26.4222 Ground support may be provided for seaborne invasions. If the invasion is successfully intercepted by enemy action and turned back, or is voluntarily aborted by the attacking player, air units providing ground support are not eliminated. Such air units return to base and are inverted.

26.4223 If the interception of a portion of an invasion force or the sea transport of ground units results in more ground support than is allowed (26.422), the excess air factors are not eliminated. Such air units return to base and are inverted.

26.423 Air units which provide ground support are eliminated by an "A" result in ground combat. If the attacker suffers an "Ex" result he may elect to take his losses from ground, air or bombarding fleet units in any combination, so long as he eliminates sufficient factors (EXCEPTION: Invading marines - 24.81, 27.4371).

26.424 If a ground attack against more than one enemy hex is being conducted (15.33), the attacker may add ground support to his attack if his air units are able to reach any one of the attacked hexes.

26.43 COUNTERAIR:

26.431 Land-based air units within range of enemy air bases may attack enemy air units at those air bases. Only uninverted defending air factors participate in the ensuing air combat, although air combat losses may be taken from inverted air factors in the attacked hex (26.62).

26.432 If the attacker counterairs a hex containing only inverted enemy air units, the size of the defending force is considered to be zero when calculating the DRM in favor of the attacker due to size. When inverted air units are counteraired, nationality modifiers are only applied if they favor the attacker (26.6).

EXAMPLE: Two Russian air factors counterair four inverted Japanese air factors. The Russian player receives a +2 DRM for size. There is no nationality modifier. If the four Japanese air factors had counteraired two inverted Russian air factors, the Japanese player would receive a +4 DRM for size and an additional +1 DRM for nationality.

26.433 After air combat arising out of counterair is resolved, the surviving factors for both sides normally return to base, are inverted and may not be used for the remainder of the game turn.

26.4331 If a counteraired defender had the larger force and won the resulting air combat, the surviving defending air factors are not inverted and are available for further use during the game turn. Such factors are not considered to have been counteraired, and the restrictions on counteraired air units do not apply to them. The unsuccessful attacking air factors are inverted after they return to their base.

For multiple air combat (26.66), this exception is applied separately to each air combat.

26.4332 When air attacks are being made against naval units in port, counterair combat may occur during each attacking sortie (26.4524).

26.434 COUNTERAIR ATTACKS FROM CARRIERS PROHIBITED: Air attacks against air units by carrier-based naval air units are carried out using the procedure set out in 27.584. Counterair attacks by carrier-based naval air units are not permitted.

26.44 INTERCEPTION OF DEFENSIVE AIR SUPPORT:

26.441 After the defender has committed his air units to defensive air support missions (26.51), the attacker may use uninverted air units to intercept such support. Defensive air support may also be intercepted in connection with overruns and exploitation attacks.

26.442 Interception takes place in the hex in which the defender has placed his defensive air support. The intercepting air must be based within range of the target hex.

26.443 The attacker may intercept with a force greater than, equal to or less than the number of air factors flying defensive air support. All surviving intercepting air factors are inverted after the resolution of air combat with the defending air factors, regardless of the outcome.

26.444 If at least an equal number of attacking air factors intercept air factors flying defensive air support, the surviving defending air factors are also inverted after the resulting air combat, regardless of the outcome. However, if the defender had more air factors and won the resulting air combat, the survivors may continue their defensive air support mission or return to base and invert, at the defender's option. For multiple air combat (26.66), this exception is applied separately to each air combat.

26.445 AIR INTERCEPTION FROM CARRIERS: Naval air units based on fast carriers may intercept defensive air support as part of an offensive mission (27.312), so long as the carriers are within air range of the hex in which the defensive air support has been placed. If carrier-based and land-based air units combine to intercept the same defensive air support, combat is resolved in a single air battle, subject to 26.66.

26.45 AIR ATTACKS ON NAVAL UNITS:

26.451 GENERAL:

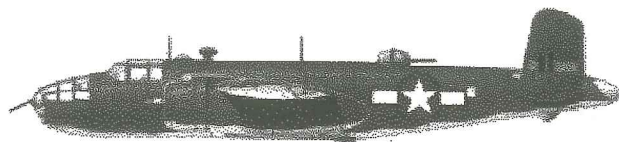
26.4511 Uninverted air units within range of enemy naval units may attack them while they are in port or at sea.

26.4512 When air units attack naval units, the defender determines the defensive strength of the fleets and CVEs in the attacked naval force, rolls two dice and consults the Air Defense Table (26.4542). If the naval units are in port, the port defenses supplement this air defense dice roll.

26.4513 If naval air units are involved in the attack, they may select enemy fast carriers as a target, in which case a second air defense dice roll is made for each target fast carrier. Attacking army air units may not select enemy fast carriers as targets, and are never subject to air defense dice rolls from fast carriers. The attacker then determines the strength of his surviving attacking air units, rolls two dice and consults the Air Attack Table (26.4543).

26.4514 The mechanics for resolving air attacks by land-based air units are set out in rules 26.452 - 26.4534. Attacks by army air units and naval air units may be resolved differently, because naval air units can select fast carriers as targets.

26.4515 The mechanics for resolving air attacks by carrier-based naval air units are set out in rules 27.582 - 27.586.



26.452 LAND-BASED AIR ATTACKS ON NAVAL UNITS IN PORT:

26.4521 Uninverted land-based air units within range of an enemy port may attack enemy naval units in that port. Such attacks are considered an offensive air mission, and are resolved during the combat phase, immediately after the resolution of counterair missions, prior to any interception of naval missions by the attacked naval units.

26.4522 All uninverted enemy air units present in the attacked hex, including carrier-based naval air factors, must be counterairied by at least an equal number of attacking air factors. Carrier-based naval air factors concealed by a task force marker are revealed. Each army air factor is equivalent to three naval air factors. The defender may not withhold his air units from combat. Attacking air units which counterair may not attack enemy naval units in the target hex until a subsequent air sortie. If there are more defending air factors than attacking air factors, naval units in the target hex may not be attacked, no air defense dice roll is made for the port and the air attack is carried out as a counterair attack. After air combat is resolved, any surviving defending air factors are added to the air defense factors for the attacked hex. Three naval air factors are equivalent to one air defense factor. The effects of the first air sortie are then determined (26.454). Attacking naval air units may combine with attacking army air units to attack enemy fleets and CVEs (26.45221) or may attack enemy fast carriers (26.45222).

26.45221 EFFECTS OF ARMY AIR ATTACKS: Losses to the defending naval force from attacking army air factors are first taken from fleets and CVEs, apportioned as per 27.5882, with any remnant being taken from the more numerous type of naval unit. Fast carriers may only be eliminated or damaged by army air units if there are not enough fleet factors in the attacked naval force to absorb the losses. Excess hits are then assigned to the fast carriers as desired by the attacker.

26.45222 EFFECTS OF NAVAL AIR ATTACKS: Attacking naval air units which did not attack enemy fleets and CVEs may attack enemy fast carriers. The procedure used in carrier battles is followed: an air defense dice roll is made for each attacked fast carrier, then an air attack dice roll is made for each attack (27.585).

26.4523 After the first air sortie is completed, the attacker may launch a second air sortie with his surviving air factors, including air factors which counterairied enemy air units during the first sortie, provided at least one enemy naval factor was either sunk or damaged in the first sortie. If the first sortie was ineffective, no further air sorties may be flown by those air units in that turn.

26.4524 The defender has the option of committing any surviving air factors in the port hex to the defense of the naval units in that port hex against the second air sortie. If the defender commits his surviving air factors to the defense of the port, the attacker must again counterair the defending air factors with at least an equal number of attacking air factors, and the defending air factors which survive the ensuing air combat are again added to the air defense of the port. If the defender chooses not to commit his surviving air factors to the defense of the port, they are inverted, are not subject to further counterair attacks and do not contribute to the defense of the port.

26.4525 Air factors which attacked enemy naval units during the first sortie may be used for counterair during the second sortie, and air units which counterairied enemy air during the first sortie may be used to attack enemy naval units during subsequent sorties. Air units which change targets in this manner are still considered to be performing a single mission (26.31), as the enemy naval and air units are based in the same hex.

26.4526 After the effects of the second sortie are determined, the attacker may, if he wishes, fly additional sorties, following the procedure outlined above. Any number of sorties may be flown, subject to the limitation set out in 26.4523. After all sorties are flown, all surviving attacking air units return to base and are inverted, as are all surviving defending air units.

26.4527 Defending air units near, but not in, a port under air attack may not assist in the air defense of the port. The attacker need only concern himself with air units based in the port itself.

26.4528 CARRIER-BASED AIR ATTACKS ON ENEMY BASES:

26.45281 Naval air units based on carriers may attack enemy ports or air bases in only three situations:

A. While on patrol (27.319).

B. As an offensive naval mission during the combat phase (27.312).

C. During naval combat in which enemy land-based air units are eligible to participate (27.5773).

26.45282 Carriers which are intercepted by enemy land-based air units while engaged in other naval activities may not attack the hex in which the intercepting enemy air units are based other than as set out above.

26.45283 Air attacks on naval units in port by carrier-based naval air units are carried out as described in 27.584.

26.453 LAND-BASED AIR ATTACKS ON NAVAL UNITS AT SEA:

26.4531 Naval units moving at sea during any naval activity are subject to air attack whenever they move within range of uninverted land-based air units. Naval units may be attacked while protecting supply lines, during naval movement, missions, SR, raider movement or while engaged in naval combat. Air attacks against enemy naval units at sea may be made by either side, regardless of option selection.

26.4532 During any naval activity, the naval units involved move along a specified path of hexes. If a naval force moves into a hex within range of uninverted enemy land-based air units, that force is subject to an air attack in that hex. The air attack consists of a single air sortie (EXCEPTION: If the naval force engages in naval combat: 26.4534). After the results of the sortie are determined, the surviving attacking air units return to base (but are not yet inverted), and the naval force moves to the next hex along its chosen path.

26.4533 All uninverted land-based air units within range of the new hex, including survivors of a previous attack against the same naval force, may then make another air sortie against the naval force. This process continues until the attacker runs out of air units or calls off his attack, or until the naval force completes its naval activity, withdraws, moves out of range or is eliminated. The attacking air units then return to base and are inverted.

26.45331 Land-based air units need not attack an enemy naval force at every opportunity. They may fly an air sortie against the enemy naval force, decline to fly a sortie as it enters the next hex, then resume their attacks as the naval force enters a third hex. Similarly, a naval force which comes within range of air units, passes out of range, then again comes within range may be attacked as it enters each hex within range of the air units, provided the naval force is still engaged in the same activity.

EXAMPLE: Japan has ground units in Rabaul it wishes to use in an invasion of New Guinea. A Japanese naval force based in the Philippines base changes to Rabaul during the movement phase. It may be attacked by an uninverted American air unit based within range of Rabaul as it moves within range, one air sortie per hex. The American air unit would be inverted after the completion of the base change, which is a naval activity.

If the American air unit did not attack during the movement phase, it could attack the Japanese naval force during the combat phase as it

carried out its invasion mission. Once this new naval activity was completed, the American air unit would be inverted.

Finally, if the American air unit had not previously attacked the Japanese naval force during its base change or mission, it could attack the Japanese naval force as it SRed back to the Philippines. Each naval activity gives the American air unit an opportunity to attack the Japanese naval force, but the air unit could only attack the naval force during one of its naval activities.

The American air unit could not attack any other enemy naval forces during the same turn, even if they were engaged in the same type of naval activity as the naval force actually attacked. For example, if two separate Japanese naval forces base changed to Rabaul, only one could be attacked by that air unit, other than in Rabaul itself. Of course, if the air unit consisted of more than one air factor, it could reconstitute itself as two air units, and each could attack a different Japanese naval force.

26.45332 Each land-based air factor may attack only one enemy naval force each turn. Air units which are attacking a naval force may continue their attacks even if that naval force combines with other naval forces to form a larger naval force. Naval units which abort their activity and return to port may not be attacked by enemy air units (26.4536).

EXAMPLE: Five Japanese air factors attack 18 American fleet factors. One American fleet factor is eliminated and three are damaged. The 14 remaining American fleet factors continue their mission and the three damaged American fleet factors return to port. The Japanese player may again attack the 14 undamaged American fleet factors. The three damaged fleet factors may not be attacked, nor could the 14 American fleet factors, had they chosen to abort their mission (26.4536).

26.45333 AIR ATTACKS AFTER NAVAL INTERCEPTIONS:

Air attacks begin only after all naval interceptions and counter-interceptions are announced and resolved, their sequence being determined by the order of interception (27.5631).

26.4534 LAND-BASED AIR ATTACKS DURING NAVAL COMBAT:

If the defending naval force engages in naval combat in a hex in which it is also subject to air attack from land-based air units, the land-based air units may participate in the naval battle (27.572), possibly flying repeated sorties against the defending naval force. This reflects the fact that the movement of the defending naval force through the exposed hexes is impeded because of the naval combat. This is the only situation, other than air attacks against naval units in port, in which naval units may be subject to more than one land-based air sortie in the same hex.

26.4535 RESOLUTION OF LAND-BASED AIR ATTACKS AGAINST NAVAL UNITS AT SEA:

The following procedure is used to resolve all land-based air attacks against naval units at sea, whether or not they occur in conjunction with a naval battle.

A. No surprise is achieved by the attacker (27.579). Air attacks by land-based air units during naval battles are resolved after the resolution of air strikes by carrier-based naval air units, and before the resolution of fleet combat.

B. Any naval air units assigned to CAP and air units flying air cover (27.5772) may engage the attacking land-based air units, whether or not they engaged attacking enemy naval air units earlier that round. If the air attack does not take place as part of a naval battle, half (rounded up) of the defender's naval air factors are considered to be assigned to CAP.

C. Air combat involving the attacking air units engaged by the defender's CAP and air cover is resolved. If such combat involves army air factors, each army air factor is converted to three air squadrons when removing losses (26.672). Once air combat is resolved, the army air squadrons are converted back into air factors before resolving the attack against the defender's naval units.

D. If the naval force is attacked during a naval battle, the attacking land-based air units may attack any enemy combat group which was located during that combat round. Only CAP and air cover assigned to that combat group may engage the attacking land-based air units and only the naval units in that combat group may make air defense dice rolls. If the naval force is not attacked during a naval battle, a single air defense dice roll is made for the entire attacked naval force, based on the total number of fleet and CVE factors in the attacked force (27.583). In both cases, fast carriers are disregarded and air units assigned to CAP and air cover do not affect the fleet air defense level.

E. After losses from air defense have been removed, a single air attack dice roll is made for all attacking army air factors (27.585). Attacking naval air units may join in this attack or attack enemy fast carriers.

F. Losses to the defending naval force from attacking army air factors are first taken from fleets and CVEs, apportioned as per 27.5882, with any remnant being taken from the more numerous type of naval unit. Fast carriers may only be eliminated or damaged by army air units if there are not enough fleet factors in the attacked naval force to absorb the losses. Hits are then assigned to the fast carriers as desired by the attacker.

G. Attacking naval air units which did not attack enemy fleets and CVEs may attack enemy fast carriers. The procedure used in carrier battles is followed: an air defense dice roll is made for each attacked fast carrier, then an air attack dice roll is made for each attack (27.585).

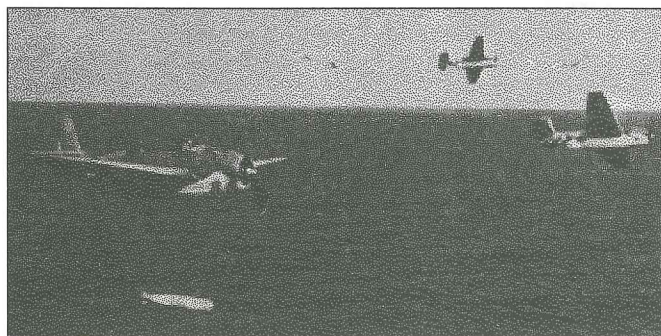
26.4536 AIR ATTACKS AGAINST RETURNING NAVAL UNITS PROHIBITED: Air attacks may not be made against naval units which have completed their activity, abort their activity or are damaged and forced to return to port. This prohibition does not extend to submarine attacks (42.525).

26.4537 Air attacks against enemy sea supply lines are carried out in the same manner as air attacks against enemy naval units. One air sortie may be flown against each hex of the sea supply line.

26.4538 Air attacks alone cannot prevent the completion of a naval activity (EXCEPTION: Disruption of sea supply - 29.36), unless the losses inflicted on the naval force reduce its size below that required for the activity.

EXAMPLE: 12 fleet factors sea escort a 3-2 infantry unit. Air attacks on the escorting fleets would not prevent the SR unless at least seven fleet factors were eliminated and damaged (six fleet factors being required for sea escort of a 3-2 infantry unit - 27.62). Of course, the loss of four or five fleet factors to air attack might cause the SRing player to abandon the SR rather than face further air attacks.

26.4539 CARRIER BATTLES: All rules relating to carrier battles are found in rule 27.57 and the rules which follow.



26.454 RESOLUTION OF AIR ATTACKS AGAINST NAVAL UNITS:

26.4541 Air attacks against naval units are resolved according to the Air Defense and Air Attack Tables.

26.4542 AIR DEFENSE TABLE: Before the effect of each air sortie is resolved, the defender rolls two dice to determine how many attacking air factors either are eliminated or abort their attacks. The number of air defense factors is calculated as indicated in the Air Defense Table. The number before the "/" indicates the number of attacking air factors which are eliminated. The number after the "/" indicates the number of attacking air factors which must abort. Air factors which abort return to their base without loss, and do not take part in that air sortie, but may attack in subsequent sorties (EXCEPTION: Kamikazes do not abort their missions - 26.825).

26.4543 AIR ATTACK TABLE: Once the air defense dice roll is made, the attacker rolls two dice and consults the Air Attack Table. Only those air factors which have not been eliminated or aborted are considered. The number before the "/" indicates the number of defending naval factors which are eliminated. The number after the "/" indicates the number of defending naval factors which are damaged.

| Air Defense Table - 26.4542 | | | | | | | | | | | | |
|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|
| Dice Roll | | | | | | | | | | | | |
| Air DF | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ | |
| 1 | 0 | 0 | 0 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | |
| 2 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | |
| 3 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | |
| 4 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | |
| 5 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | |
| 6 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | |
| 7 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | |
| 8 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | 3/3 | |
| 9 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | 3/3 | 3/3 | |
| 10+ | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | 3/3 | 3/3 | 3/4 | |

Air Defense Factors (Air DF):

- 1 each fast carrier (CVL, CV, CVB)
- 1 for every 9 fleet factors, including damaged factors (round fractions up). Each CVE factor is equivalent to three fleet factors.
- 1 if the attacked units are in a hex containing an objective
- 1 if the attacked units are in a hex containing a fortification
- 1 if the attacked air units are in a hex containing an airbase, but no city
- 2 if the attacked units are in a hex containing a city or port (two for each city or port - 27.111)
- 2 if the attacked units are in a hex containing a fortress
- 1 each army air factor or three naval air factors surviving a counterair attack during the current round of an air attack against a port (26.4522)

Dice Roll Modifiers:

- +1 for each air defense factor over ten
- 1 if the attacker achieves a surprise level of 3 or greater
- +1 CVB
- 1 CVL
- +# air defense research results

Results: The number before the slash is the number of attacking air factors which are eliminated. The number after the slash is the number of attacking air factors which abort their mission and return to base. Air factors which abort may take part in future air sorties during the current combat phase.

Air Attack Table - 26.4543

Dice Roll

| AF | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 |
| 2 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 |
| 3 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 |
| 4 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 |
| 5 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 |
| 6 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 |
| 7 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 |
| 8 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 |
| 9 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 |
| 10+ | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 | 6/7 |

Dice Roll Modifiers:

- +1 each attacking air factor (AF) over ten
- +1 if the attacker achieves a surprise level of 4 or greater
- +/-# Air Force Nationality DRM

Results: The number before the slash is the number of enemy fleet or air factors which are eliminated. The number after the slash is the number of enemy fleet factors which are damaged and return to their port of origin or air factors which are damaged and inverted.

26.4544 Eliminated naval factors are immediately removed from the board. Damaged naval factors are inverted and, if at sea, immediately return to their port of origin without risk of further interception (EXCEPTION: Submarine attacks - 42.5265). A player may also abort the naval activity of some or all of his force at the end of each combat round. Naval factors which abort their activity similarly return to their port of origin without risk of interception.

26.4545 Naval factors may not be attacked while returning to port, whether after a completed or aborted naval activity, and whether damaged or undamaged (EXCEPTION: Submarine attacks - 42.5265).

26.4546 AIR ATTACKS AGAINST DAMAGED FLEETS: If, as a result of previous air sorties against naval forces in a port, a naval force consists of damaged and undamaged fleet factors, the effects of additional air sorties must, if possible, be directed against undamaged fleet factors. The undamaged fleet factors bear the brunt of the air attack first. The undamaged fleet factors are first eliminated, then damaged. Damaged fleet factors are eliminated only when all the fleet factors in the force have sustained damage. Damaged fleet factors which then sustain additional damage are eliminated. This situation may only arise when naval units in port are subject to repeated air sorties during the same combat phase. CVEs are treated as fleet factors for the purpose of this rule, so damaged CVEs may not be eliminated by additional damage until all fleet factors in the port have incurred damage. Fast carriers in port are treated differently: they may only be eliminated by land-based air attacks if all fleet factors and CVEs in their port are eliminated first (26.45221), and may be targeted separately if attacked by naval air units (27.584). Damaged fast carriers may be targeted by naval air units in subsequent sorties even if other fast carriers in the port are undamaged.

EXAMPLE: Five Japanese air factors attack nine American fleet factors in port, eliminating two and damaging three. Of the seven surviving fleet factors, three are damaged. A second air sortie eliminates two and damages four fleet factors. Two of the undamaged fleet factors are eliminated and two are damaged, leaving five damaged fleet factors. Two of the damaged fleet factors sustain additional damage and are eliminated, leaving three damaged fleet factors.

26.45461 AIR ATTACKS AGAINST CARRIERS: Air attacks against fast carriers by naval air units are directed against specific carriers (27.585). If a carrier sustains damage which exceeds its

value, the excess damage is applied to damaged factors on the target carrier until the carrier is sunk (27.5854).

EXAMPLE: A CV (consisting of three factors) is subject to air attack and a "2/3" result on the Air Attack Table is achieved. Two of the carrier factors are eliminated and the third is damaged, leaving two excess damage hits. The CV is sunk.

26.46 AIR COVER (OFFENSIVE):

26.461 Land-based air units may fly air cover over naval units during any naval activity, including movement, patrols, offensive missions, interceptions, counter-interceptions, sea supply, naval SRs, sea escort and movement of raiders. Each air unit may provide air cover for only one naval force each turn, but air units which provide air cover for a naval force which is changing base may continue to provide air cover for that naval force's activity while the naval force remains within range, even if it joins with other naval units in its new base to form a larger naval force before beginning its naval activity. Air units providing air cover for a patrolling force during the movement phase may continue to provide air cover for that force during the combat phase. Air units providing air cover during their own player turn are performing an air activity, are inverted upon completion of the activity and may not perform any other activities that turn. Air cover is only assigned to a naval force when it begins its activity, either when its activity is announced or when it makes a successful naval interception die roll.

26.462 Land-based air units may provide air cover for base changes, sea supply, naval SRs and counter-intercepting naval forces at no BRP cost, regardless of option selection.

26.463 Air cover operates over any hex within range of the air unit involved. If enemy air units intercept the naval units or sea supply line in any hex for which air cover is being provided, the covering air units may engage some, all or none of the attacking air factors. Once the covering player has decided what portion of the attacking force he wishes to engage, air combat (26.6) takes place, with the covering air units receiving a +1 DRM.

26.464 Once air combat between the air units providing air cover and the engaged attacking air units is resolved, all surviving attacking air factors then attack the target, unless the attacking player voluntarily aborts the air sortie. The surviving air units providing air cover play no part in the resolution of the air sortie, but if additional air sorties are flown by the attacker, they may again attack some, all or none of the attacking air factors.

EXAMPLE: Five Japanese air factors attack a British naval force. Three British air factors are providing air cover. The British player decides to engage three of the attacking Japanese air factors. The British player narrowly wins the resulting air combat, thanks to the +1 DRM he receives (26.463), and one Japanese air factor is eliminated. The remaining four Japanese air factors may then continue their air sortie or abort, at the Japanese player's option. The three British air factors may again engage the surviving Japanese air factors should the Japanese player decide to fly a second air sortie.

26.465 Air cover does not operate against enemy naval units. Other air units must be held back to intercept intercepting enemy naval units.

26.466 COMBAT AIR PATROL: Combat air patrol may be flown by task forces containing carriers or by air bases subject to air attack from carriers (27.5772A). Air combat involving combat air patrol is resolved in the same manner as combat involving air units flying air cover (26.46). Air factors flying CAP which survive air combat increase the fleet air defense level of their combat group (27.5821).

26.5 DEFENSIVE AIR MISSIONS:

26.51 DEFENSIVE AIR SUPPORT:

26.511 During the combat phase of an enemy offensive or attrition option, after the attacker has announced his ground support air missions, uninverted defending land-based air units within range of any

hex containing units which may be subject to ground attack, including seaborne invasions and as yet unannounced airdrops, may provide defensive air support to those units. Army air factors flying defensive air support are added to those of the defending ground units in determining the odds of ground combat. The added air factors are not affected by any DMs relating to the ground units they are supporting. Only their basic combat strength is added to the defense.

26.5111 Land-based naval air units which provide defensive air support do so at a 3:1 ratio (26.1733). Thus three naval air factors provide one factor of defensive air support, six naval air factors provide two factors of defensive air support, and so on. If ground combat losses are taken from naval air units, the 3:1 ratio is also used.

26.512 The defender may similarly commit land-based air units which have not yet flown during that game turn to defensive air support of units being subject to overruns (14.82), or during exploitation (15.661). Defensive air support placed during movement or regular combat has no effect on exploitation combat, even if it were not intercepted and no attack were made on the hex to which it was originally committed.

26.513 Defensive air support may only be given to ground units and may not exceed three times the number of ground factors defending in that hex. Air units providing defensive air support may be intercepted by uncommitted enemy air units (26.44). A player may not commit excess defensive air support in anticipation of enemy interception and air combat which, after losses, might reduce the defensive air support to the legal limit.

26.514 If the attacker commits ground support and the defender commits defensive air support to the same ground battle, there is no direct air interaction. Each side simply adds its air factors to those of its ground units.

26.515 Air units which provide defensive air support may be eliminated by adverse results in ground combat. Should an "Ex" result leave the defender with surviving factors, he may elect to take his losses from either air or ground units or both, in any combination, provided he eliminates sufficient factors.

EXAMPLE: Eight Japanese ground factors attack a Russian 2-2 infantry unit, which receives a +2 DM. Four Japanese air factors provide ground support and three Russian air factors provide defensive air support, making the odds 12:7 (1:1). A "CA" is rolled on the CRT, and the Russians must counterattack at 5:12 (1-3). They roll an "A" and both the Russian 2-2 and the three Russian air factors are eliminated. The Japanese ground units may occupy the Russian hex and the Japanese air factors return to base and are inverted.

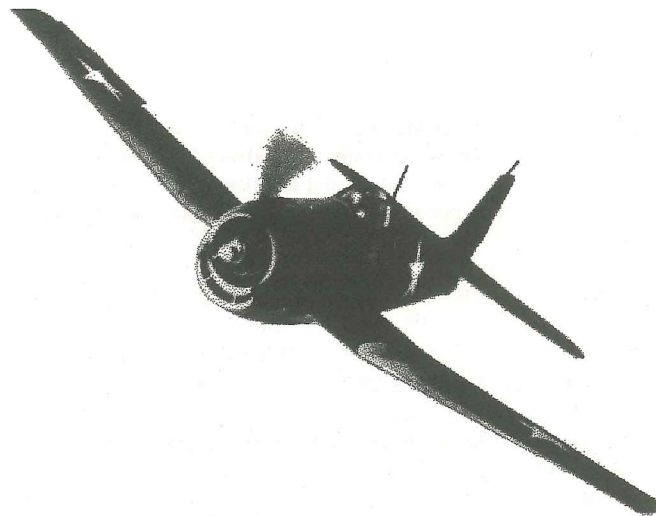
26.516 Defending air units which do not fly defensive air support may not be eliminated by an adverse ground combat result. An air unit which is based in an attacked hex and has not been committed to defensive air support does not take part in the ground combat and is simply displaced (26.24) if attacking ground units advance into the hex after combat.

26.517 Air units committed to defensive air support have performed a mission and are inverted even if the attacker does not attack their hex.

26.518 DEFENSIVE AIR SUPPORT FROM CARRIERS PROHIBITED: Carrier-based naval air units may not provide defensive air support.

26.52 AIR COVER (DEFENSIVE):

26.521 The defender's intercepting naval units may be provided with air cover (26.46) if uninverted land-based air units are available. Defensive air cover functions in the same manner as air cover provided by the moving player. Air cover may also be provided for displaced naval units (27.26).



26.6 AIR COMBAT: When air combat occurs, both sides roll a die to determine combat losses. The die roll is subject to modification as follows:

A. The larger side receives a +1 DRM for each factor in excess of the smaller side.

B. Nationality modifiers are applied as shown in the Air Force Nationality DRM Chart. When a side consists of units with different DRMs, the lowest modifier is used.

26.61 The loser in air combat (the side with the lower air combat die roll after modification) must eliminate air factors equal to the difference between the modified die rolls. The winner in air combat must eliminate half as many (rounded down) air factors as were removed from the board by the loser (EXCEPTION: Kamikaze losses are ignored when making this calculation - 26.831). If the loser has eliminated inverted air factors, these are included in the loser's total. Thus, if the loser removes one factor, the winner doesn't remove any; if the loser removes two or three factors, the winner removes one factor; if the loser removes four or five factors, the winner removes two factors, and so on.

26.62 If the loser does not have enough air factors to meet the required losses, he loses what he has and there is no additional penalty (EXCEPTION: Inverted defender air factors in a counteraired hex are used to satisfy defender air combat losses once all uninverted defender air factors are eliminated. Such elimination of inverted air units only occurs in air combat arising out of a counterair mission. If air combat happens to occur in a hex which also contains inverted air factors (as where defensive air support is intercepted over such a hex), the inverted air factors are not involved in the combat and cannot incur losses).

26.63 If one side in an air battle is unable to fulfill its loss requirements, this limits the losses incurred by the other side. Thus the number of air factors actually lost by the loser limits the number lost by the winner, and the size of the winning force limits the number of air factors which may be lost by the loser.

EXAMPLES: One British air factor counterairs five inverted Japanese air factors. The modified die roll of the British is six, the modified die roll of the Japanese is one. The Japanese lose three air factors, not five, because of 26.63. Had the British attacked with two air factors, all five Japanese air factors could have been eliminated.

Five British air factors counterair two Japanese air factors. The modified die roll of the British is six, the modified die roll of the Japanese is two. The Japanese lose only two air factors, not four, and the British lose only one, not two, because the winner's losses are calculated by halving the defender's actual losses, which are limited by the number of defending air factors involved.

26.64 Ties are resolved as drawn battles. A third die roll is made and each side loses that number of air factors, but neither side loses more factors than were present in the smaller force. If inverted fac-

tors are involved in a counterair attack which results in a tie, these are taken into account in determining the size of the smaller force, and thus the maximum number of air factors which may be lost in that air battle.

26.65 LOSSES FROM MIXED FORCES: Air losses from a force of mixed types, such as different nationalities, army and naval air and Japanese elite air, normal air and kamikazes, must be distributed equally among the types involved, with any remnant being taken by the type having the most factors involved. If an equal number of factors were involved, the remnant is taken from the type with the lower DRM. Similarly, air losses from forces from different air bases must be distributed equally, subject to type losses, with the remnant being taken from an air base of the owning player's choice.

26.66 MULTIPLE AIR BATTLES: Air battles involving more than five air factors on each side are resolved by more than one air combat die roll. The smaller force is broken down into groups consisting of five air factors each, with the final group consisting of less than five air factors. The larger force must then engage each opposing air group with at least an equal number of air factors. Surplus air factors belonging to the larger force are allocated between battles as the owner wishes. Subject to the foregoing, each player determines the composition of his air groups, including the allocation of air units of different nationalities and types. Each air battle is then resolved separately.

EXAMPLE: 14 Japanese air factors counterair 10 American air factors. Two air battles are fought. Each group of five American air factors must be attacked by at least five Japanese air factors. The remaining four Japanese air factors may be added to either battle as the Japanese player sees fit.

26.67 AIR COMBAT BETWEEN ARMY AND NAVAL AIR UNITS: Army air factors engaged in combat with naval air factors "over land" enjoy the benefit of their 3:1 numerical advantage, but army air factors engaged in combat with naval air factors "over water" fight on an equal basis, as explained below:

26.671 AIR COMBAT OVER LAND: When army air units engage in air combat involving naval air units as a result of a counterair attack, the interception of defensive air support or army air units flying CAP over their air base (27.5772A), each army air factor is broken down into three air squadrons prior to resolving combat. Each air squadron is equivalent to one naval air factor in air combat. The air combat rules, including 26.66, are then used to resolve the air combat. Losses from a force composed of both army and naval air units are apportioned according to 26.65. Once air combat is resolved, surviving army air squadrons are recombined into army air factors, at a 3:1 ratio. Single air squadrons are lost, two air squadrons are rounded up to a full air factor, and a remnant of one squadron and one damaged squadron is rounded to an inverted army air factor. Army air units are also broken down into squadrons when their base is attacked by carrier-based naval air units (27.5845).

26.672 AIR COMBAT OVER WATER: When army air units engage in air combat involving naval air units as a result of a land-based army air attack on naval units or the flying of air cover over a friendly naval force, the army air factors are only broken down into squadrons after air combat is resolved, for the purpose of taking losses. When determining the relative sizes of the opposing forces (26.6A), army and naval air factors are equivalent, to reflect the advantages held by naval aviators in such circumstances. Once the losses incurred by each side have been determined, each army air factor is worth three air squadrons.

EXAMPLES: Two land-based American naval factors counterair one Japanese army air factor. The Japanese army air factor is converted to three air squadrons for the purpose of air combat resolution. The air combat thus involves two American air factors vs. three Japanese air squadrons and the Japanese player receives a +1 DRM on his die roll for size (26.6A). The American player rolls a "3", and the Japanese player rolls a "4", which is increased to a "5". Both American naval air factors are eliminated, and one Japanese air squadron is eliminated. This leaves the Japanese player with two air squadrons,

which is rounded up to an army air factor. The counterair attack has failed. Had the American player rolled a "5", and the Japanese player rolled a "2", increased to a "3", the American player would have lost one naval air factor and the Japanese player would have lost two air squadrons, eliminating his army air factor.

Six American army air factors attack a Japanese naval force. Five Japanese naval air factors are flying CAP, and the Japanese engage four of the attacking air factors. The Japanese player receives a +1 DRM for size (5:4 - 26.6A) and another +1 DRM because he is flying CAP. The American player rolls a "2" and the Japanese player rolls a "5", which is increased to a "7". Before losses are taken, the four American army air factors are converted to 12 army air squadrons. The Americans lose five air squadrons and the Japanese lose two naval air factors. The seven remaining attacking American air squadrons are converted into two army air factors which, in combination with the two army air factors which were not engaged by the Japanese, attack the Japanese naval force.

26.7 PARTIAL AIR COUNTERS:



26.71 Air counters may be broken down into smaller counters of the same nationality at any time during play, including during an opponent's player turn. Similarly, smaller counters may be recombined into larger ones at any time.

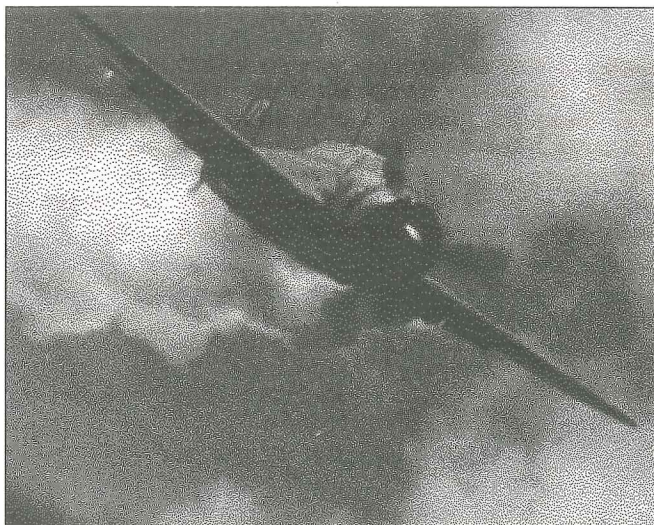
26.72 A player may never have more air factors in play than are contained in his force pool. Subject to this limitation, a player may construct partial air counters. Such units need not be combined with other partial units into 5-3 air counters. They may SR and operate independently.

26.73 A player may begin a scenario with his air units broken down into partial air counters.

26.74 Although a major power may have as many partial air counters in play as it wishes, air counters in the same hex must be combined at the end of their owner's player turn if the opposing player finds the unnecessary partial air counters distracting.

26.75 For SR purposes, air counters of the same nationality and type in the same hex, up to five army air factors or any number of naval air factors, count as one unit. Partial air counters on different hexes count as one unit apiece.

26.76 A player may conduct air missions without actually breaking down his air units, by announcing the missions of his air factors. If the opposing player wishes, however, the moving player must break down his air units in order to ensure the accuracy of his calculations.



26.8 KAMIKAZES:

26.81 At the start of any round of air/naval combat, when Japan is assigning its air units to air strikes, it may convert some or all of its land-based naval air units into kamikazes, provided all the conditions set out below are met. Army air units may not be used as kamikazes.

26.811 Japan may invoke the kamikaze rule only when all three of the following conditions are met:

A. The Allies have more BRPs than Japan (**in a Global War game, if the Allies have the initiative**);

B. The Allies control or are invading any one of Marcus, Guam, Saipan, Iwo Jima, Taiwan, Okinawa, or any island in the Philippines or Japan; and

C. Japan controls fewer than 25 objectives.

26.812 All Japanese naval air units constructed after the kamikaze rule is invoked enter the game as kamikazes. Naval air units which were on the board before the kamikaze rule was invoked may operate normally, but no additional naval air units capable of operating from carriers may be built. Any surviving elite Japanese naval air units are converted to regular Japanese naval air units when the kamikaze rule is invoked.

26.813 Kamikazes are represented by using Japanese elite naval air counters.

26.82 Kamikazes are distinguished from normal air units by the following:

26.821 Kamikazes may only attack enemy naval units, either as an offensive mission or by interception. They may not fly any other missions, and are inverted before air combat if counteraired. Kamikazes may not assist naval interception (27.5651) or naval search (27.57731, 27.5841A).

26.822 Kamikazes have an operational range of four hexes.

26.823 Kamikazes may not operate from carriers (26.192). Naval air units on carriers may not attack as kamikazes.

26.824 Kamikazes have a -2 nationality modifier in air combat (26.6). This -2 Air Nationality DRM does not apply to air attacks against naval units (26.826).

26.825 Although kamikazes may be shot down in the normal manner, either by enemy air units flying combat air patrol, or after an air defense dice roll, they never abort their attacks. All kamikazes which are not eliminated are counted in the air attack dice roll - "abort" results on the Air Defense Table are disregarded. Kamikazes which survive air combat with Allied air units flying CAP may, if the Japanese player wishes, attack enemy fast carriers.

26.826 Each attacking kamikaze air factor is counted as two air factors when resolving air attacks on the Air Attack Table.

26.827 Kamikazes are eliminated after they complete a single air sortie.

26.83 Kamikazes may attack in conjunction with other air units. If any of the kamikazes are engaged by Allied air units flying CAP or air cover, all the attacking Japanese air units would have a -2 Air Nationality DRM in the ensuing air combat (26.6B), unless the forces engaged were large enough that all the kamikazes fought separately (26.66). Japanese air losses from both air combat with enemy CAP and enemy air defense dice rolls are apportioned between kamikaze and non-kamikazes air units according to 26.65. If only non-kamikaze air units are engaged by enemy CAP or air cover, the -2 DRM does not apply.

26.831 Kamikazes eliminated in air combat are ignored when applying rule 26.61. Allied air units are never eliminated as a result of air combat with kamikazes, although the number of kamikazes engaged by Allied air units flying CAP will still modify the air combat die rolls.

EXAMPLE: Eight kamikazes and one land-based air factor based in Okinawa attack an invading American task force made up of 26 fleet factors and 3 CVs. Five air factors from the CVs fly CAP over the American task force. The American player decides to engage five of the attacking Japanese air factors, hoping to take advantage of his favorable air combat modifiers (-2 for Japan because of the low level of Japanese training for kamikazes (26.824), and +1 for the U.S. air units flying CAP). The American player rolls a "4", which is increased to a "5", while the Japanese player rolls a "3", which is reduced to a "1". The Japanese player loses two kamikazes and two army air squadrons (rounded to one army air factor), and the American player loses one naval air factor (because Japan lost two army air squadrons). No American planes are lost in combat with the kamikazes - 26.831). The Japanese player is left with seven kamikazes and no army air factors.

The American player then makes an air defense dice roll. His task force has a fleet air defense level of seven (three for the naval units and four for the surviving CAP factors - 27.5821). His air defense dice roll is "3" (a "1/2" result), which eliminates one kamikaze. The abort result is ignored, as the kamikazes press home their attack. The Japanese player has six kamikazes in the attack, and decides to concentrate on the American fleets. When the Japanese player makes his air attack dice roll, he consults the "10+" row and gains an additional +2 DRM, because each kamikaze counts as two factors. His dice roll of "6" is increased to "8" and yields a "4/5" result. Four American fleet factors are eliminated, and five fleet factors are damaged. No Japanese air units return to base.

26.84 KAMIKAZE CONSTRUCTION: Kamikazes are built at a cost of one BRP per factor. The Japanese naval air reconstruction rate (26.183) is tripled once the kamikaze rule is invoked.

26.841 CONVERSION OF ARMY AIR UNITS TO KAMIKAZES: Japan may convert army air factors to kamikazes during its unit construction phase. Each army air factor is converted to three kamikazes. The army air factors must have been on the board at the start of the Japanese unit construction phase and may not be rebuilt until the following turn. No BRP expenditure is required to convert army air factors to kamikazes.

26.842 The total number of kamikazes created by construction and conversion of army air factors may not exceed three times the normal Japanese naval air reconstruction rate.



27. NAVAL WARFARE

27.1 NAVAL STACKING AND BASING:

27.11 Each port on the mapboard may base up to 36 naval factors. Naval bases, indicated on the mapboard by an anchor symbol, are significant only for naval construction (27.8), and have the same basing capacity as other ports.

27.111 A hex containing two ports is considered to contain a single port with the capacity to base up to 72 naval factors. A two-port hex is treated as a single port for all purposes (EXCEPTIONS: Air defense - 26.4542 and air search - 27.578).

27.112 One-hex islands without ports may base up to nine naval factors. A one-hex island with a port may base 36 naval factors.



27.113 ARTIFICIAL PORTS: The U.S. may construct one artificial port in 1944 and two additional artificial ports in 1945. Artificial ports may be constructed during the Allied unit construction phase, at no BRP cost, in any fully supplied, controlled port, one-hex island or bridgehead placed by seaborne invasion. The hex is then treated as a port (or a double or triple port, if built in a hex which already contained a port or double port) for the remainder of the game and may be used as a base for naval and air units. Artificial ports may not be moved or destroyed once built. Japan may not build artificial ports. **In a Global War game, the ability of the U.S. to construct artificial ports depends on research.**

27.114 The capacity of a port may not be voluntarily exceeded. If overstacking occurs involuntarily as a result of a failed attempt to change base during the movement phase (27.211), the excess naval units may not be used for the remainder of the player turn. If the overstacking is not remedied by the end of the SR phase, the overstacked naval units are eliminated. If overstacking occurs as result of a failed naval SR, the excess units are eliminated (20.82, 27.5972).

27.115 An unlimited number of naval factors may base in a mapboard box (4.9).

27.12 A naval unit is considered to be based on the front which contains the ocean area on which the port abuts, even though the port itself may be on a different front.

27.13 Only Russian fleets may base in Siberian ports. Russian fleets may base only in Russian-controlled ports.

27.14 CARRIERS: There are two categories of carrier units in the game: escort carriers (CVEs) and fast carriers (CVLs, CVs, CVBs). Carriers may base and operate only on the *RISING SUN* mapboard, and in the *ADVANCED THIRD REICH* U.S., SW and South Africa boxes. British CVLs may be built in Britain, but must SR to the South Africa, U.S. or SW box in the turn in which they appear on the board. If engaged in combat by Axis air or naval units, they are treated as fleet factors and are unaffected by enemy action unless all fleet factors accompanying them are eliminated or damaged.

27.141. Each CVE is represented by a single carrier factor. CVEs may be broken down into smaller units or combined into larger units, up to a maximum size of nine factors.

27.142 Unlike fleets or CVEs, fast carriers may not be broken down or combined into smaller or larger units. Each fast carrier is represented by a counter which represents a specific ship.

27.143 CAPACITY: Each carrier factor may carry one naval air factor. Naval air factors carried by CVEs are not represented by separate unit counters, are limited in their capabilities and are not subject to naval air rebuilding restrictions (26.198).

27.144 CAPABILITIES: Fast carriers may carry out all functions associated with carriers. In particular, fast carriers may accompany any friendly naval activity, if not otherwise prohibited, and may use their air component for air strikes during patrols and for a variety of offensive missions in the combat phase (26.311, 27.3196, 27.44). CVEs may likewise escort friendly naval activities; however, they may never take part in any patrol, interception or raid, may not pursue raiders, and their air component is restricted to a ground support role only (27.445). Carriers may also be assigned to anti-submarine duties in the SW box (42.463).

27.145 CARRIERS AND FLEETS: For basing, naval reconstruction, SR and other purposes associated with the size of naval forces, one carrier factor is the equivalent of one fleet factor.

27.1451 A force involved in fleet combat fights at reduced effectiveness if it contains carriers (27.5913). The force containing carriers receives a -1 DRM to its fleet combat dice roll and the opposing force receives a +1 DRM to its fleet combat dice roll.

27.1452 A +1 DRM is applied to the opposing search die roll for each friendly combat group that contains CVEs (27.5781), to reflect the fact that a combat group containing CVEs is slower and therefore easier to locate and track. The number of such groups is revealed to the opponent when search die rolls are made.



27.15 TASK FORCES: Any naval force consisting of at least nine naval factors may operate as a task force, provided a task force marker is available. A task force marker is placed on the board to represent the naval units.

The units themselves, including carrier-based naval air factors (but not transporting, invading or SRing ground or air units), are removed from the board and placed on the owning player's Naval Status Board, hidden from the opposing player. At the start of a game, the initial placement of naval units may be concealed by a task force marker. The placement of newly constructed units must be revealed to the opponent before a task force marker is placed on the board. The size of a task force may not exceed the stacking capacity of the port in which the task force is based (27.11). Subject to port capacity restrictions, two or more task forces may base in a port.

27.151 Japan and the Allies each have six task force markers.

27.16 NAVAL UNITS BASED IN THE SOUTH PACIFIC BOX: Naval units based in the South Pacific box are subject to the following restrictions:

27.161 Fleets based in the South Pacific box may conduct invasions of the Australia box as allowed by 57.23B.

27.162 Naval units based in the South Pacific box may conduct shore bombardment or carrier missions only in conjunction with an invasion of the Australia box.

27.163 Naval units based in the South Pacific box may not attempt interceptions.

27.164 Naval units based in the South Pacific box may protect sea supply and SRs traced from the South Pacific box onto the mapboard.

27.17 NAVAL UNITS BASED IN THE U.S. BOX: Naval units based in the U.S. box are subject to the following restrictions:

27.171 Fleets based in the U.S. box may carry out sea transport and invasions as allowed by 20.73.

27.172 Naval units based in the U.S. box may conduct shore bombardment or carrier missions only in conjunction with an invasion from the U.S. box.

27.173 Naval units in the U.S. box may not attempt interceptions.

27.174 Naval units based in the U.S. box may protect sea supply and SRs traced from the U.S. box onto the mapboard.

27.18 NAVAL UNITS BASED IN THE AUSTRALIA BOX: Naval units based in the Australia box may carry out naval activities, including interceptions. Such naval units appear on the board at hexes NN7 (west map) or NN24 (east map), where the coasts of Australia intersect the southern edge of the mapboard. These hexes are eight hexes from the ports in the Australia box (57.6).

27.19 NAVAL UNITS BASED IN THE INDIA BOX: Naval units based in the India box may carry out naval activities, including interceptions. Such naval units appear on the board at hex CC26, where the coast of India intersects the eastern edge of the mapboard. This hex is eight hexes from the ports in the India box (58.7).

27.2 MOVEMENT:

27.21 Naval units, including naval units which intercepted enemy naval units during the opponent's turn and are therefore inverted (27.313), may change base during the movement phase of offensive or attrition options. A naval unit may move to a base which is not fully supplied, but may not carry out any activities from the new base unless supply is later provided to it. Base changes are vulnerable to interception by enemy air and naval units. Naval units may change base during a pass option only if no enemy air or naval units are capable of intercepting them (18.4).

27.211 Naval units which are intercepted while trying to change base and are defeated in the ensuing naval combat return to their original base, even if this results in an overstacking in the original base because of other, successful base changes (27.114). The excess naval units are inverted and may not operate from their original base. If the excess stacking is not remedied during the SR phase, the excess naval units are eliminated.

27.212 The new base must be within twenty hexes of the old base. Naval units may move to a new base on a different front from their old base, provided it is within the twenty-hex range. The new base must have been controlled by the moving player's side at the start of his movement phase.

27.22 Naval base changes are made after the staging of air units and before the movement of ground units.

27.23 Naval units may move through any water hex. Naval units may move through part water hexsides, without regard for whether the land portion of the hex is controlled or occupied by enemy or neutral forces, subject to the following restrictions:

27.231 Movement through a strait containing a crossing arrow is prohibited unless both land sides of the strait are controlled by friendly (not neutral) forces. Entry into a prohibited strait to carry out a naval activity is permitted, provided the naval units leave the strait on the same side they entered and do not pass through the strait.

27.232 Movement and SR is only permitted past Singapore if it is controlled by friendly forces (20.4).

27.233 Naval units may not enter rivers.

27.24 Naval units may move into and out of the Australia and India boxes (27.18, 57.6, 27.19, 58.7).

27.25 American naval units may change base to, but not from, the U.S. box during the movement phase. Naval units in the U.S. box

may only relocate to a new base during the combat phase (following sea transport) or the SR phase (as an initial deployment). During the SW deployment phase, naval units based in the U.S. box may enter the SW box. Naval units moving to and from the U.S. box enter and leave the board at any east edge hex from I2 to KK2, inclusive.

27.26 DISPLACED NAVAL UNITS: Naval units at bases which are occupied by enemy ground units are displaced to the nearest controlled port with adequate basing capacity. If no such port exists within twenty hexes, the displaced naval units are eliminated.

27.261 Naval units may be displaced to the U.S., Australia, South Pacific and India boxes.

27.262 INTERCEPTION OF DISPLACED NAVAL UNITS: The movement of displaced naval units to their destination port may be intercepted by uninverted enemy air and naval units. Displaced naval units which survive enemy air and naval interception, including naval units which are damaged or withdraw from naval combat, complete their movement to their destination port, which is considered their "port of origin" (since their actual port of origin is no longer under friendly control). Once naval combat has concluded, displaced naval units are no longer subject to interception by enemy air units.

27.263 Displaced naval units may operate normally from their new port after their displacement, and may change base during their play-turn.

27.3 EMPLOYMENT:

27.31 During any full game turn, naval units may do any one, but no more than one, of the following:

27.311 Protect a sea supply route (regardless of option selection - 29.34).

27.312 Conduct an offensive mission (fleets: shore bombardment, sea transport, invasion, patrol; fast carriers: patrol, attack an enemy port or air base, provide ground support, intercept enemy defensive air support; CVEs: provide ground support) during an offensive option or limited offensive operation in a combat phase.

27.313 Intercept opposing naval units (during either player's turn). Unsuccessful attempts at interception do not count as a naval function.

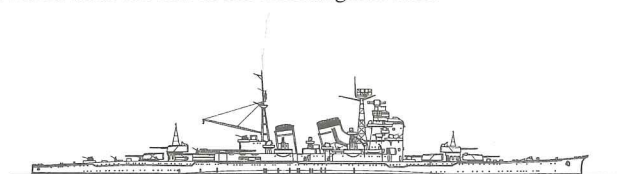
27.314 Perform sea escort (fleets only) or provide additional protection for naval SRs (during an SR phase).

27.315 Intercept raiders moving to the SW box, Indian Ocean or the Japanese oil supply route.

27.316 Operate in the SW box against enemy submarines. While in the SW box, American naval units may perform several roles (20.843, 20.85, 42.462, 42.5244, 44.41).

27.317 CVEs may not patrol, intercept, pursue raiders or attack enemy naval units, ports or air bases.

27.318 After performing any of the above functions, naval units are inverted until the end of the current game turn.



27.319 PATROLS:

27.3191 During the movement phase, prior to base changes (27.32), naval units in a task force may move to a sea hex (the "patrol hex") in order to attack enemy bases during the movement phase and assist in ground attacks and improve their chances of counter-intercepting enemy naval activities during the ensuing combat phase. The patrol hex, which functions as the patrolling task force's base during the ensuing combat phase, must be a sea hex no more than 20 hexes from its original base.

27.3192 Patrols are an offensive mission, and are only permitted during an offensive option or as part of a limited offensive on the front containing the patrol hex.

27.3193 A task force may not change base during a movement phase in which it conducts a patrol mission.

27.3194 For basing purposes, a patrol is considered to be in its port of origin while on patrol. A naval force therefore may not change base into a port from which a patrol has been sent if the port did not have sufficient capacity to base both naval forces.

27.3195 PATROL SEQUENCING: Patrols and base changes are announced at the same time, but patrols are conducted before base changes. Patrols are conducted one at a time, after which all base changes are completed. The following sequence is followed:

A. The moving player announces all patrols, including each intended patrol hex, and all base changes. The moving player is not committed to and does not announce any air strikes at this time.

B. If the moving player is conducting more than one patrol, he designates one patrol as the first to be conducted. This patrol force begins to move to its patrol hex.

C. If the defender wishes to intercept the patrol before it reaches its patrol hex, all naval interception attempts, counter-interceptions by naval units not committed to patrols or base changes, and naval combat arising from such interceptions and counter-interceptions is resolved.

D. If the patrol defeats any interception, or is not intercepted, it moves to its patrol hex. If the patrol is defeated in naval combat, it returns to port and is inverted. The victorious defender naval forces may remain in the interception hex or return to port and invert, at the defender's option.

E. The moving player then secretly allocates any carrier-based air units in the patrol to CAP, air strikes against enemy naval units or air strikes against enemy bases.

F. If the defender did not attempt to intercept the patrol while it moved to its patrol hex, and wishes to intercept the patrol in its patrol hex, he announces his naval interception attempts, but waits before making any naval interception die rolls. The defender may defer naval interception of the patrol if he wishes. If no defender naval interceptions are attempted, the moving player resolves his air strikes against the defender's bases.

G. If the defender has announced his intention to attempt naval interception, the moving player makes a die roll to determine whether he has surprised the defender's bases within air range of the patrol hex.

H. If the patrol achieves surprise, all air strikes against the defender's bases are resolved. The defender then makes his naval interception die rolls, which are modified only by air units which were not eliminated or damaged in the preceding air strikes. Naval combat is then resolved.

I. If the patrol fails to achieve surprise, the defender makes his naval interception die rolls before the moving player resolves his air strikes. Naval combat is then resolved, and the moving player's air strikes are resolved normally as set out in the naval combat sequence of play.

J. If the defender did not attempt naval interception prior to the initial air strike, the moving player may conduct a second air strike against any defender bases within range of the patrol hex. Steps E -J are repeated, with the defender again having the option of attempting naval interception in the patrol hex.

K. The moving player may continue to launch air strikes against defender bases within range of the patrol hex as long as at least one air strike in the preceding round inflicted some damage to enemy air or naval units. Before each round of air strikes, the defender has the option of attempting naval interception if he has not done so previously.

L. When the moving player has finished all his air strikes, he announces whether his patrolling force is returning to port or

remaining in the patrol hex during the combat phase. If the patrol returns to port it may not be intercepted. If the patrol remains in the patrol hex, naval interception by the defender is automatic and no naval interception die rolls are made. Any resulting naval combat is resolved. The loser returns to port, and the victor has the option of returning to port and being inverted or remaining in the patrol hex.

M. If the moving player is conducting a second patrol, steps B.-L are repeated.

N. Once all patrols are concluded, all base changes are completed.

27.31951 INTERCEPTION OF PATROLS: A patrol may be intercepted before it reaches its patrol hex (27.3195C), after it reaches its patrol hex and before the start of a round of air strikes (27.3195F) or automatically by defending naval forces within range if it remains in the patrol hex after completing its air strikes (27.3195L). However, the normal restriction that interception of a given force may be attempted only once also applies to patrols. The defender may not attempt interception of a patrol at one point, then attempt interception again later with other naval forces. Naval forces which fail to intercept a patrol may not attempt other interceptions during the same movement phase.

27.3196 A patrolling task force which successfully reaches its patrol hex and conducts air attacks during the movement phase as described above may later use any surviving naval air units for ground support or to intercept enemy defensive air support in the ensuing combat phase, as well as in any naval battles which might arise from counter-interceptions during the combat phase. Patrolling task forces which did not launch air attacks may also support ground attacks in this manner.

27.3197 A patrolling task force may also counter-intercept enemy naval forces during the supply portion of the movement phase or during the combat phase, with its patrol hex being considered its base when calculating interception ranges (27.565). A patrolling force may divide into smaller forces to counter-intercept different enemy activities. Part of a patrolling force may remain uncommitted (27.56) in anticipation of future counter-interceptions.

27.3198 A defending task force which defeats a patrol may, at the defender's option, remain in the interception hex and attempt interceptions from that hex during the ensuing supply determination or combat phase. This is an exception to the rule that naval units may only intercept once each turn (27.313). Such a defending task force is considered to be on patrol, and may not be attacked while it remains in its patrol hex. If it intercepts an enemy naval activity during the combat phase, it may be counter-intercepted normally in any hex along its interception route, including its patrol hex. A victorious defending task force which returns to port during the movement phase is inverted.

27.3199 At the end of the combat phase, after all other missions are resolved, each patrolling task force returns to its original base.

27.32 A naval unit may change base during the movement phase and still perform any one of the 27.31 functions (EXCEPTIONS: Patrols; naval units operating against enemy submarines remain in the SW box for the entire game turn). A naval unit which has performed one of the 27.31 functions during the movement or combat phase may still be SRed during the SR phase. Fleets which provide sea escort may also SR to the same port as the units they are carrying (27.64).

27.33 After the movement phase, a naval unit may not again change base until the SR phase. Naval units which leave their base during the combat phase must return to that same base (EXCEPTION: Sea transport - 27.422), as must any naval unit which intercepts an enemy naval activity. In the course of any one combat phase, a given naval unit may not return to its base and leave again, nor enter any other port more than once (except to debark units in case of an aborted mission), nor enter the sea portion of more than one hex targeted for sea transport or invasion (unless an alternate route to its destination is unavailable) even though it takes no action there. Naval units which leave a base during the movement phase may not voluntarily return to the same base during that phase (EXCEPTION: 27.3195L).

27.34 Naval units are inverted in their turn of construction and may not perform any of the 27.31 functions during the game turn they are placed on the board.

27.35 Naval units protecting sea supply (29.34) move with the supply line they are protecting, then return to their original port. This takes place during the movement phase, after the movement of naval units, or at the end of the combat phase. Otherwise such naval units may not leave their base unless they are SRed later in the turn.

27.36 RANGE: When determining the range of naval units, their port hex is not counted as the first hex, even though naval units are considered to enter the water portion of their port hex for interception purposes.

27.361 The range of naval activities is restricted as follows. These limits apply to both fleets and carriers.

A. No limit: sea supply (29.33), naval SRs and sea escort (27.65), although such activities must touch on a port or one-hex island at least once every ten hexes (27.3611).

B. 20 hexes: base changes (27.212), patrols (27.319) and offensive missions (27.411, 27.421, 27.433; 27.44) (EXCEPTION: a surprise Japanese air strike against Pearl Harbor - 67.2). This limit refers to the hex from which carriers may launch their air strikes.

C. 15 hexes: interceptions and counter-interceptions (27.51, 27.56).

27.3611 The following 10-hex restrictions apply:

A. Sea transport is prohibited unless there is a controlled, fully supplied port or one-hex island, controlled by friendly forces at the start of the player turn, within 10 hexes of the port of debarkation. The port of debarkation itself may be used to meet this requirement (27.421).

B. Seaborne invasions are prohibited unless there is a controlled, fully supplied port or one-hex island no more than 10 hexes from the invasion hex (27.433).

C. A sea supply line may not cross more than ten sea hexes without reaching a controlled port or one-hex island (29.331).

D. Naval units moving by SR and fleets performing sea escort may not cross more than ten sea hexes without reaching a controlled, fully supplied port or one-hex island (20.4, 27.65) (EXCEPTION: Magic SRs - 68.4).

27.3612 These 10-hex requirements do not apply to the Allies with respect to the Aleutian islands, because of the proximity of Alaska.

27.362 Oil shortages may reduce the range of Japanese naval units to ten hexes (30.2B).

27.37 The restrictions of 27.23 governing the movement of naval units also apply to naval units carrying out other naval activities.

27.4 OFFENSIVE MISSIONS:

27.41 SHORE BOMBARDMENT:

27.411 Shore bombardment may be used by an attacker during an offensive option or limited offensive operation to support an invasion by ground units, or to support a non-exploitation attack by ground units, including dropped airborne units, against Singapore or a one-hex island. Shore bombardment may not be used to support attacks other than as set out above, or be used to support attacks across crossing arrows unless the target hex is also a one-hex island. The presence of an enemy task force in the target hex does not prevent the use of shore bombardment in a non-invasion attack. The target hex must be no more than twenty hexes from the port in which the fleets providing shore bombardment are based.

27.412 For every three fleet factors providing shore bombardment, one combat factor is added to the strength of the attacker's ground units when determining the odds for ground combat.

27.413 The total number of combat factors added to a ground attack by shore bombardment may not exceed three times the total number of attacking ground factors involved in the attack. This limitation is distinct from the limitation on ground support from air units (26.422).

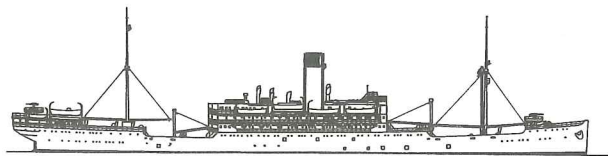
27.414 The attacker may combine ground support from naval air units or CVEs with shore bombardment to assist his attacking ground units. Ground support from naval air units may be used to supplement shore bombardment, with remnants from both being added together, provided neither of the 3:1 limits on ground support or shore bombardment is exceeded.

EXAMPLE: A 3-2 infantry unit invades a beach hex. No more than 27 fleet factors may provide shore bombardment (adding nine combat factors to the attack - 27.412). An additional nine army air factors or their naval air equivalent could provide ground support.

27.415 Fleets which provide shore bombardment may be eliminated as a result of ground combat in the same manner as any other units. However, for every three fleet factors providing shore bombardment, only one is removed to satisfy ground combat losses, even after an "A" result. The attacker may freely choose from among participating ground, air and naval units when satisfying ground combat loss requirements (EXCEPTION: Marines - 24.81).

EXAMPLE: Two invading 3-2 infantry units and 36 fleet factors providing shore bombardment ($6 + 12 = 18$) attack a 2-3 armor unit on a beach hex ($2 \times 3 = 6$) at 3:1 odds. If an "Ex" result occurs, the defender loses his 2-3 armor unit and the attacker loses both 3-2 infantry units, one 3-2 infantry unit and three fleet factors, or six fleet factors (his choice).

If the defender had a 3-2 infantry unit and a 1-2 infantry unit, the odds would be 18:12 = 1:1. If an "A" result occurred, the attacker would lose his two infantry units and 12 fleet factors. The other 24 fleet factors would return to port. If an "Ex" result occurred, the attacker could choose to lose both 3-2 infantry units and six fleet factors, one 3-2 infantry unit and nine fleet factors or 12 fleet factors. In all three cases, both defending infantry units would be eliminated.



27.42 SEA TRANSPORT:

27.421 Fleets may sea transport ground and air units from one controlled port to another controlled port, regardless of front, provided the distance the fleets conducting the sea transport move in the combat phase, from their original base to the port of embarkation, then to the port of debarkation, is no more than twenty hexes in total, and the port of debarkation is either fully supplied or is no more than ten hexes from a fully supplied port or one-hex island controlled by friendly forces at the start of the player turn. Two fleet factors are required to transport each ground or air factor (EXCEPTION: Sea transport from the U.S. box requires four fleet factors for each ground or air factor - 20.731). A unit may not be sea transported from one port to another, then sea transported again from the new port.

27.422 Fleets need not be based at the port of embarkation. During the combat phase, they may move from their base to the port of embarkation, then to the port of debarkation, then, if the moving player wishes, back to their original base. Fleets carrying out sea transport may end the combat phase in either their original base or in the port of debarkation. There may be more than one port of embarkation for a sea transport mission; but there may be only one port of debarkation. Different ports of debarkation require independent missions.

27.4221 If fleets on a sea transport mission are intercepted and defeated in naval combat before arriving at the port of embarkation, the transporting fleets return to their original base. If interception and defeat in naval combat occurs after the embarkation of the transported ground or air units, the transporting fleets and the units they are carrying return to the port of embarkation, the transported units

debark, and the transporting fleets return to their original base. Subject to the normal rules of supply and front options, ground units incur the usual movement factor cost for debarking (27.423) after a failed sea transport, but otherwise may move and attack normally. Air units which are forced to return to their port of embarkation after a failed sea transport are inverted.

27.423 GROUND UNITS: Ground units may move their full movement factor during the player turn in which they are sea transported. There is no movement cost to embark, unless the port of embarkation is in an enemy ZoC, in which case there is a movement cost of one movement factor. This applies even if the ground unit and the transporting fleet begin the turn in the port of embarkation. There is a movement cost of one movement factor to debark, whether or not the port of debarkation is in an enemy ZoC. Ground units which were unsupplied at the start of their turn therefore may not be sea transported. Ground units which have not exhausted their movement factor may move after debarkation.

EXAMPLE: A 2-3 armor starts its turn next to a port. It moves to the port hex (one movement factor), embarks (no movement cost), and debarks at a distant port (one movement factor); it may then move one additional hex from the port of debarkation.

27.4231 Ground units may engage in combat after debarkation.

27.424 AIR UNITS: Air units may be sea transported. The air unit must begin the player turn in the port of embarkation. The port of debarkation is treated as the air unit's new base. A transported air unit may not stage, either before or after sea transport. The transportation of air units is prohibited if the transportation would result in an overstacking of air factors in the port of debarkation. Transported air units may fly a normal distance from the port of debarkation. There is no reduction in range to reflect the movement cost of debarking, which only applies to ground units.

27.4241 Air units which have been sea transported may only provide ground support or intercept enemy defensive air support during the combat phase in which they are transported. They may not counterair, attack enemy naval units or carry out any other missions.

27.425 All sea transport must be concluded prior to the resolution of any ground combat.

27.426 Both ports of embarkation and debarkation must have been under friendly control at the start of the transporting player's player turn.

27.427 Sea transport may not be used to land forces on a bridgehead counter unless the bridgehead hex also contains a port.



27.43 SEABORNE INVASIONS:

27.431 Invasions may be directed against any beach hex, Singapore or any one-hex island. Ground units defending against invasion receive a +1 DM, even if simultaneously attacked from an adjacent land hex or by airborne drop (15.23B), unless at least half of the invading force consists of marines (24.8). The defenders also receive the defensive benefit of any other terrain in their hex.

27.432 If the target hex contains nine or more enemy naval factors or an enemy task force at the moment of seaborne invasion, the invasion may not be carried out. Air attacks earlier in the combat phase could eliminate enough of the defenders that invasion would be allowed. If no ground units were in such a hex, an airborne drop could drive the defending naval units out and permit invasion. If the airborne drop were not actually made, the invasion would be aborted.

27.4321 If the target hex does not contain enough enemy naval factors to prevent the invasion, invasion is permitted and the enemy naval factors are displaced to the nearest friendly port if the invading

ground units gain control of the target hex (27.26). Prior to displacement, the enemy naval factors may attempt interception (27.5).

27.433 Three fleet factors are required to carry each invading ground factor, regardless of range (EXCEPTION: Invasions from the U.S. box require six fleet factors to carry each invading ground factor - 20.732). The invasion hex may be no more than twenty hexes from the base of the naval units employed in the invasion, and no more than ten hexes from a fully supplied port or one-hex island controlled by the invading side at the beginning of his player turn (27.3611B; EXCEPTION: The Aleutian islands - 27.3612).

27.4331 Any number of ground units may participate in an invasion, up to the capacity of the invading fleets, but no more than two of those ground units may initially attack the target hex by sea (EXCEPTION: Marines). Airborne units which drop on the target hex and ground units adjacent to the target hex by land may join with the invading forces in attacking the beach hex, although this would not affect the DM for defending against an invasion (15.23B). The attacking units may receive shore bombardment factors from any excess fleet factors not engaged in carrying ground units; they may also receive ground support from any air units within range (26.42), including ground support from carrier-based naval air units.

27.4332 If fleets which originally had been carrying invading ground units engage in combat with intercepting enemy air or naval units and incur losses which result in the loss of one or more ground units, any excess fleet factors may be used for shore bombardment to support an invasion by surviving ground units.

27.434 Invading ground units must start their turn in a fully supplied port or one-hex island. Unlike ground units which are sea transported, they may not move to the port of embarkation. The fleets which carry the invading ground units must start the combat phase in the port of embarkation. Fleets may change base to the port of embarkation during the movement phase of the turn of invasion.

27.435 If at least one of the invading ground units is an armor unit, and one initially attacking unit survives to occupy the invasion hex, a breakthrough may be achieved on the invasion hex. Additional armor units in reserve aboard the invasion fleet could then exploit. Armor units adjacent to the invasion hex by land could not exploit, unless the invasion hex had also been attacked by land in combination with the invasion. In this case, the required armor unit may come from either the invasion force or the adjacent land units. Breakthrough and exploitation from an invasion hex is allowed even if the invasion hex was undefended (15.9).

27.436 Invading ground units which survive the invasion must occupy the invasion hex. If the target hex were enemy-controlled and the invasion succeeds (at least one initially attacking ground unit survives and lands), a bridgehead counter may be placed on the invaded hex (28.11). Ground units aboard the invasion fleet which did not participate in the attack may also be placed on the bridgehead, up to the five-unit stacking limit. If the target hex contained no enemy ground units, success is automatic and a bridgehead counter may be placed (EXCEPTION: Invasions of friendly hexes - 28.112). Movement into hexes contiguous to the invaded hex and attacks against enemy units in such hexes are possible only as a result of exploitation (15.62).

27.437 The attacker may not take exchange losses from embarked units which did not participate in his initial attack or from fleets carrying the invasion force. Exchange losses may be taken from fleets providing shore bombardment (27.415). Uncommitted ground units are not affected by the results of invasion combat.

27.4371 If an invading force containing marines suffers casualties, the marines must be eliminated before any other units, including air or naval units, when satisfying any required combat losses.

27.438 A bridgehead hex which does not contain a port may not be reinforced by SR by sea or by sea transport (EXCEPTION: Islands - 27.67). The attacker could reinforce such a bridgehead with ground units by conducting invasions into the hex in subsequent turns. Air

units may SR by air into a such a bridgehead and an airbase could be constructed in, but not SRed into, the hex.



27.44 CARRIER MISSIONS:

27.441 Naval air units based on fast carriers may conduct attacks on enemy bases as part of a patrol (27.319), and may conduct a variety of missions (26.311) during the combat phase.

27.442 Missions are not assigned to carrier air units during the combat phase until all combat arising from enemy interceptions has been resolved. The type of naval mission (27.312) a carrier happens to accompany during the combat phase does not restrict the type of air missions to which its air units may be assigned. During the combat phase patrolling carriers may only fly ground support and intercept defensive air support (27.3196).

27.443 Carriers and their naval air factors may each conduct only one mission per turn. Carrier-based air factors are only eligible to conduct an offensive mission if their carrier is at sea, conducting an offensive mission, including patrol. Air units at sea aboard a carrier conducting an activity other than an offensive mission, such as a naval interception, may not conduct offensive air missions, although they may conduct offensive or defensive operations during naval combat (27.577).

27.444 Participation in one or more rounds of naval combat or patrol attacks does not exhaust the ability of carrier-based air units to conduct an offensive mission in the combat phase. Conversely, carrier-based air factors, even those which have conducted an offensive mission earlier in the turn, are never inverted (27.599) and always participate in any naval (27.57) or air (26.4522, 27.5772A) combat involving their carrier.

27.445 CVE MISSIONS: CVEs may only provide ground support, and may not intercept, conduct patrols, pursue raiders, nor may their naval air component attack enemy naval units, ports, or air bases or intercept defensive air support (27.144).

27.5 INTERCEPTION:

27.51 When a player undertakes any naval activity, the opposing player may attempt to intercept with any of his naval units (EXCEPTION: CVEs) based within fifteen hexes of the interception point. Naval activity includes attempted sea supply (with or without protecting naval units), movement of naval units during the movement phase (base changes and patrols), missions during the combat phase, SRs by sea (both of units and naval units themselves), movement of raiders and interceptions of enemy naval activities. **Interceptions may not be attempted unless the countries involved are already at war; a player may not declare war during his opponent's turn in order to intercept.**

27.52 Whenever the defender requests, the attacker must indicate the exact course of hexes taken by naval units carrying out a naval activity. The defender then may select a hex in which he will attempt to intercept that activity. He may select the hex in which the attacker's naval units are based (since they enter the water portion of that hex as soon as they leave port), the destination hex, or any intermediate hex.

27.53 Naval interception of a given naval force may be attempted at only one point along the route selected by that naval force to carry out its naval activity.

27.531 Each time a naval force attempts to carry out a naval activity, it may be intercepted, even if some or all of it has been intercepted earlier in the same turn while carrying out a different naval activity. A naval force which joins with other naval units in the course of a single naval activity creates a new naval force, which is subject to naval interception even if some or all of its components were intercepted before they combined. However, if a naval force sails to a

port containing a second naval force in order to combine into a new naval force in that port hex, the naval force which remained in port until the first naval force arrived may not be intercepted separately. Naval forces may thus be picked up without being subject to interception until they have joined the combined force.

EXAMPLE: Japanese task forces sail independently from Manila, Okinawa and Tokyo, rendezvous south of Okinawa, and proceed on their mission. The Americans could attempt three different interceptions against the three task forces prior to their rendezvous, and one interception afterwards. Had the Japanese combined their task forces by sailing the Manila task force to Okinawa, then both task forces to Tokyo, then all three task forces on their mission, the Americans could have intercepted the Manila task force, the combined Manila and Okinawa task forces, and all three task forces, but the Okinawa and Tokyo task forces could not have been intercepted separately.

27.532 The defender's air units may attack the attacker's naval units at any hex or hexes along their route, including a hex where naval interception occurs. If air and naval interception occur in the same hex, the intercepting air units participate in the resulting naval combat. The defender announces and commits to naval interceptions before resolving any air attacks against the attacker's naval activities. If the attacker's naval force turns back after undergoing air attack, the defender's intercepting naval force does not engage the attacker's naval activity, returns to port and is inverted.

27.54 Naval units, including those in task forces, may be broken down into smaller units prior to interception attempts. Naval units based in the same hex may attempt separate interceptions against different enemy targets, but may attempt only one interception against the same enemy target. Some naval units may be held back to combat enemy counter-interceptions (27.56). If naval units from more than one base attempt to intercept the same enemy target, they must select a common hex at which interception will be attempted.

27.541 If two naval activities originate in the same port, and the defender intercepts in that hex, both naval activities are intercepted and a single naval battle takes place between the intercepting force and the naval forces involved in both naval activities. Similarly, if two or more naval forces combine in a target hex, interception in that hex results in a single battle between the intercepting force and all the attacking forces in the target hex.

27.542 If two naval activities cross paths in a single hex, they are considered to have passed through the hex at different times. A single interception in that hex may be directed against either naval activity, but not both. If the defender wished to intercept both naval activities, he would have to intercept each naval activity separately and fight two separate naval battles.

27.543 If two naval activities trace a path with more than one contiguous hex in common, any interception in such a common hex results in the interception of both naval activities and a single naval battle. If the defender wished to intercept only one of the naval activities, he must select an interception hex which contained only the naval activity he wished to intercept (EXCEPTION: Sea supply lines to different supply zones).

27.55 During movement the attacker must indicate all naval base changes and patrols he will make before the defender decides whether and where to attempt interception. Similarly, during the combat phase, the attacker must announce all naval missions he will undertake, including the destination of each mission and which ground units, if any, are aboard his fleets, before the defender makes any interception decisions. All naval SRs which are subject to interception are indicated in the same manner, then carried out sequentially (20.23).

27.56 COUNTER-INTERCEPTIONS: The foregoing does not prevent the attacker from attempting to counter-intercept the defender's intercepting naval units with his own uncommitted naval units (EXCEPTION: CVEs) based within 15 hexes of the interceptor's chosen route. A naval unit is considered to be uncommitted if it is uninverted and is not engaging in the type of naval activity being carried out at that stage of the turn - thus a naval unit wishing to

attempt counter-interception of an enemy naval unit which intercepted a base change could not itself be changing base during that turn.

27.561 Counter-interception takes place before the defender's naval units complete their interception. Counter-interceptions are carried out in the same manner as interceptions. If counter-interception takes place in the hex selected by the defender for his interception, only the counter-intercepting naval units would engage in naval combat with the intercepting naval units. The naval units originally being intercepted would not join in this naval battle. If the intercepting naval units defeat the counter-intercepting naval units, they may move to the indicated interception hex and engage the intercepted naval units or abort the interception and return to port, at the owning player's option.

27.562 Counter-interceptions may be made by naval units belonging to allies of the nation conducting the intercepted naval activity, regardless of the option the ally selected on that front. Uncommitted air units belonging to the nation conducting the intercepted naval activity or an ally, if in range, may attack the intercepting naval units, regardless of front options.

27.563 All air and naval counter-interceptions are announced after the defender has made all interception die rolls, but before any naval battles resulting from successful interception have been resolved. Naval combat is resolved in inverse order. The naval units sailing last resolve their interceptions, including naval combat, first.

27.5631 COMBINED AIR AND NAVAL INTERCEPTION: The principle "last to intercept - first to sail" governs the sequence of air attacks as well as naval combat. At any point in a series of interceptions, one force is being intercepted, and another is intercepting it. The intercepting force first sails to the interception hex, possibly undergoing air attack en route. The intercepted force then moves to the interception hex, and is also subject to air attacks en route. Naval combat, including air attacks in the interception hex itself, is then resolved.

27.564 Theoretically, a defender who has held back naval units could counter-counter-intercept the attacker's counter-interceptors, and so on, until one player or the other had no more uncommitted naval units.

27.565 NAVAL INTERCEPTION TABLE (PACIFIC): To determine whether a naval interception succeeds, the defender counts the hexes along his chosen route, from his naval base(s) to the interception hex, not counting his port hex. The success or failure of naval interceptions is determined by rolling one die for each intercepting force and consulting the appropriate row of the Naval Interception Table (Pacific). If interception succeeds, naval combat occurs.

Naval Interception Table (Pacific) - 27.565

| Range | Result |
|-------|-----------|
| 0-3 | Automatic |
| 4-5 | 1-5 |
| 6-7 | 1-4 |
| 8-9 | 1-3 |
| 10-11 | 1-2 |
| 12-13 | 1 |
| 14-15 | 0 |

Die Roll Modifiers:

- 1 For every uninverted land-based air factor within range of the interception hex, whether or not it is used to attack the enemy naval force or sea supply line.
- 1 For each Magic point invoked (U.S. only).

Results: A die roll within or below the indicated range results in interception. Interception is prohibited at ranges greater than 15 hexes.

27.5651 EFFECTS OF AIR ON NAVAL INTERCEPTIONS: For each supplied, uninverted, uncommitted friendly land-based air

factor within range of an interception hex, a -1 DRM is applied to naval the interception die roll. Army and naval air factors are equivalent for this purpose (26.1732B). The air factors in question need not attack the intercepted naval activity, and are not inverted as a result of assisting the interception attempt. A given air factor may simultaneously influence any number of interception attempts.

27.566 Naval units which fail to intercept are not subject to counter-interception by enemy air or naval units, are not inverted and may be used for other purposes during the remainder of the game turn, but they may not again try to intercept during the current phase. A naval unit which failed to intercept an enemy base change could thus attempt to intercept enemy naval activity during the ensuing combat or SR phase.

27.567 Naval units which intercept an enemy naval force, but do not engage in combat because the enemy naval force was eliminated or aborted its naval activity as a result of an earlier interception, are considered to have engaged in combat and are inverted.

27.568 Naval units based in the U.S. and South Pacific boxes may not attempt interceptions. **Naval units based in the South Africa box may only intercept Japanese raiders operating from Colombo (44.45).**

27.569 If the Western Allies and Russia both wish to intercept the same enemy naval activity, the Western Allies prevail.



27.57 NAVAL COMBAT:

27.571 OVERVIEW OF NAVAL COMBAT: There are two forms of naval combat. Naval combat between fleets is referred to as fleet combat; naval combat which involves carriers on one or both sides is referred to as carrier combat.

27.5711 All naval forces engaged in a naval battle are placed in the interception hex. The first round of carrier-based air strikes (if any) then takes place.

27.5712 After the first round of air strikes is concluded, fleet combat may occur if one side achieved a surprise level of 5 or more (27.59). After any fleet combat is resolved, either or both of the naval forces involved may then withdraw, provided some form of combat has occurred (27.594). If neither naval force withdraws, a second round of air strikes then takes place.

27.5713 After the second round of air strikes, fleet combat again may occur, and either side may again withdraw. If neither side withdraws, a third round of air strikes takes place.

27.5714 After the third round of air strikes, one round of fleet combat is resolved (27.591), unless one side achieved a surprise level of 3 or more and declines fleet combat. This sequence of air strikes and fleet combat is repeated until one side withdraws or is eliminated and the naval battle ends.

27.5715 COUNTER-INTERCEPTIONS: If the moving player counter-intercepts an intercepting naval force, the intercepting and the counter-intercepting naval force are placed in the counter-interception hex and the procedure outlined above (27.5711-27.5714) is followed. The naval force originally intercepted does not participate in this naval battle.

27.572 LAND-BASED AIR: Eligible (27.5773) land-based air factors within range of a naval force involved in a naval battle may participate in the battle by providing air cover (26.46) for a friendly naval force, intercepting an enemy naval force (26.453), being attacked by carrier-based naval air units (27.584), or searching (27.57731). In effect, air bases are treated as stationary naval units. Air units which participate in naval combat may not have intercepted another enemy naval force during that turn. Whether a land-based

air unit may participate in a naval battle is determined according to its location in relation to the interception hex. Land-based air factors may not attack enemy air or naval bases in the course of naval combat.

27.573 NAVAL COMBAT SEGMENTS: Naval combat consists of one or more combat rounds, each of which is divided into a number of segments:

A. Once interception or counter-interception has resulted in naval combat, each player secretly divides his naval force into separate naval combat groups, placing the units on his Naval Status Board (27.576).

B. Each player secretly assigns his available carrier-based naval air units to offensive (air strikes) and defensive (combat air patrol) operations for that combat round (27.577) and allocates any land-based air cover to friendly combat groups.

C. Each player makes a search die roll and consults the Naval Search Table to determine his success in determining the exact location and composition of his opponent's naval forces (27.578).

D. Each player announces the number and composition of his naval combat groups as required by the opponent's search level (27.5781).

E. The search results of both sides are compared and the Naval Surprise Table consulted to see if one side achieved a tactical advantage (27.579).

F. Air strikes against land bases are resolved (27.584), the player with the higher search result going first.

G. The side with the higher search result (interceptor if tied) assigns his attacking air units to one or more eligible enemy combat groups (27.5812).

H. For each target, the defender announces how many attacking air factors will be engaged by air units flying combat air patrol. Air combat is resolved (27.582).

I. After air combat is resolved, an air defense dice roll is made for the fleet and CVE factors in each target (27.583).

J. The attacker selects his targets within each attacked combat group (27.585).

K. The defender makes an air defense dice roll for each attacked fast carrier (27.5851).

L. All air attacks are resolved (27.5852).

M. Steps G. to L. are repeated - the player with the lower search result assigns his attacking air units to one or more eligible targets, his opponent engages some or all of the attacking with air factors flying combat air patrol, fleet air defense dice rolls are made, specific targets are selected, carrier air defense dice rolls are made, then air attacks are resolved (27.586).

N. Air strikes by land-based air units are resolved (26.4535), the player with the higher search result going first.

O. Fleet combat is resolved if one side achieved a surprise level of 5 or more and wishes to engage in fleet combat, or after the third round of naval combat (27.59), unless one side achieved a surprise level of 3 or more and declines fleet combat. Submarine attacks against undamaged naval units may be made (42.525).

P. If combat occurred, combat groups which wish to withdraw may do so (27.5942). If both sides still have naval forces engaged in combat, another round of naval combat begins (27.596).

27.574 COMPOSITION OF TASK FORCES: The composition of all task forces involved in naval combat is initially concealed from the opposing player. A player may obtain information about enemy naval units as a result of a successful search, and discovers the exact composition of any enemy naval units he attacks, but otherwise the strength and composition of the forces engaged remains hidden.

27.5741 Naval battles involving forces which are not concealed by a task force marker are resolved in the same manner as larger naval battles, although the size and composition of the forces engaged may make some naval combat segments unnecessary. For example, a

naval force consisting of less than 18 naval factors must form a single combat group, and a naval force with no carriers and out of range of friendly land-based air units will have no air units to assign to attack or defense.

27.575 COMBAT ROUND SEGMENTS:

27.576 DEPLOYMENT OF NAVAL UNITS: Each side secretly deploys its naval forces into combat groups on its Naval Status Board. Fleets and carriers may be placed in the same combat group, as may naval forces from different bases. This deployment is subject to the following restrictions:

A. Each combat group must consist of at least nine naval factors, unless the naval force itself consists of less than nine naval factors.

B. No combat group may consist of more than 36 naval factors.

C. Each naval force may divide into no more than five combat groups (EXCEPTION: A naval force consisting of more than 180 naval factors may form a sixth or seventh combat group, because of the 36-factor size limit for each combat group).

EXAMPLE: A naval force consists of 20 fleet factors and 5 CVs, for a total of 35 naval factors. It could therefore form anywhere from one large combat group to three smaller combat groups. The player could combine his fleets and carriers in combat groups in different ways, provided no combat group had less than nine naval factors.

27.5761 Once formed, the composition of each combat group may only be changed as a result of combat losses or entry into fleet combat, although combat groups may be assigned different numbers at the start of each round of naval combat (27.596). A naval force which participates in more than one naval battle in a given turn may reconstitute its groups freely at the start of each naval battle.

27.5762 CARGO:

27.57621 GROUND AND AIR UNITS: Ground or air units being carried by a naval force must be assigned to combat groups which contain enough fleet factors to carry them. Air units being transported or SRed may be broken down before being assigned to combat groups. Ground and air units may not be transferred to another combat group to avoid elimination if their assigned fleets are eliminated or damaged.

27.57622 SUPPLY: Supply being protected by a naval force must also be assigned to a combat group, although no fleet factors are actually required to carry it. Fleet factors in the combat group so designated are escorting the supply line; to cut the supply line, all fleet factors in the escorting combat group (only) must be damaged or sunk, and an additional loss inflicted on the sea supply line itself (29.36). Naval factors placed in other groups are covering forces which do not directly protect the supply line from damage. Should the designated combat group voluntarily withdraw from combat, the supply line is cut.

27.57623 COMBAT EFFECTS OF CARGO: A combat group carrying ground or air units or escorting supply operates at reduced effectiveness. In addition to the effect of such combat groups on the opponent's search die roll (27.5781), if fleet factors carrying cargo are involved in fleet combat, they incur a -1 DRM to their fleet combat dice roll, while the opposing force receives a +1 DRM to its fleet combat dice roll (27.5913).

27.5763 EFFECTS OF COMBAT GROUPS: For each combat group consisting of nine or more naval factors, a naval force receives a +1 DRM on its search die roll. If naval combat results in a combat group being reduced in size to less than nine naval factors, no modifier is received for that combat group. Thus breaking a naval force into a number of combat groups increases the chances of a good search result (27.578), but a concentrated force will benefit from greater CAP and air defense, and if fleet combat occurs, a force with a larger number of combat groups may be at a disadvantage (27.5914).

27.577 ALLOCATION OF AIR UNITS: Each player secretly assigns his available carrier-based naval air units to offensive or defensive operations on his Naval Status Board.

27.5771 OFFENSIVE OPERATIONS:

A. AIR STRIKES AGAINST ENEMY NAVAL UNITS: A player may allocate some, all or none of his available carrier-based naval air factors to air strikes against enemy naval units at sea.

B. AIR STRIKES AGAINST ENEMY AIR BASES: Carrier-based naval air units may also be assigned to air strikes against any enemy land-based air units within range of the interception hex, in place of or in addition to air strikes against enemy naval units at sea, but each air factor may attack only one target during each round of naval combat.

27.5772 DEFENSIVE OPERATIONS:

A. COMBAT AIR PATROL: No more than half (rounded up) of the naval air factors from each combat group may be allocated to defensive combat air patrol (CAP). CVEs do not contribute to CAP. Land-based air units may fly CAP over their own air base without restriction (27.57733). Naval air units on carriers which are attacked in port may also fly CAP without restriction over their port. Air units may not fly CAP over a target other than their own combat group or air base (EXCEPTION: Air cover).

B. AIR COVER: Land-based air factors providing air cover to friendly naval forces may augment the CAP over any combat group in that naval force. Air cover may not be flown over friendly air bases, nor may air units providing air cover defend their own air base, search, or carry out air strikes against enemy targets (27.57732).

27.5773 ELIGIBLE LAND-BASED AIR: Supplied, uninverted land-based air units are eligible to participate in a naval battle if they are based within range of the interception hex, uncommitted to ground support, defensive air support, or the interception of defensive air support, and have not attacked an enemy naval force other than one involved in the battle. Air units committed to offensive or defensive air cover are eligible to participate if they are assigned to cover one of the naval forces involved in the battle.

27.57731 AIR SEARCH: Eligible land-based air factors, other than those away from their base flying air cover, may search for the enemy, without forfeiting their ability to defend their own base (27.57733) or attack enemy naval forces (27.57734). Searching does not cause an air factor to become inverted. For each air base (city, port, artificial port or airbase counter) with an eligible air factor at the moment of search, the friendly search roll is increased by one (27.578). Army and naval air factors are equivalent for this purpose (26.1732C).

EXAMPLES: Five uninverted American army air factors are based at Pearl Harbor, a double port. If a naval battle took place within air range of Pearl Harbor, the U.S. would receive a +2 DRM for its search die rolls. This search advantage would be reduced or eliminated if its army air factors were destroyed or damaged in the course of the battle.

Japan has built an airbase in Truk, a double port, and based three uninverted naval air factors there. If a naval battle took place within air range of Truk, Japan would receive a +3 DRM for its search die rolls. If one of the three Japanese naval air factors were eliminated, Japan would then receive only a +2 DRM for its search die rolls.

27.57732 AIR COVER: Air cover is assigned to a naval force at the start of its naval activity, and is committed to that naval force as long as it is at sea (26.461). Air factors providing air cover are allocated to one or more combat groups during the air allocation step of each combat round (27.5772B). Units so designated may not search, contribute to CAP over their air base if it is attacked, or attack enemy naval units. They may be damaged or eliminated by attacks on their own air base during the course of the battle (27.5845), and are inverted when their mission is completed.

27.57733 COMBAT AIR PATROL (CAP): Eligible land-based air factors which are not assigned to air cover and carrier-based naval air units in port (26.197) may defend their hex if it is attacked by carrier-based naval air units. All, some, or none of the air factors based in the hex may fly CAP over the attacked hex. Air factors

which fly CAP over their base are not inverted as a result, unless they also attack enemy naval units during a different round of naval combat. They may be eliminated or damaged if their base is attacked by enemy air units (27.5845).

27.57734 LAND-BASED AIR STRIKES: After carrier-based air strikes are completed, eligible land-based air factors which did not fly CAP during that round may attack enemy naval units involved in the naval battle (26.4535). Land-based air units may not attack other air bases or ports during a naval battle (27.572). Land-based air units may only attack a single naval force during a given turn (26.45332), and are inverted when the force they have attacked moves out of range (26.4533).

27.57735 OTHER AIR MISSIONS: Land-based air units not eligible to participate in a given naval combat may not be damaged or otherwise affected by it, although they may be affected by carrier-based offensive air missions launched outside of naval combat (26.311, 26.45281).

27.57736 Kamikazes, which have a range of four hexes, may attack enemy naval units before those naval units are able to attack the kamikaze air base.

27.578 SEARCHING: After carrier-based air units have been assigned to their tasks, each player announces his net search modifiers, rolls one die and consults the Naval Search Table.

| Naval Search Table - 27.578 | |
|---|---|
| Search Level | Result |
| 1-2 | Search failure. No enemy units are located. |
| 3 | Poor weather. Two enemy combat groups remain hidden. Combat group 1 may attack. |
| 4 | Inexact search patterns. One enemy combat group remains hidden. Combat group 1 may attack. |
| 5 | Moderate search results. One enemy combat group remains hidden. Combat groups 1 and 2 may attack. |
| 6 | All enemy combat groups are located. Combat groups 1 and 2 may attack. |
| 7 | Good visibility in some sectors. The number of fast carriers in enemy combat group 1 is revealed. Combat groups 1, 2 and 3 may attack. |
| 8 | Good search conditions. The number of fast carriers in enemy combat groups 1, 2 and 3 is revealed. Combat groups 1, 2 and 3 may attack. |
| 9 | Good search conditions. The number of fast carriers in enemy combat groups 1, 2 and 3 is revealed. Combat groups 1, 2, 3 and 4 may attack. |
| 10 | Detailed search report. The number of fast carriers in enemy combat groups 1, 2, 3 and 4 is revealed. Combat groups 1, 2, 3 and 4 may attack. |
| 11 | Detailed search report. The number of fast carriers in all combat groups is revealed. All combat groups may attack. |
| 12+ | Precise search report. The exact composition of all enemy combat groups is revealed. All combat groups may attack. |
| Die Roll Modifiers | |
| +1 | for each friendly combat group consisting of at least nine naval factors. |
| +1 | for each friendly air base (27.57731) containing an uninverted air factor (+1 per air base). |
| +1 | for each enemy combat group containing CVEs or carrying units or supply (27.5781). |
| +/-1 | for each Magic point invoked. |
| Modifiers: Combat groups which are engaged in fleet combat or have been reduced in size to less than nine naval factors do not modify search die rolls. Carrier-based air factors do not act as modifiers. The United States may use its Magic capability (68) to increase the effectiveness of its own search or diminish that of the Japanese. | |

27.5781 During naval combat, a player's search die roll is increased by one for each opposing combat group containing CVEs, or naval units carrying units for sea transport or seaborne invasion, or conducting sea escort or sea supply. Each such combat group triggers only a +1 search modifier, even if it contains CVEs and is conducting a penalized activity. If the composition of a player's combat groups entitles his opponent to a favorable search modifier, he must reveal the size of the modifier when search die rolls are made.

27.5782 SEARCH RESULTS: After search die rolls are made, both players then reveal information relating to their combat groups as required by their opponent's search result.

27.579 SURPRISE: The lower search level is subtracted from the higher search level to determine whether one side achieved a sufficient superiority to obtain a tactical advantage in the ensuing naval combat. Surprise effects operate as an exception to the general rules of naval combat set out below.

EXAMPLE: The American search result is "14", and the Japanese search result is "8". The American player achieves a surprise level of "6".

27.5791 RADAR: Allied radar decreases the surprise level of Japanese attacks by one. Japanese variant 8 gives Japan a comparable advantage.

| Naval Surprise Table - 27.579 | |
|--|--|
| Surprise Level | Result |
| 1 | Airstrikes by patrolling task forces are resolved before naval interception die rolls are made (27.3195). |
| 2 | Enemy CAP caught off guard. There is no +1 DRM for air combat between attacking and CAP air units. |
| 3 | Anti-aircraft defenses less effective. The defender incurs a -1 DRM on his air defense dice rolls. <i>The attacker may evade fleet combat if it would otherwise begin.</i> |
| 4 | Damage control problems. The attacker receives a +1 DRM on his air attack dice rolls. <i>The attacker receives a +1 DRM on his fleet combat dice rolls and the defender receives a -1 DRM on his fleet combat dice rolls.</i> |
| 5 | Enemy CAP out of position. Air combat between attacking waves and CAP occurs only after air attacks are resolved. <i>The attacker may initiate fleet combat when it would otherwise not occur.</i> |
| 6 | Enemy defenses in disarray. No fleet (27.583) and base (27.5844) air defense dice rolls are made. <i>The attacker may commit both his first and second combat groups to fleet combat or may choose which of his opponent's combat groups is committed to fleet combat.</i> |
| 7 | Enemy forces unprepared for attack. Air and naval units damaged by air attack or fleet combat are eliminated. |
| 8+ | First strike. Enemy carriers are attacked before they launch their air strikes. If this results in the elimination of or damage to enemy carriers, the strength of an enemy air strike from such carriers is reduced (26.1721). <i>Fleet combat is resolved sequentially. Eliminated fleets are not taken into account in determining the level for the defender's fleet combat dice roll.</i> |
| Radar: Surprise advantages achieved by the Japanese are reduced by one to reflect the effects of American radar. Japan receives the same benefit if Japanese variant 8 has been played. | |
| Explanation: Compare the search levels of both sides. Surprise effects are cumulative—each result includes all lesser effects. Surprise advantages only benefit the player with the higher search result, referred to as the "attacker" in this table. Surprise levels for carrier attacks against enemy bases are determined by a modified die roll (27.5841). | |
| Fleet results: <i>Fleet results are given in italics. When the surprise level is determined, the player achieving surprise must select either all the applicable air results or all the applicable fleet results, but not both.</i> | |

27.5792 Once any surprise effects in a naval combat round are determined, one or both players may launch air strikes against the other, or fleet combat may occur.

27.58 AIR ATTACKS DURING NAVAL COMBAT:

27.581 SEQUENCE OF AIR ATTACKS: Air attacks are resolved in the following order:

A. Carrier-based air strikes against enemy land bases (27.584).

B. Carrier-based air strikes against enemy naval units (27.582 - 27.5856).

C. Land-based air attacks on naval forces (26.453, 27.587).

27.5811 For each type of air attack, the player with the higher search result (the intercepting player if tied) announces his air attacks, then resolves them in the order he desires.

27.5812 TARGET SELECTION BY ATTACKING AIR UNITS:

27.58121 Land bases may be attacked by any carrier within range, regardless of their combat group and the current search result. Only enemy combat groups which were located during search may be attacked, and only by carriers in combat groups allowed to attack by that round's search result, or by land-based air within range of the interception hex in which the naval battle is being fought.

27.58122 Every attacking air factor, including air factors based on carriers in different combat groups, may attack the same target, or several targets may be attacked, as long as each attacking air factor only attacks once during each combat round.

27.58123 Fast carriers in a combat group which is engaged in fleet combat may only attack enemy naval units engaged in that fleet combat, regardless of search results.

27.582 AIR STRIKES AND COMBAT AIR PATROL: For each target, the defender may engage some, all or none of the attacking air factors with air units assigned to CAP or air cover over that target. The player flying CAP or air cover decides how many attacking air factors to engage, but the attacker decides which attacking air factors are engaged. Air combat (26.6) is resolved, with the air units flying CAP or air cover receiving a +1 DRM. The favorable DRM for CAP or air cover engaged in air combat does not apply if the attacker achieved a surprise level of 2 or more, and the air combat between the attacking air units and defending air units flying CAP takes place after air attacks are resolved if the attacker achieved a surprise level of 5 or more.

27.5821 EFFECT OF CAP ON AIR DEFENSE: Air factors flying CAP which survive air combat with attacking enemy carrier-based naval air units are added to the fleet air defense level of their combat group (27.583). Land-based air factors providing air cover are not added to air defense, nor are air factors flying CAP over a land base.

27.583 FLEET AIR DEFENSE: After air combat between attacking and CAP air units is resolved, the defender makes an air defense dice roll for each attacked combat group or air base, using the Air Defense Table (26.54). Fleets and CVEs are taken into account when determining the fleet air defense level of the target; fast carriers are not. Each CVE is the equivalent of three fleet factors for the purpose of air defense. The fleet air defense level is increased by one for each surviving air factor flying CAP (27.5821). If the attacker achieved a surprise level of 3 or more, the air defense dice roll is reduced by one. If the attacker achieved a surprise level of 6 or more, no fleet air defense dice roll is made.

27.584 CARRIER ATTACKS AGAINST ENEMY BASES: Air attacks by carrier-based naval air units against enemy air bases and ports are resolved in the same manner as air attacks against naval units, subject to the following modifications:

27.5841 The attacker's search die roll is irrelevant, as the enemy target has a fixed, known location. All the attacker's combat groups may launch attacks against the enemy base, regardless of any search results applying to naval combat. Whenever carrier-based naval air units attack a base, the surprise level achieved against the base is

determined by the roll of one die. The attacker designates all air strikes before rolling to determine the surprise level for any of them. The surprise die roll is modified as follows:

A. Minus one for each enemy airbase containing an eligible (27.5773) air factor within range of the hex from which the attack is launched (27.57731; -1 per air base maximum);

B. Minus one for radar (applicable to Japanese attacks only, unless Japanese variant 8 has been played - 27.5791);

C. Plus or minus the number of Magic points applied to modify searches in that round. These Magic points may have been used to either decrease the Japanese search level or increase the American search level.

27.5842 Once any modifiers have been applied, the Naval Surprise Table is consulted and the surprise results implemented.

27.5843 The defender engages some, all or none of the attacking air units with any air units he assigns to CAP over the attacked base (EXCEPTION: A surprise level of 5 or more).

27.5844 The defender then makes an air defense dice roll, using the Air Defense Table (EXCEPTION: A surprise level of 6 or more). Air bases have defensive strengths comparable to ports. Surviving CAP factors do not increase the air defense level of a land base.

27.5845 The attacker then resolves the air attack as set out in 27.585, assigning his attacking air factors to various targets before making his air attack dice rolls. Army air units are converted into air squadrons when assigned to fly CAP over their base, to reflect the reduced effectiveness of naval air units against land targets. Army and naval air units are attacked separately. Enemy air and naval units which are damaged are inverted, and if damaged again are eliminated (26.4546). Attacked fleets and air factors which are damaged may not be eliminated as a result of receiving additional damage until all undamaged units of that type have been damaged. Enemy air units may be eliminated and damaged while operating from their base - this represents attacks on ground installations.

27.58451 If carrier-based naval air units attacking an enemy base inflict excess damage on enemy air or fleet factors, the excess damage is applied to the damaged factors. Enemy air or fleet factors which are damaged twice are eliminated.

EXAMPLE: Seven carrier-based naval air units attack a base containing six enemy naval air units. The air attack dice roll is "8," for a "3/4" result. Three of the enemy naval air units are eliminated and the other three are damaged. The one excess damage hit is applied to one of the damaged naval air factors, eliminating it, for a total of four naval air factors eliminated and two damaged. Had other carrier-based naval air units attacked naval units in the same base, that attack would be resolved separately (27.5845).

27.5846 TIMING OF ATTACKS: Carrier strikes against enemy bases are resolved before carrier strikes against naval forces. Air strikes by a patrolling task force which surprises an enemy base are resolved before interception die rolls are made (27.3194H).

27.585 CARRIER ATTACKS AGAINST ENEMY COMBAT GROUPS: Once all air combat with enemy CAP is resolved and all fleet air defense dice rolls are made, the attacker must select targets for his air attacks. Only enemy naval units in the attacked combat group may be targeted for air attack. Each fast carrier in an attacked combat group is a potential target, as are any enemy fleets and CVEs, and the attacker must announce how many of his air factors are attacking each enemy target. The attacker may use all his air factors to attack one enemy fast carrier, spread his attacking air factors out and attack several enemy fast carriers, or ignore the enemy fast carriers altogether and attack enemy fleets and CVEs. Once the attacker has announced his attacks he may not change his mind and switch targets, nor may any attacking air factor be used against more than one target.

27.5851 CARRIER AIR DEFENSE: Once the attacker has announced his specific targets, an air defense dice roll is made for

each attacked fast carrier. Each fast carrier has an air defense level of one. In addition to any modifiers for surprise effects or air defense research, carrier air defense dice rolls are subject to the following modifiers: CVLs: -1; CVs: no modifier; CVBs: +1. If the attacker achieved a surprise level of 3 or more, carrier air defense dice rolls are subject to a -1 DRM. No air defense dice roll is made for attacked fleets, as their air defense capabilities have already been taken into account when making the previous fleet air defense dice roll (27.583).

27.5852 RESOLVING AIR ATTACKS: After all carrier air defense dice rolls are made, each air attack is resolved by an air attack dice roll, using the Air Attack Table. If the attacker achieved a surprise level of 4 or more, the air attack dice roll is increased by one.

27.5853 EFFECTS OF AIR ATTACKS ON FLEETS AND CVEs: Air attacks against fleets and CVEs in carrier battles are resolved by a single air attack dice roll against the attacked fleets and CVEs (26.4543). A separate air attack dice roll is made for each enemy combat group in which enemy fleets are selected for attack. Losses are apportioned between fleets and CVEs as per 27.5882.

27.5854 EFFECTS OF AIR ATTACKS ON FAST CARRIERS: A fast carrier is damaged if it receives a number of hits equal to or exceeding its value. Lesser damage is considered to be repaired at sea and is disregarded. A fast carrier is sunk if all its factors are eliminated, either directly or because excess damage hits are applied to damaged factors such as to overload its damage control capabilities (26.4546). Thus:

A. A CVL is damaged on a result of "1/1", and sunk on a result of "1/2" or greater.

B. A CV is damaged on a result of "1/2" or "1/3", and sunk on a result of "2/3" or greater. A "1/4" or a "2/2" result would also sink a CV (26.4535F, 27.592C).

C. A CVB is damaged on a result of "1/3" or "2/3", and sunk on a result of "2/4" or greater.

27.5855 EXCESS HITS: Excess hits against a carrier are disregarded. Naval air units which target a specific carrier may not inflict damage on other units during that combat round.

27.5856 SURPRISE: If an air attack has achieved a surprise level of 7, all enemy naval units which would normally be damaged are sunk.

EXAMPLE: Eight American naval air factors attack a Japanese combat group consisting of two CVs, one CVL, and 18 fleet factors. No surprise was achieved, and there is no CAP. The Japanese fleet air defense level is two (18 fleet factors). The Japanese air defense dice roll is "8" and one American naval air factor is eliminated and one aborts its attack. Six American naval air factors are able to attack.

The American player targets four of his attacking air factors against one Japanese CV, and two against the Japanese CVL.

The Japanese player makes an air defense dice roll for each attacked fast carrier, each at an air defense level of one.

The first American attack with four air factors is against a Japanese CV. The air defense dice roll is "6", which has no effect on the attacking air. The American air attack dice roll is a "10" (a "2/4" result). Since the Japanese CV consists of only three carrier factors, the excess damage results in the CV being sunk.

The second American attack with two air factors is against the Japanese CVL. The air defense dice roll is a "9", reduced to an "8" (27.5851), (a "0/1" result), which forces one attacking American air factor to abort. The second American air attack dice roll is a "9" (a "1/1" result). The Japanese CVL is damaged and must return to port.

27.5857 MISSING CARRIERS: Naval air factors flying CAP or returning from an air strike may land on any undamaged carrier in their naval force. Naval air factors flying CAP may also land at any air base, subject to stacking limits, within three hexes of the hex in

which the naval battle is being fought, but are inverted if they do so. Land-based air factors may not change base, either to another air base or to a carrier, during a naval battle.

27.586 SECOND PLAYER ATTACKS: The attack procedure described above is repeated for the player with the lower search result, following the sequence set out in 27.581 (both sides carry out carrier-based air strikes against enemy land bases, then carrier-based air strikes against enemy naval units, then land-based air attacks on naval forces). Carrier-based air attacks are considered simultaneous unless one side achieves a surprise result of 8 or more.

27.587 LAND-BASED AIR STRIKES: Once both sides have resolved air strikes from carriers, air attacks from land-based air units are resolved, as set out in 26.4535. All air units assigned to CAP, including those which engaged enemy naval air units in the current combat round, may engage the attacking land-based air units in air combat. Air defense dice rolls are then made and the land-based air attacks are resolved. The player with the higher search result attacks first (the interceptor if tied).

27.588 LOSSES:

27.5881 Eliminated naval factors are immediately removed from the board. Damaged naval factors return to their port of origin, are repaired automatically at no BRP cost (27.84) and are inverted.

27.5882 Naval losses from a force of mixed types, such as different nationalities or fleets and CVEs, must be distributed equally among the types involved, with any remnant loss which cannot be divided equally being taken by the type having the most factors involved (a die roll if tied). For attacks on damaged naval units, see 26.4546.

27.5883 A player also may abort the naval activity of one or more combat groups at the end of each combat round. All undamaged naval units in a combat group must remain in battle or withdraw together. Returning naval factors, whether damaged or undamaged, are not subject to enemy air or naval interception (EXCEPTION: Submarine attacks - 42.525).

27.59 FLEET COMBAT: During the first two combat rounds of a naval battle, no fleet combat takes place unless one side achieved a surprise level of 5 or more and chooses to engage in fleet combat after both sides have resolved their air strikes. At the end of the third round of naval combat, including rounds in which no air strikes took place, after the resolution of air attacks for that combat round, fleet combat takes place unless one side achieved a surprise level of 3 or more and chooses not to engage in fleet combat. Fleet combat thus may only take place during the third and subsequent rounds of carrier combat, unless one side or the other achieves a surprise level of 5 or more and elects to engage his opponent in fleet combat, and fleet combat must take place during the third and subsequent rounds of carrier combat, unless one side or the other achieves a surprise level of 3 or more and elects to avoid beginning fleet combat that round. Once fleet combat begins, it continues regardless of surprise levels unless all forces of one or both sides engaged in fleet combat are eliminated or withdraw.

27.591 RESOLVING FLEET COMBAT: Fleet combat consists of one or more combat rounds, possibly separated by air attacks. When fleet combat first occurs during a naval battle, each player commits all the naval units in his first combat group to the fleet combat (EXCEPTION: A player who achieves a surprise level of 6 or more may commit both his first and second combat groups to fleet combat, or may choose which of his opponent's combat groups is committed to fleet combat, but not both). A player may not commit only part of a combat group to fleet combat, nor may he commit any combat groups to fleet combat other than his first combat group unless allowed to do so by a surprise level of 6 or more for that round. In each round of fleet combat, each side rolls two dice and consults the Fleet Combat Table. Each side's fleet combat dice roll is subject to modification due to the nationality of the naval units engaged, the composition of the naval forces engaged and surprise. The number before the "/" indicates the number of enemy fleet factors which are eliminated. The number after the "/" indicates the number of enemy fleet factors which are damaged (EXCEPTION: If

a player achieves a surprise level of 7 or more, enemy fleets which would normally be damaged in fleet combat are eliminated).

27.5911 Fleet combat dice rolls are made simultaneously. The size of the forces engaged is calculated before any fleet combat losses for that round are incurred (EXCEPTION: Fleet combat is resolved sequentially if one player achieves a surprise level of 8 or more). CVEs are counted as fleet factors when determining the strength of American forces engaged in fleet combat.

27.5912 NAVAL NATIONALITY DRMs: DRMs are applied to fleet combat according to the nationality of the respective combatants. If a force is composed of two or more nationalities, the lowest nationality DRM applies.

27.5913 If a force involved in fleet combat contains fleet factors conducting sea transport, seaborne invasion, sea supply or sea escort, or carriers of any kind, it receives a -1 DRM on its fleet combat dice roll and the opposing force receives a +1 DRM on its fleet combat dice roll.

27.59131 If one player achieves a surprise level of 4 or more, his fleet combat dice roll for that round receives a +1 DRM and his opponent's fleet combat dice roll for that round receives a -1 DRM.

27.5914 EFFECTS OF COMBAT GROUPS ON FLEET COMBAT: At the start of each round of fleet combat, each side must commit all the naval units in its first combat group to the fleet combat (EXCEPTION: A player who achieves a surprise level of 6 or more may commit both his first and second combat groups to fleet combat, or may choose which of his opponent's combat groups is committed to fleet combat, but not both). Thus fleets which are concentrated in a single combat group prior to the start of a naval engagement will have an advantage in fleet combat, because they will enter fleet combat simultaneously, while a dispersed force will take several rounds of fleet combat to fully join in the battle.

27.5915 FLEET COMBAT LOSSES: Losses in fleet combat are removed according to 27.588.

Fleet Combat Table - 27.591

| Dice Roll | | | | | | | | | | | | |
|-----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|
| FF | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ | |
| 1-3 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | |
| 4-6 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | |
| 7-9 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | |
| 10-12 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | |
| 13-15 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | |
| 16-18 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | |
| 19-21 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | |
| 22-24 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | |
| 25-27 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 | |
| 28-30+ | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 | 6/7 | |

Dice Roll Modifiers:

- +1 For every three fleet factors (FF) over 30 (round fractions up)
- +/-# Fleet Nationality DRM (27.5912)
- +/-1 If the naval forces engaged in fleet combat include carriers or fleet factors carrying units or supply (27.5913)
- +/-1 If a surprise level of 4 or greater was achieved (27.59131)

Results: The number before the slash is the number of enemy fleet factors which are eliminated. The number after the slash is the number of enemy fleet factors which are damaged and return to their port of origin.

EXAMPLE: 19 Japanese fleets engage 14 American fleets. The Japanese roll two dice and consult the 19-21 row of the Fleet Combat Table. The Americans roll two dice and consult the 13-15 row of the Fleet Combat Table. If the Japanese rolled an "8", three American fleet factors would be eliminated and four would be damaged. If the Americans rolled a "9", two Japanese fleets would be eliminated and four would be damaged.

27.592 EFFECTS OF FLEET COMBAT:

A. CONCEALMENT: Naval units engaged in fleet combat are placed on the board and are no longer concealed from the enemy, and thus are always exposed to enemy air attacks in subsequent combat rounds, regardless of search results. This also applies to carriers which were in a combat group which has entered into fleet combat.

B. SEARCH: Naval units engaged in fleet combat may not search for enemy forces and do not modify search die rolls.

C. CARRIERS: Fast carriers accompanying fleets do not take part in fleet combat and may be eliminated as a result of fleet combat only if the fleet combat losses exceed the number of fleet factors accompanying the carriers. If fast carriers unaccompanied by fleets are involved in fleet combat, no fleet combat dice roll is made by the fast carriers and all losses incurred are taken from the fast carriers. Hits are assigned to the fast carriers by the attacker as desired. CVEs are treated as fleet factors during fleet combat and a naval force consisting of fleet factors and CVEs incurs losses in the same manner as a naval force of mixed nationality (27.5882). Fast carriers caught in fleet combat may only attack enemy naval units engaged in that fleet combat, regardless of search results (27.58123).

27.593 BREAKING OFF FLEET COMBAT: Intercepting or counter-intercepting naval units (but not naval units which are intercepted while carrying out a naval activity) may break off combat without making a fleet combat dice roll. Such naval units are subject to one enemy fleet combat dice roll, and the losses they incur are halved (round fractions up). Naval units which break off fleet combat in this manner are considered to have withdrawn from naval combat and must return to port.

27.594 WITHDRAWAL FROM NAVAL COMBAT:

27.5941 WITHDRAWAL PROHIBITED: If neither side launched an air strike against the other and no fleet combat took place, neither side may withdraw and another round of naval combat must occur. In this situation, the opposing naval forces failed to make contact and the battle continues. Thus where neither side has carriers or attacks with land-based air before the third round of naval combat, naval battles will inevitably involve at least one round of fleet combat, as in *ADVANCED THIRD REICH*.

27.5942 WITHDRAWAL PERMITTED: At the end of any round of naval combat in which some form of naval combat took place, either side may withdraw one or more of its combat groups from the naval battle, including a combat group engaged in fleet combat. Withdrawing forces are not subject to further attack from enemy air or naval units (EXCEPTION: Submarine attacks - 42.525). The loser of the previous round of naval combat announces his intention first (the moving player in the event of a tie).

27.5943 WITHDRAWAL COMPULSORY: Damaged naval units must immediately withdraw from naval combat and return to port. Otherwise players are never compelled to withdraw from naval combat. The *ADVANCED THIRD REICH* rules relating to naval staying power do not apply in *RIISING SUN*.

27.5944 SUBMARINE ATTACKS: Submarine attacks against damaged naval units are carried out immediately after the naval units incur their damage. Otherwise submarine attacks are carried out after fleet combat is resolved, before combat groups withdraw.

27.595 ADDITIONAL ROUNDS OF NAVAL COMBAT:

27.5951 If a naval battle continues past the first combat round, a second round of combat takes place. A naval battle ends when one force is completely eliminated or withdraws.

27.5952 At the start of each subsequent round of fleet combat, each side must commit its first combat group to fleet combat. In between rounds of fleet combat, fleets are subject to attack from carrier-based naval air units engaged in that naval battle and eligible enemy land-based air units. This process continues until all naval units engaged in the battle have joined in fleet combat or withdrawn.

27.596 COMBAT GROUPS: The composition of combat groups may not be altered between rounds of naval combat, although their

numbering on the Naval Status Board may be changed before each combat round. Combat groups which engage in fleet combat are placed on the board and are considered to be a single combat group for the purposes of air attack, air defense and withdrawal from naval combat.

27.597 EFFECTS OF NAVAL COMBAT:

27.5971 After the resolution of naval combat, surviving intercepting naval forces return to port and are inverted (EXCEPTION: Patrols - 27.3198). A victorious intercepted force may continue its naval activity or choose to abort that activity and return to its port(s).

27.5972 When a naval force carrying ground or air units returns to port, the ground and air units must be landed at that port. If an overstacking of any type of unit results from such a return to port, that overstacking must be remedied by the end of the player's SR phase, or the excess units are eliminated. Overstacking of naval units resulting from a failed SR results in the elimination of the excess naval units, as they may not attempt a second SR during that SR phase (20.82).

27.5973 If interception and naval combat, including air attacks, reduce the number of fleet factors involved in sea transport, invasion or the sea escort of units below the number required, the excess units are immediately eliminated as necessary to reflect the naval force's reduced carrying capacity. Damaged fleet factors are not counted when determining a naval force's carrying capacity. The units may not be saved by aborting the activity, and the units are lost even if the naval losses were incurred in a port of embarkation or a destination hex. Air units may be broken down to accept losses. Even if the carrying capacity of a naval force as a whole is sufficient, units assigned to a combat group containing fleets may be lost if that combat group is attacked during naval combat (27.5762).

27.598 EFFECTS OF DEFEAT: The loser of a naval battle (the side which withdrew from the battle or was completely eliminated) must immediately return to port; any activity in which it may have been involved and not yet accomplished is cancelled for that turn. Naval units which were attempting a base change return to their original base, but are not inverted and may operate without impairment from that base if otherwise able to do so.

27.599 EFFECTS ON CARRIER-BASED NAVAL AIR UNITS: Carrier-based naval air units are never inverted, regardless of the status of their carriers. Thus they may be used repeatedly during each succeeding round of carrier combat, as well as for one offensive mission during the combat phase, and may always be used against intercepting enemy air and naval units.

EXAMPLE: Three Japanese fleet carriers, with their complement of nine naval air factors, set sail to bomb an American naval base. They are intercepted and win the ensuing naval combat. The surviving naval air units complete their mission. The carriers, now inverted, are then SRed, and are intercepted by other American forces. The naval air units may participate in the ensuing naval combat (assuming there are any left).

27.6 SEA ESCORT:

27.61 Fleet factors must provide sea escort for a ground unit or, in some cases, an air unit (20.31) which attempts to SR across water (EXCEPTIONS: Crossing arrows and SRs from mapboard boxes).

27.62 For each ground or air factor SRed across water, two undamaged fleet factors are required for sea escort. A 1-2 infantry unit thus requires two fleet factors; a 3-2 infantry unit six fleet factors; and a 5-3 armor unit ten fleet factors.

27.621 No sea escort is required for BRP grants.

27.622 Naval SRs, including initial deployments, may be intercepted (20.8) (EXCEPTION: Initial deployments to the South Pacific box). If the number of fleet factors providing sea escort for a ground or air unit drops below that required (27.62), the unit is eliminated.

27.623 A player may, at no SR cost, assign carriers or more than the required minimum number of fleet factors to sea escort, in order to

increase the chances of successfully completing the SR. Naval units which provide such additional protection for naval SRs must be based in the same port as the fleets they are protecting and are inverted at the end of the SR phase.

27.624 Units being sea escorted must be able to SR by land to the port in which the sea escorting fleets are based at the start of the SR phase.

EXAMPLE: An Australian 3-2 infantry unit is in Darwin. The Allied player wishes to SR the 3-2 infantry unit from Darwin to the Philippines. At least six Allied fleet factors are required for sea escort. These fleet factors could not be based in the Philippines at the start of the SR phase. If they were, they could SR to Darwin, but could not provide sea escort for the 3-2 infantry unit in Darwin until the following turn. Planning ahead, the Allied player might have moved the required fleet factors to Darwin during the movement phase, then used them for sea escort that same turn.

If Japanese naval units intercepted the sea escort of the 3-2 infantry unit from Darwin, and won the resulting naval combat, the 3-2 would return to Darwin and could be SRed elsewhere in Australia (unless the Allies had fewer than six surviving fleet factors, in which case, regardless of who won the naval combat, the 3-2 infantry unit would be eliminated).

27.63 Fleets used for sea escort may not be used for any other purpose during the same game turn, although they may change base during the movement phase prior to providing sea escort.

27.64 Fleets which provide sea escort may themselves be SRed, but only to the same destination as the units they are escorting. Fleets conducting sea escort may thus end the SR phase either in the port in which they were based at the start of the SR phase or in the port to which the units they were sea escorting are SRed. In the latter case, the cost of SRing the fleets, as well as the units, is counted against the owning major power's SR limit.

27.65 There is no limit on the distance a unit may be sea escorted, other than that a unit which SRs into a mapboard box (20.5) must end the SR phase in that box. However, an SR by sea may not cross more than ten sea hexes without reaching a controlled, fully supplied port or one-hex island (27.3611D; EXCEPTION: The Aleutian islands - 27.3612). In theory, the Allies could thus SR a unit from Hawaii to Australia, or even to India, although in practice the required chain of ports and one-hex islands will often not exist, and in any case such SRs would often be dangerous because of the possibility of enemy interception.

27.66 Hostile units in hexes adjacent to Singapore do not prohibit the SR/sea escort of units through, into or out of Singapore. Naval units, whether providing sea escort or being themselves moved by SR, may not enter hex EE17 (west map) if Singapore is controlled by enemy forces (20.4). Otherwise, enemy ground units and hex control do not bar naval SRs except through crossing arrows, although SR by sea could not terminate in a hex adjacent to enemy units.

27.67 The sea escort portion of an SR must begin and end in supplied, controlled ports or one-hex islands (EXCEPTION: Units may be SRed into and out of controlled islands incapable of basing fleets which are not connected to another body of land by a crossing arrow by a fleet based elsewhere. This exception does not apply to non-island areas without ports).



27.7 PARTIAL NAVAL COUNTERS:

27.71 Fleet and CVE counters may be broken down into smaller counters of the same nationality at any time during play, including during an opponent's player turn. Similarly, smaller counters may be recombined into larger ones at any time. Fast carriers may not be broken down or combined.

27.72 A player may never have more naval factors in play than are contained in his force pool. Subject to this limitation, a player may construct partial naval counters.

27.73 A player may begin a scenario with his naval units broken down into partial naval counters.

27.74 Although a major power may have as many partial naval counters in play as it wishes, naval counters in the same hex must be combined at the end of their owner's player turn if the opposing player finds the unnecessary partial naval counters distracting.

27.75 Fleet counters of the same nationality in the same hex, up to nine factors, count as one unit for all purposes, including SR. Partial fleet counters on different hexes count as one unit apiece. Wherever rules require a "9-factor fleet", this refers to nine fleet factors belonging to the same nationality, as the partial fleet counters could be combined into a single, 9-factor fleet counter.

EXAMPLE: A stack consisting of six, two and one factor fleet counters of the same nationality could combine into a 9-factor fleet, but four Australian and five American fleet factors would not act as a 9-factor fleet, even if they were based in the same port.

27.751 Fleets and carriers may be SRed together. A player may SR up to nine naval factors of the same nationality, in any combination of fleets and carriers, using a single SR.

27.76 A player may conduct naval missions without actually breaking down his naval units, by announcing the missions of his naval factors. If the opposing player wishes, however, the moving player must break down his naval units in order to ensure the accuracy of his calculations.

27.8 CONSTRUCTION:

27.81 Naval units may only be constructed in naval bases, as indicated on the mapboard by an anchor symbol.

27.811 ALLOWABLE BUILDS: Apart from the normal rules governing unit construction, there are no restrictions on the number of naval factors which may be constructed in a single turn from allowable builds.

27.8111 FLEETS AND CVEs: When a 9-factor fleet or CVEs become available as allowable builds, a player may choose to construct some or all of the available fleet or CVE factors (EXCEPTION: In a Global War game, before the outbreak of war with the U.S., Japanese force pool additions must be built as 9-factor fleets). Each fleet factor and CVE costs three BRPs to build.

27.8112 FAST CARRIERS: When a CVL or CV available as an allowable build is constructed, a player must build the entire unit. Fast carriers cost three BRPs per factor to build: a CVL costs six BRPs, a CV nine BRPs, and a CVB twelve BRPs.

27.82 REBUILDING NAVAL LOSSES: The ability of each major power to rebuild naval losses is limited, as set out in the Naval Reconstruction Table (please refer to the *Naval Tables 1* player aid card).

27.821 The U.S. begins the Global War game with an overall naval reconstruction rate of six. This may be used to rebuild naval units in either U.S. box. Both Japan and the U.S. may increase their naval reconstruction rate through research.

27.822 FLEETS AND CVEs: Fleets lost in combat may be rebuilt immediately. CVEs lost in combat may not be rebuilt in the game turn in which they were eliminated. The number of fleet and CVE factors rebuilt each turn is limited by the naval reconstruction rate (27.82).

27.823 FAST CARRIERS: CVLs take one year to rebuild, CVs take two years to rebuild, and CVBs take three years to rebuild. The BRP cost of construction (CVL: 6 BRPs; CV: 9 BRPs; CVB: 12 BRPs) is paid during the unit construction phase in which construction begins, and the unit involved is placed on the board in the unit construction phase one, two or three years later, as the case may be.

27.824 For each fast carrier under construction, the owning major power's naval reconstruction rate is reduced by one until the fast carrier is completed. A player must therefore choose between the construction of fast carriers and the rebuilding of fleets or CVEs. The number of fast carriers under construction at any one time may not exceed the builder's current naval reconstruction rate.

27.825 A player may suspend the construction of a fast carrier in order to rebuild fleets or CVEs. If construction of a fast carrier is suspended, its completion is delayed accordingly.

27.826 CONSTRUCTION OF ADDITIONAL FAST CARRIERS: Both Japan and the U.S. may construct additional CVLs, CVs and CVBs in excess of their at start and allowable build forces if allowed to do so by variants or research. Fast carriers which become available as a result of variants or research are treated as allowable builds, may be constructed immediately, and are placed on the board in the turn in which they are purchased.

27.83 BRITISH UNITS: British naval units incur a one-turn delay after construction before they are placed in India, to reflect the time required to deploy them from Britain (19.35).

27.84 REPAIR OF DAMAGED NAVAL UNITS: Damaged naval units are automatically repaired, at no BRP cost, in the phase in which they were damaged, immediately after they return to port at the conclusion of the air and fleet combat which caused the damage. After repair, damaged naval units are treated in the same manner as newly constructed naval units. They remain inverted for the remainder of the game turn, but can be SRed and are taken into account in determining whether enemy invasion of their hex is possible. Any number of damaged naval factors may be repaired each turn. Such repairs do not count against the reconstruction limits in 27.82.

27.85 Dutch and Russian naval units may be repaired if damaged, but may never be rebuilt once eliminated. One Australian fleet factor may be rebuilt each turn in the Australia box.

28. BRIDGEHEADS AND FORTIFICATIONS



28.1 Each major power is provided with a specified number of bridgehead counters (28.3). A bridgehead counter may, at the attacker's option, be placed on the following hexes:

28.11 INVASIONS: A beach hex or one-hex island occupied by a successful seaborne invasion, provided the following conditions are met:

28.111 The hex was occupied by a surviving, attacking seaborne invading unit or an airborne unit dropped on the hex in conjunction with a seaborne invasion; and

28.112 The hex was controlled by a hostile major power or minor country when invaded, whether or not it contained a defending unit; or was a friendly hex the invader could not possibly fully supply during the initial supply determination phase of his player turn. A partially supplied hex would qualify because the placement of a bridgehead counter provides unlimited supply (29.218). A bridgehead may not be placed for supply purposes in a supply zone (29.332) which contained a hex which was capable of receiving sea supply during the preceding initial supply determination phase, even if the presence of enemy air and naval units made such sea supply a practical impossibility.

28.12 RIVER CROSSINGS: A river or crossing arrow hex successfully occupied by attack during an offensive option or limited offensive operation, provided no attacking units were already across the river or crossing arrow adjacent to the hex in question (EXCEPTION: Dropped airborne units). Bridgeheads may thus be placed in this situation when the defending units received a +1 DM for the river or crossing arrow, or where they failed to receive this +1 DM only because they were simultaneously attacked by dropped airborne units.

28.13 OVERRUNS: A hex entered as a result of an overrun (14.8), provided the overrun was conducted across a river or crossing arrow. In this situation, a bridgehead counter may be placed on the board immediately after the conclusion of the overrun.

28.2 The attacker places the bridgehead counter on the board immediately upon the post-combat advance of his first ground unit

into an eligible hex. He may then continue to advance other eligible units into the bridgehead hex, up to the bridgehead stacking limit. An attacker who chooses not to place a bridgehead counter in an eligible hex may not later change his mind and place one there.

28.3 NATIONALITY: Each major power is provided with bridgehead counters as follows: Japan and the U.S.: 3; Britain and Russia: 1. In addition to the requirements set out in 28.1, a major power may place one of its bridgehead counters on the board only if at least one of the surviving attacking units which entered or occupied the defender's hex belonged to that major power or one of its minor allies or associated minor countries.

28.4 REMOVAL OF BRIDGEHEAD COUNTERS: A bridgehead counter may be removed whenever the player who placed it desires, even if to switch the bridgehead counter for use on another hex. A player may await the outcome of combat or an impending invasion before removing an existing bridgehead.

28.41 A bridgehead counter must be removed when:

A. The hex it occupies comes under enemy control.

B. It is not fully supplied at the end of any post-combat supply determination phase following the turn in which it is placed.

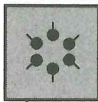
C. No enemy units are within three hexes of it by land at the end of the owner's player turn, and its removal would not worsen the owning player's supply situation.

28.42 Any units overstacked at the end of the owner's player turn as a result of the removal of a bridgehead are eliminated. The owner chooses which units are eliminated.

28.5 STACKING: Up to five ground units (plus airborne and marines) may occupy a bridgehead (EXCEPTION: More than five armor units may occupy a bridgehead during the combat phase if it is also a breakthrough hex - 15.7). Only two ground units may attack out of a bridgehead during an offensive option or limited offensive operation (EXCEPTIONS: Airborne and marines). All five are counted if in contact with the enemy during an attrition option. If a bridgehead is adjacent to two fronts, some of the units may make an offensive attack on one front while the remainder are counted for attrition on the other front. All five defend against enemy offensive attacks; all five counterattack if required.

28.6 Bridgeheads may not be selected for attrition occupation (16.5). Infantry and replacement units defending in bridgeheads are not subject to a negative DM when attacked by exploiting armor (15.24A).

28.7 A bridgehead placed by seaborne invasion is an unlimited supply source during the post-combat supply determination phase of the player turn in which it is placed (29.218).



28.8 FORTIFICATIONS:

28.81 Japan may construct one fortification each turn during the unit construction phase, at a cost of five BRPs per fortification, on any supplied, one-hex island, jungle or jungle/mountain hex which was controlled by Japan at the beginning of the Japanese player turn of construction. The existence of a fortification is indicated by the placement of a fortification counter on the hex in which it is constructed. Fortifications are eliminated if their hex is occupied by an enemy unit.

28.82 Japanese units defending in a hex containing a fortification counter receive a +1 DM (15.23F).

28.83 Fortifications are a limited supply source for the units in them only (29.225).

28.84 In a Global War game, Japan must acquire the ability to construct fortifications through research.

Logistics



29. SUPPLY

29.1 OVERVIEW:

29.11 To varying degrees, all units except partisans require supply. Units which are not supplied have their abilities impaired and may face elimination (29.5).

29.12 Hexes also must be supplied to allow unit, airbase and artificial port construction, the operation of air and naval units and SR (29.61).

29.13 Supply is traced from supply sources, along a land and/or sea supply line, to the units or hexes being supplied (29.3). Some supply sources are unlimited and may supply units of any type, while others are limited and may only supply certain types of units (29.2).

29.14 The supply status of units and hexes is determined twice during each player turn (29.4). Initial supply determination takes place during the movement phase, after the movement of air and naval units, but before the movement of ground units (29.42). Post-combat supply determination takes place during the post-combat adjustment phase, immediately before unit construction and SR (29.43).

29.15 Units which are out of supply are isolated. Hexes which are out of supply are unsupplied. Both units and hexes may be partially supplied if they are able to draw supply from a limited supply source.

29.16 Units which are isolated at the end of the initial supply determination phase may not move or carry out missions during the movement and combat phase of their player turn. Ground units, airbases and bridgeheads which are still isolated at the end of the post-combat supply determination phase are eliminated. Air and naval units are never eliminated because of isolation.

29.2 SUPPLY SOURCES:

29.21 UNLIMITED SUPPLY SOURCES:

29.211 An unlimited supply source is a supply source which is capable of supplying all types of units.

29.212 Tokyo, Seoul, Truk, Brunei and Palembang are unlimited supply sources for all Japanese units.

29.213 Pearl Harbor, Dutch Harbor, Colombo, the Indian hexes on the western edge of the board and, subject to 4.31, the Australian hexes on the southern edge of the board are unlimited supply sources for all Western Allied units.

29.214 The U.S., Australia, South Pacific, and India boxes are unlimited supply sources for all Western Allied units. Supply may be traced from these boxes (4.9).

29.2141 Australia and India cease to act as supply sources if conquered by Japan (57.5, 58.6).

29.2142 Singapore, until captured by Japan, is an unlimited supply

source for all Western Allied units, including Western Allied minor country units, in Singapore only.

29.215 Chungking is an unlimited supply source for all Nationalist Chinese units.

29.216 Russian hexes on the western edge of the mapboard are unlimited supply sources for Russian and both Nationalist and Communist Chinese units only.

29.2161 All Russian-controlled objectives in Siberia are unlimited supply sources for Russian units in them only.

29.217 An unconquered minor country capital is an unlimited supply source for all the units of that minor country (but is only a limited supply source for units belonging to other countries, including a major power ally - 29.224).

29.218 A bridgehead placed by seaborne invasion is an unlimited supply source during the post-combat supply determination phase of the player turn in which it is placed. Bridgeheads do not act as supply sources in subsequent turns, although a sea supply line may be traced through a bridgehead (29.33).

29.22 LIMITED SUPPLY SOURCES:

29.221 A limited supply source is a supply source which is capable of supplying only the infantry component of ground units. A limited supply source is incapable of supplying air and naval units or the mechanized or airborne portion of ground units.

29.222 All Chinese objective hexes are limited supply sources for the side which controls them.

29.223 Yenian is a limited supply source for Chinese Communist units.

29.224 Manila, Saigon, Bangkok, Rangoon, Kuala Lumpur, Kuching, Batavia, Palembang, Balikpapan, New Delhi, Ulan Bator and Kyzyl are limited supply sources for the major power which controls them (EXCEPTION: Palembang is an unlimited supply source for Japan - 29.212). Singapore, if captured by Japan, is a limited supply source.

29.225 Fortifications are a limited supply source for the units in them only.

29.23 Where a hex is a supply source only for the units in that hex, those units may move out of the hex once their supply status has been determined.

EXAMPLES: A ground unit in Singapore at the start of a player turn is supplied and may move out of Singapore. Air and naval units in Singapore may perform missions and intercept enemy naval activity. Russian ground units which begin their turn in a Russian objective hex may move out of the hex, but Russian units which were not otherwise supplied may not move into the hex to improve their supply status or draw supply from the hex.

29.24 RESTRICTIONS ON SUPPLY SOURCES:

29.241 Western Allied units may not be supplied from Russian supply sources, and vice versa (EXCEPTION: Nationalist Chinese units - 29.216). This prohibition extends to colonies and minor countries associated with, allied to or otherwise controlled by the Western Allies and Russia (50.5).

29.242 Japanese units may not draw supply from Russian supply sources.

29.3 SUPPLY LINES:

29.31 A supply source may supply any number of units and hexes, unless specifically limited to supplying units in it only (29.2142, 29.2161, 29.225).

29.32 A unit or hex is supplied (although not necessarily fully supplied - see 29.52) if it can trace a supply line from a supply source. A supply line consists of a line of controlled hexes, free of enemy ZoCs, from a supply source to a unit or hex. The supply source or the unit or hex being supplied may be in an enemy ZoC, provided all

hexes in the supply line itself are free of enemy ZoCs (EXCEPTION: Supply may not be traced from a bridgehead, even while it is a supply source (29.218), if it is in an enemy ZoC).

29.321 A unit or hex adjacent to a supply source may not trace a supply line directly from that supply source if both the supply source and the unit or hex are in the ZoC of the same enemy armor unit. A supply line could be traced out of the supply source to another hex or hexes, then to the unit or hexes. If the supply source has been fortified, the enemy ZoC would not extend into the hex containing the supply source and this restriction would not apply. Similarly, a supply line may be traced through a hex containing a fortification.

29.322 A supply line may be traced over hexes controlled by the major power tracing the supply line, any of its associated or allied minor countries, or any of its major power allies or their associated or allied minor countries. A major power may not prevent an ally from tracing a supply line over hexes it controls.

29.323 Supply lines may not be traced through enemy partisans. A supply line may be traced through a hex containing a friendly partisan, but only if the hex was already controlled by the supplying side before the partisan occupied it.

29.324 A supply line may cross over water at a crossing arrow without risk of interception. This is not considered to be sea supply (29.33).

29.325 A supply line, whether over land or water (29.33), may be of unlimited length, but may not go off the board. It must be traced through hexes which appear on the board.

29.33 SEA SUPPLY:

29.331 Supply lines may be traced over water. A supply line over water begins in a supplied port, is traced over sea hexes and ends in a port, one-hex island or bridgehead placed as a result of seaborne invasion. A sea supply line may not cross more than ten sea hexes without reaching a port or one-hex island (27.3611C; EXCEPTION: The Aleutian islands - 27.3612). A land supply line may also be traced from the port, bridgehead or one-hex island in which a sea supply line terminates. The requirement that all land portions of a supply line consist of controlled hexes free of enemy ZoCs (29.32) does not prevent units in a port or bridgehead in an enemy ZoC from receiving supply by sea, but the ZoC would prevent any continuation of the supply line past the port or bridgehead.

29.3311 A sea supply line may not be traced through a strait containing a crossing arrow unless both land hexes connected by the crossing arrow are controlled by the tracing power, a minor country associated with or allied to it, a major power ally or a minor country associated with or allied to such a major power ally.

29.3312 ZoCs only affect the land portion of a supply line.

29.332 SUPPLY ZONES: Each area of contiguous, controlled hexes which can be supplied from the same port, bridgehead or one-hex island is considered to be a single supply zone. The supplying player may trace only a single sea supply line to one designated port or bridgehead in each supply zone.

29.333 There is no limit to the number of units which may be supplied by sea. Sea supply from a limited supply source (29.22) provides only partial supply.

29.334 It is presumed that the moving player will sea supply all units and hexes in controlled, but otherwise unsupplied or partially supplied, areas if it is possible to do so. The burden is on the opposing player to affirmatively state any intention to disrupt a sea supply line. The opposing player may require that the moving player indicate the exact hexes through which sea supply is being traced, so that he can decide whether he will attempt to intercept the sea supply (29.35).

29.335 ISLAND GROUPS: Each island group (4.74) is treated as a single supply zone. A player therefore traces a single sea supply line to each island group which he wholly or partially controls. Sea supply lines to island groups must, if possible, terminate at an island occupied by a unit belonging to the supplying player. If the sea sup-

ply succeeds, all islands in the island group controlled by the supplying player are supplied, without the need for additional sea supply lines within the island group.

29.34 PROTECTION OF SEA SUPPLY:

29.341 Fleets are not required to provide sea supply. However, since sea supply may be intercepted, a player may, if he wishes, designate fully supplied, uninverted naval units based in a port from which sea supply is being traced to protect that sea supply line. Naval units based in ports other than that from which a sea supply line is being traced may not protect the sea supply line, although they may attempt to counter-intercept any enemy naval interception of the sea supply line.

29.342 Naval units may be designated to protect sea supply lines during either the initial supply determination phase or the post-combat supply determination phase, at no BRP cost and regardless of option selection.

29.343 All American naval units in the SW box are counted toward the defense of Allied sea supply lines from the U.S. and South Pacific boxes to the Pacific (42.462). If more than one sea supply line is being traced, the Allied player must indicate which naval units are protecting which supply line before Japanese air or naval attacks on the sea supply line are attempted.

29.344 Uninverted air units may also be designated to provide air cover for a sea supply line. Air units which provide air cover for a sea supply line are not considered to be performing a mission, and no BRP expenditure is required, but the units may do nothing else during that game turn and are inverted for the remainder of the game turn once supply determination is completed.

29.35 INTERCEPTION OF SEA SUPPLY:

29.351 After the supplying player has assigned air and naval units to sea supply protection, sea supply may be intercepted by uninverted enemy air and naval units during the supply determination phase, in the same manner as other naval activities.

29.352 The intercepting player may attempt naval interception (27.5) in one of the sea hexes over which supply is being traced (29.334). If his naval interception die roll is successful, the supplying player may attempt counter-interception of the intercepting enemy forces with available naval forces (27.56), and may also use uninverted air units to attack the intercepting naval units should they come within range (26.453). If the intercepting naval force defeats the counter-intercepting naval force in fleet combat, it may move to the indicated interception hex and intercept the sea supply line or abort the interception and return to port, at the owning player's option.

29.353 If the supplying player designated any naval forces to protect the sea supply line (29.34), naval combat then takes place between the intercepting naval forces and the naval forces designated to protect the sea supply line. Naval combat is resolved normally. If naval forces designated to protect sea supply are defeated in naval combat, they return to port.

29.3531 At the start of any naval battle involving naval forces designated to protect a sea supply line, one combat group (only) must be designated as containing the sea supply line itself (27.57622). Only fleet factors in this combat group directly protect the sea supply line from damage (29.354).

29.354 If the combat group designated to protect the sea supply line does not have enough fleets to absorb naval combat losses or withdraws from naval combat, or if the sea supply line was undefended, the sea supply line is disrupted.

29.355 Air units may also intercept sea supply lines. The procedure followed is the same as when air units intercept naval units (26.453). If air cover has been provided for the sea supply line, air combat occurs between the air factors providing air cover and some or all of the intercepting air factors (26.46) before the intercepting air units attack the sea supply line. If naval forces have been designated to protect the sea supply line, they are attacked normally by the inter-

cepting air units. As with interception by naval forces, losses from air attacks are first inflicted on any naval forces protecting the sea supply line. If any losses are taken from the sea supply line itself, sea supply is disrupted (29.36).

29.36 DISRUPTION OF SEA SUPPLY: A sea supply line is disrupted whenever it incurs any damage from enemy air or naval interception. If this occurs, the sea supply line is cut and no supply is provided to the units and hexes which were to have received supply via that sea supply line. A player may also voluntarily abandon an attempt to sea supply at the end of a round of naval combat. The disruption of sea supply does not result in the loss of any BRPs, although it may well result in the elimination of isolated ground units.

29.37 SEA SUPPLY TO THE AUSTRALIA AND INDIA BOXES: If Australia or India has been conquered by Japan, Allied units in the Australia or India box must trace supply from other sources. Sea supply to the Australia and India boxes from other mapboard boxes may only be intercepted by Japanese air and naval units in the box to which supply is being traced.

29.4 SUPPLY DETERMINATION:

29.41 The supply status of units and hexes is determined twice during each player turn. This determination only applies to units belonging to and hexes controlled by the moving player. The supply status of units and hexes does not change during the opposing player's turn.

29.42 Supply status is initially determined during the movement phase, after the movement of air units, counterair attacks and the movement of naval units.

29.43 The supply status of units and hexes which were isolated or partially supplied at the end of the initial supply determination phase is also determined at the end of the post-combat adjustment phase. At this time, supply may be traced to units which had been isolated by enemy attacks and to hexes which had been under enemy control until their acquisition during the supplying player's movement and combat phase, as well as to areas which could not previously receive sea supply because of the absence of a port or bridgehead.

29.44 During the post-combat supply phase, supply may not be traced to areas other than those referred to in 29.43. A player may not attempt sea supply to a supply zone during the initial supply determination phase, then again try to supply that supply zone during the post-combat supply determination phase, nor may he defer sea supply to a supply zone until the post-combat supply determination phase if sea supply could have been traced to that supply zone during the initial supply determination phase.

29.45 Units and hexes which are supplied during either the initial supply determination phase or the post-combat supply determination phase of a player's turn remain supplied until the end of the initial supply determination phase of that player's next player turn. Thus a ground unit which is supplied during the initial supply determination phase may enter an unsupplied hex without adversely affecting its supply status. Uninverted air and naval units supplied during either supply determination phase may intercept enemy naval activities during the opposing player turn. Uninverted air and naval units may also protect their own sea supply lines, provided they are operating from bases which were supplied during their previous player turn.

29.5 UNIT SUPPLY:

29.51 SUPPLIED UNITS: Units which draw supply from an unlimited supply source are fully supplied and function without impairment. Throughout these rules, whenever reference is made to a requirement that a unit be "supplied", this means supplied from an unlimited supply source.

29.52 PARTIALLY SUPPLIED UNITS: A limited supply source only supplies the infantry component of ground units and does not supply any other units. Units which draw supply from a limited supply source are partially supplied and suffer from the following impairments:

A. Marines, infantry and replacement units are unaffected.

B. Armor units lose their mechanized portion and act as infantry units. Their movement factor is reduced to two, they have no ZoC, may not create breakthroughs or exploit and are subject to a -1 DM if attacked during exploitation by enemy armor (15.24A). Their combat factor is unaffected. A 4-3 armor unit would thus be treated as a 4-2 infantry unit.

C. Airborne units may not airdrop.

D. Air and naval units, airbases and bridgeheads are unsupplied (see 29.532).

29.53 UNSUPPLIED UNITS:

29.531 Ground units may not move during the movement phase, and while they may attack, they may not advance after combat. Armor units act as infantry units, have no ZoC and may not create breakthroughs or exploit. Ground units are counted in attrition totals, but may not advance into hexes gained from attrition. Ground units may not SR.

29.532 Air and naval units, including submarines, may not carry out missions, interceptions or any other activities from unsupplied bases. Air and naval units may move to and from unsupplied bases, but may not SR to such bases (29.61F). Air units in unsupplied bases which are counteraired are inverted before air combat is resolved.

29.54 ELIMINATION OF UNSUPPLIED UNITS:

29.541 Ground units (EXCEPTIONS: Chinese units, ground units in port and on one-hex islands, Japanese units in jungle hexes, and Australian ground units in jungle hexes if Allied variant 7 has been played), airbases and bridgeheads which are unsupplied during an initial supply determination phase are eliminated at the end of the ensuing post-combat supply determination phase if still unsupplied. Hex control is unaffected by their removal.

29.542 The restoration of supply to isolated units must take place during a supply determination phase to take effect. Supply may not be traced to units or hexes at any other time.

EXAMPLE - SUPPLY BY LAND: In Summer 1943, Japan, moving second, isolates a number of British and Chinese ground units. During the initial supply determination phase of the Allied Fall 1943 player turn, supply cannot be traced to these units. The units therefore suffer the impairments set out in 29.531.

If Allied counterattacks during the Allied Fall 1943 player turn break the encirclement, the units receive supply during the post-combat supply determination phase of the Allied Fall 1943 player turn, and their abilities are fully restored.

If a supply line could not be traced to the encircled units during either supply determination phase of the Allied Fall 1943 player turn, the British units would be eliminated at the end of the post-combat supply determination phase of the Allied Fall 1943 player turn, and the Chinese units, while not eliminated, would continue to suffer the impairments set out in 29.531.

EXAMPLE - SUPPLY BY SEA: During the SR phase of the Summer 1944 Japanese player turn, Japan SRs a number of air factors within range of New Britain, in order to cut supply to an American 2-2 infantry unit in Rabaul and a second American 1-2 infantry unit in the beach hex southwest of Rabaul.

During the initial supply determination phase of the Allied Fall 1944 player turn, the Allied player attempts to sea supply Rabaul, but the Japanese air units are too strong and the sea supply line is cut. Both American infantry units are isolated. The American 2-2 infantry unit in Rabaul would not be at risk of elimination (as it is in a port), but the American 1-2 infantry would be eliminated at the end of the post-combat supply determination phase of the Allied Fall 1944 player turn. An Allied invasion would not save the unit, because if the Allies invaded New Britain they could not place a bridgehead in it (28.112), and sea supply could not again be attempted to New Britain until the following player turn (29.44).

29.543 REBUILDING ISOLATED UNITS: Units which are eliminated due to isolation may not be rebuilt in the game turn in which they are eliminated.

29.544 UNITS NOT ELIMINATED BY ISOLATION: Air and naval units, ground units in port and on one-hex islands, Japanese units in jungle and jungle/mountain hexes, Chinese units and Australian units if Allied variant 7 has been played are never eliminated because of isolation. Such units survive indefinitely, although they suffer all other impairments associated with isolation.

29.55 UNITS WHICH ARE AUTOMATICALLY SUPPLIED:

29.551 Partisans and Japanese units in Japan are always in supply.

29.552 Exploiting armor units, even if they did not move during exploitation, are automatically in supply during the game turn following their exploitation. Such units may not exploit during that one turn unless they are supplied normally (15.63, 15.8).

29.553 Airborne units which have airdropped are automatically in supply during the game turn following their airdrop. Such units may not airdrop during that turn unless they are supplied normally (24.31).

29.554 Armor and airborne units which are SRed in the same player turn as their exploitation (29.552) or airdrop (29.553) are no longer automatically supplied and must be supplied normally.

29.555 Bridgeheads placed by seaborne invasion are in supply, and are unlimited supply sources, in the turn they are placed (28.7, 29.218).

29.556 Chindits (Allied variant 8) are always in at least limited supply.

29.6 HEX SUPPLY:

29.61 Certain activities may not be carried out in or through hexes which are unsupplied:

A. Airbases and artificial ports may only be constructed in fully supplied hexes.

B. Air units may only carry out missions and interceptions, modify an interception, search or surprise die roll, or protect a convoy route, from fully supplied hexes.

C. Naval units may only protect sea supply lines, carry out missions and interceptions and provide sea escort from fully supplied hexes. Some naval activities also require fully supplied ports or one-hex islands along their route (27.3611).

D. Units may only be constructed in fully supplied hexes.

E. Ground units may only SR out of, into or through fully or partially supplied hexes.

F. Air and naval units may SR out of unsupplied or partially supplied hexes, but only into or through fully supplied or sea hexes.

29.62 Ground units may move into unsupplied hexes, advance into such hexes after combat, sea transport into or invade unsupplied hexes without becoming unsupplied during that player turn. In many cases, these activities will involve entry into unsupplied hexes, as the hexes will have been enemy-controlled. The capture of such hexes does not necessarily mean that they will be supplied.

30. OIL



30.1 Japanese oil supplies are drawn from Palembang and Brunei. No Japanese fleets are required to provide sea escort for oil supplies to Japan. Japanese oil supplies are interrupted if the Allies control both Palembang and Brunei while at war with Japan or while an oil embargo is in effect. Allied units, including armor units, adjacent to Palembang or Brunei do not cut the oil supply line. Allied submarine warfare and raiders may also trigger oil effects (42.5234). No more than one oil effect may be triggered each turn.

30.11 An oil embargo triggers oil effects two turns after its imposition. Thus if an oil embargo is imposed in Spring 1941, Japan feels the first oil effect in Fall 1941.

30.12 In the Campaign Game, an oil embargo on Japan is considered to have been imposed in Summer 1941, before the start of the scenario. Japan therefore begins the scenario with one oil effect already triggered. Japan must gain control of Palembang or Brunei to avoid additional oil effects.

30.13 In a Global War game, the U.S. may impose an oil embargo on Japan prior to the outbreak of war when U.S. - Japanese tensions (GW Appendix II) reach 24. An oil embargo may be imposed at any time during a turn, including during the Japanese player turn in reaction to Japanese actions. Japan must gain control of Palembang or Brunei or reduce U.S. - Japanese tensions below 24 to reverse the existing, and avoid additional, oil effects. If Japan declares war on Britain and gains control of Palembang or Brunei, U.S. - Japanese tensions still increase by an additional one each turn to reflect the political effects of the attempted Allied oil embargo.

30.2 OIL EFFECTS: Whether the conditions described in 30.1 are met is determined at the start of each Japanese player turn. If oil supplies are interrupted, one of the following effects must be implemented by Japan each turn the interruption continues, until all five are in effect. The Japanese player decides the order of implementation, selecting an additional effect each turn, and may not change his decision once made. The effects are:

A. The American Strategic Warfare Effects dice roll for bombers (42.533) is increased by two, and the Japanese Strategic Warfare Effects dice roll for bombers (42.533) is decreased by two (this would only apply if Japan had developed strategic bombers through research).

B. The range of all Japanese naval activities is reduced to ten hexes, and the Japanese Strategic Warfare Effects dice roll for submarines (42.5221) and submarine attack dice rolls (42.528) are decreased by two.

C. Japanese naval units may not move, conduct missions, SR, protect sea supply or provide sea escort, except to intercept an Allied invasion of, or sea supply, sea transport or naval SR to, Japan or Okinawa. Japanese naval units may operate in the SW box. The American Strategic Warfare Effects dice roll for submarines (42.5222) is increased by two and Japanese submarine defense dice rolls (42.527) are decreased by two.

D. Japanese land-based air units are inverted and may not move, fly offensive or defensive missions or SR, and Japanese armor units, including those which exploited in the previous turn, are treated as infantry units (15.241, 23.2), except for air and armor units in Japan or during a Japanese player turn in which a Japanese offensive option has been chosen and the Allied player turn immediately following, and only on the front selected. A limited offensive removes this restriction only for the air or armor units included in the limited offensive.

E. Japan loses five BRPs off its base each turn, also deducting five BRPs from its current BRP level.

30.3 Effects 30.2A (strategic bombers), 30.2B (Japanese submarines) and 30.2C (American submarines), once incurred, affect SW resolution in all subsequent SW resolution phases until they are reversed (30.5).

30.4 In addition to some or all of the above effects, the Japanese SR level drops by one each turn oil supplies are interrupted (20.11). These effects are cumulative and without limit. An oil shortage may eventually completely eliminate Japanese SR capabilities.

30.5 If oil supplies are restored, one of the five effects set out in 30.2A-E is reversed at the start of each Japanese player turn, the Japanese player again setting his priorities each turn, until all effects are negated. In addition, the Japanese SR level rises by one each turn, reversing the effects of 30.4. If oil effect 30.2E is negated, further reductions in the Japanese BRP base and level do not occur, but Japan does not regain the BRPs already lost.

31. WEATHER

31.1 To reflect the effects of monsoons, during all Summer turns:

A. Swamp, jungle and jungle/mountain hexes on the Southeast Asian front may not be entered by ground units during the movement or combat phase, including by airdrop, nor may ground units in such hexes attack or be attacked other than by attrition. Unit construction in and SRs into and through such hexes are permitted.

B. Armor units on the Southeast Asian front have their mechanized component negated (23.2).

31.2 In a Global War game, Russian winter effects do not apply to Japanese units in Siberia.

Economics

32. THE YEAR START SEQUENCE (YSS)

32.1 The YSS consists of BRP calculations (33), SW construction (42.2), allocation (42.3) and deployment (42.4). In addition, certain variants may be played by both sides.

32.2 The YSS takes place between the end of each Winter turn and the start of each Spring turn. No YSS precedes the start of any scenario. The initial BRP levels for the major powers taking part in each scenario have already been calculated and are set out in the Appendix dealing with the scenario in question.

33. BASIC RESOURCE POINT (BRP) CALCULATIONS

33.1 BRP BASES: BRP totals are calculated separately for each major power during each YSS. At the start of each scenario, each major power has a BRP base, which represents the resources of its national economy. In the Campaign Game, 1942 and 1944 scenarios, the British and American BRP levels represent that part of British and American resources which were devoted to the Asian theater. **In a Global War game, the British, Russian and American BRP levels are represented for the world as a whole, with each country making its own decision as to how to allocate its resources.** This BRP base may increase or decrease as the game proceeds (EXCEPTION: China).

33.2 BRP GROWTH: If, at the end of a Winter game turn, a major power has BRPs which it did not use in the course of the preceding year, those BRPs are multiplied by the major power's growth rate, fractions are dropped and the result is added to the major power's BRP base. The remaining BRPs are lost (EXCEPTION: The 1940 YSS - 33.4).

33.21 China, which has a growth rate of zero, never expands its BRP base. China may improve its economic position by recapturing Chinese objectives from Japan (34.1).

33.3 REDUCTION OF BRP BASES: If a major power does not have sufficient BRPs to absorb losses inflicted by strategic warfare (42) or raiders (44) when they occur, any deficit, unless offset by subsequent BRP additions, is subtracted from that major power's BRP base during the next YSS (EXCEPTION: 33.83). BRP losses from these causes do not affect a major power's BRP base if the major power has sufficient BRPs available to cover the losses when they occur or if it acquires additional BRPs to offset the losses prior to the next YSS. BRP losses from other causes have no effect on major power BRP bases (33.7).

33.4 The BRP base for each major power is calculated during each YSS as outlined above, with the exception of the 1940 YSS, in which no BRP growth occurs. **In a Global War game, each major power's 1940 BRP base will almost always be the same as its 1939**

BRP base, the only exception being the U.S. base (33.82). In the 1940 YSS only, each major power multiplies any unused BRPs from 1939 by its growth rate, drops any fractions and adds the result to its 1940 BRP totals. This does not change the major power's BRP base.

33.5 CALCULATION OF BRP TOTALS: The total number of BRPs for each major power is calculated by adding to its BRP base the BRP value of the following:

A. Conquered areas in enemy major powers (40).

B. Conquered minor countries and colonies (54).

C. Active minor allies (56).

D. Associated minor countries (55).

and by subtracting the BRP value of:

E. Colonies under enemy control (54.4).

F. Key economic areas under enemy control (40).

G. Non-base BRP deficits from the previous year (33.3, 33.7).

H. BRPs which are voluntarily eliminated (33.6).

33.51 If a major power received the BRPs for a conquest during the previous YSS, or for a minor ally which activated at any time during the preceding year, and that conquest or minor ally is captured by enemy forces during the second half of a Winter turn, the BRPs for the conquest or minor ally are counted in the major power's BRP total for the next year, although these BRPs must be deducted if the major power does not regain control of the conquest or minor ally during its Spring turn (54.31). Similarly, if a major power makes a conquest in the first half of a Winter turn which is captured by enemy forces in the second half of the Winter turn, both sides receive the BRPs during the ensuing YSS.

33.52 Each major power's BRP base, conquests, minor allies and associated minor countries are set out in the Appendix dealing with each scenario. If a minor country controlled by a major power at the start of a scenario is captured by enemy forces, that major power loses the BRPs for the minor country if it does not recapture the minor country during its next player turn.

33.53 BRPs are not gained by conquest between YSS. For example, if Japan conquered Burma in Summer 1942, it would not receive the BRPs for Burma until the 1943 YSS.

33.6 VOLUNTARY ELIMINATION OF BRPs: In a Global War game, after all BRP totals have been calculated, and all expenditures for SW construction made, major powers belonging to the side which moved last in the preceding Winter game turn may voluntarily eliminate BRPs in order to avoid an unwanted double move. Such voluntary elimination of BRPs is similar to the voluntary elimination of BRPs during the unit construction phase of a player turn (19.4). The BRPs are deducted from the owning power's BRP total, but not from its BRP base. Major powers belonging to the side which held the initiative during the preceding Winter turn may not eliminate BRPs during the YSS.

33.61 BRPs eliminated during a YSS may be specified to be those of a particular conquest or colony (19.41).

33.62 The voluntary elimination of BRPs during a YSS is not permitted in the Campaign Game, 1942 and 1944 scenarios, as it would be pointless (the initiative is not affected by the relative BRP levels of the opposing sides).

33.7 BRP DEFICITS: If a major power incurs BRP losses from causes other than those listed in 33.3, such as Japanese bombing (43) or the loss of minor allies, conquests, colonies or key economic areas, and that major power does not have sufficient BRPs to absorb the losses, the deficit, unless offset by subsequent BRP additions, is subtracted from that major power's available BRPs during the next YSS. The major power's BRP base is unaffected.

EXAMPLE: In Fall 1943, China has 4 BRPs. Japan occupies Chungking, causing China an immediate loss of 10 BRPs (40.4). China's BRP level is reduced to zero, and China incurs a deficit of 6 BRPs, which would be subtracted from the available Chinese BRPs in 1944 unless China received a BRP grant to offset the loss. If

Chungking remained in Japanese hands, China would subtract an additional 10 BRPs from its available BRPs in 1944. These BRP reductions would not affect the Chinese BRP base, which would remain at 60.

33.8 UNITED STATES: The conversion of the U.S. economy to war production was one of the most important factors in the Allied victory in World War II. The U.S. economy is therefore handled somewhat differently from that of other major powers, to reflect this dramatic increase in American productivity.

33.81 The U.S. begins the Campaign Game with a base of 165 BRPs in Spring 1942. The U.S. begins the 1942 scenario with a base of 185 BRPs in Summer 1942. The U.S. begins the 1944 scenario with a base of 325 BRPs in Spring 1944. **The U.S. begins the Global War game with a base of 150 BRPs in Europe and 75 BRPs in the Pacific in Fall 1939.**

33.82 U.S. ECONOMIC EXPANSION: Both the U.S. BRP base and the U.S. BRP total increase by 20 BRPs each turn throughout the game. These BRPs are added to both the U.S. BRP base and to the U.S. total each turn, at the same time major powers receive BRPs for the activation of minor allies.

33.821 GLOBAL WAR: In a Global War game, prior to U.S. entry into the war in both theaters, separate BRP totals are kept for each theater. Before U.S. entry, the U.S. BRP base and total increase by 10 BRPs each turn in each theater. After the U.S. is at war with the European Axis, the U.S. European BRP base and total increase by 20 BRPs each turn, and after the U.S. is at war with Japan, the U.S. Pacific BRP base and total increase by 20 BRPs each turn. Once the U.S. is at war in both theaters, the U.S. BRP base and total increase by 40 BRPs per turn until the end of the game. The American economy thus expands by 20, 30 or 40 BRPs per turn, depending on whether the U.S. is at war in neither, one or both theaters (see also GW Appendix V).

33.83 In addition to its per turn BRP base increases (33.82), the U.S. calculates BRP growth normally during the 1943 and subsequent YSS. Before it participates fully in the YSS, the U.S. BRP total at the start of each year is simply the number of BRPs remaining from the previous Winter turn, regardless of the current U.S. BRP base. The U.S. BRP base may not be reduced from SW and raiders until the U.S. participates fully in a YSS.

33.84 EFFECT OF U.S. EXPENDITURES: **The effect of U.S. expenditures in Europe prior to American entry into the war in a Global War game is explained in the ADVANCED THIRD REICH rules. Comparable rules apply to prewar expenditures in the Pacific (GW Appendix V).** In the Campaign Game, 1942 and 1944 scenarios, BRP expenditures and losses are deducted from the U.S. BRP level in the same manner as for other major powers. The U.S. BRP base is not affected by such expenditures, although in rare instances the U.S. BRP level may be low enough that SW losses could reduce the U.S. BRP base (33.3).

EXAMPLE: In a Campaign Game the U.S. BRP base at the 1942 YSS is 165, and the U.S. BRP level is 175 (165 plus 10 BRPs for the Philippines).

During the YSS, the U.S. does not calculate any BRP growth. The U.S. spends 17 BRPs on ASW units and submarine factors. The U.S. BRP level is reduced to 158.

In Spring 1942, the U.S. adds 20 BRPs to its base and level, spends 30 BRPs on unit construction and loses 10 BRPs for the Philippines and 5 BRPs to Japanese submarines. The U.S. BRP base rises to 185, and its BRP level drops to 133.

In Summer 1942, the U.S. adds 20 BRPs to its base and level, spends 50 BRPs on an offensive and unit construction and loses 3 BRPs to Japanese submarines. The U.S. BRP base rises to 205, and its BRP level drops to 100.

In Fall 1942, the U.S. adds 20 BRPs to its base and level, spends 20 BRPs on unit construction and loses 6 BRPs to Japanese submarines. The U.S. BRP base rises to 225, and its BRP level drops to 94.

In Winter 1942, the U.S. adds 20 BRPs to its base and level, spends

36 BRPs on unit construction and loses 2 BRPs to Japanese submarines. The U.S. BRP base rises to 245, and its BRP level drops to 76.

In the 1943 YSS, the U.S. BRP base grows by half of 76, rising to $245 + 38 = 283$. The U.S. could spend 28 BRPs on SW construction, giving it $283 - 28 = 255$ BRPs to start 1943.

34. CHINA AND RUSSIA

34.1 CHINA: In each scenario, China has a base of 60. If a Chinese objective hex comes under Japanese control, China immediately loses ten BRPs. BRP losses for Chinese objectives may occur only once per year - there is no additional penalty if an objective is captured by the Japanese, recaptured by the Chinese, then lost again during the same year. In addition, during each YSS, China loses ten BRPs for each Chinese objective which is under Japanese control, and Japan receives five BRPs for each Chinese objective as a conquest. At the start of each scenario, Japan controls four Chinese objectives, reducing China's yearly BRP total from 60 to 20.

34.2 RUSSIA: In the Campaign Game, 1942 and 1944 scenarios, Russia enters the war in Summer 1945, with unlimited BRPs. **In a Global War game, Russia immediately loses ten BRPs for each Russian objective hex in Siberia which comes under Japanese control. During each subsequent YSS, Russia also deducts ten BRPs from its BRP total, and Japan receives five BRPs for each controlled Russian objective hex as a conquest.**

35. BRP SPENDING LIMITS

35.1 Once each major power's BRP total has been determined during the YSS, SW (42) costs, if any, are deducted. **Major powers which moved last in the preceding turn may voluntarily eliminate BRPs during a Global War game (33.6).** The remaining figure is halved, and any fraction is dropped. This figure, the BRP spending limit, represents the maximum number of BRPs that the major power may spend during any one player turn in the forthcoming year. The BRP spending limit should be recorded for future reference.

35.2 The BRP spending limit also applies from the start of each scenario.

35.3 INVOLUNTARY LOSSES DISREGARDED: Involuntary losses of BRPs from enemy action, such as economic warfare or the loss of minor allies, conquests, colonies or key economic areas, do not count toward a major power's BRP spending limit.

EXAMPLE: Britain has a spending limit of 20 BRPs. The Japanese have the initiative. During the Japanese player turn, Burma is captured by the Japanese, costing Britain 10 BRPs. Britain may still spend 20 BRPs during its own player turn (assuming, of course, Britain still has that many BRPs).

35.4 VOLUNTARY OVERSPENDING PROHIBITED: A player may never voluntarily take action which would exceed his spending limit or which would reduce his BRP total below zero. However, a player may spend BRPs which will inevitably be lost later in the same game turn, even if this will clearly result in a BRP deficit.

EXAMPLE: In Winter 1944, Japan has only 15 BRPs remaining. The Allies have recaptured the Philippines. If Japan fails to recapture the Philippines, the ten BRPs Japan received during the preceding YSS will be lost. Although it is clearly impossible for Japan to recapture the Philippines, Japan may still spend 15 BRPs for an offensive option, because the inevitable ten BRP loss will not occur until the end of the Japanese combat phase. Japan would then incur a ten BRP deficit for the following year.

Japan could also spend its remaining 15 BRPs on an offensive option even though it knew that it would suffer BRP losses from American submarines and bombers during SW resolution after the end of the Japanese player turn. In that case, the BRP deficit from SW would result in a reduction of the Japanese base during the following YSS.

36. BRP GRANTS

36.1 GENERAL: BRP grants from one major power to another are made during the SR phase. The recipient thus may not spend the granted BRPs on unit construction until the following game turn, because they are received after the conclusion of the unit construction phase.

36.2 MECHANICS: When a major power announces its intention to grant BRPs to an ally, it immediately deducts those BRPs from its total. The BRPs are then SRed to the recipient, each grant of 20 BRPs or any fraction thereof counting as one SR against the granting major power's SR limit (20.6, 20.711). The BRPs are added to the recipient's total during its SR phase, completing the grant. All BRP grants, whether from the U.S. or Britain, are considered to originate in India. BRP grants do not require sea escort and may not be intercepted, although the various BRP routes to China may be closed by Japanese military action (39).

36.21 If a major power has a BRP deficit when it receives a BRP grant, the BRPs are applied to reduce the deficit. Deficits which would affect the recipient's BRP base (33.3) have priority over non-base deficits.

36.3 RESTRICTIONS ON BRP GRANTS:

36.31 A major power may not grant more than 40 BRPs per turn. In 1942, the U.S. may not grant more than 20 BRPs per turn.

36.32 A major power may not spend more than half its yearly BRP allotment (after SW construction) on BRP grants.

36.33 A major power may not grant BRPs if the expenditure would cause it to exceed its BRP spending limit (35).

36.34 In the Campaign Game, 1942 and 1944 scenarios, the U.S. may grant BRPs to Britain, and both Britain and the U.S. may grant BRPs to China. No other BRP grants are allowed.

36.35 In a Global War game, the U.S. and Britain may grant BRPs to China. BRP grants may not be made to Russia via Siberia.

37. MURMANSK CONVOYS

37.1 In a Global War game, carriers are allowed in both U.S. and SW boxes, but because of the harsh climatic conditions in the Arctic, carriers may not be assigned to protect Murmansk convoys.

38. BRP GRANTS TO BRITAIN

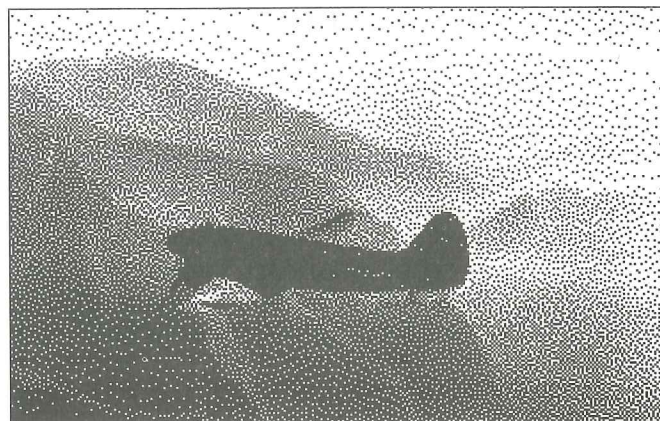
38.1 BRPs granted by the U.S. to Britain increase Britain's BRP level in the same turn they are deducted from the U.S. BRP level, and may not be intercepted.

38.2 In a Global War game, the U.S. may not grant BRPs to Britain until allowed to do so by the U.S. - Axis Tension Table (GW Appendix III).

39. BRP GRANTS TO CHINA

39.1 FRENCH INDOCHINA: If French Indochina is not controlled by Japan, BRPs may be SRed from India, through Burma and French Indochina, to China (62.4). A maximum of ten BRPs may be sent to China via French Indochina each turn.

39.2 THE BURMA ROAD: BRPs may be SRed overland from India to China via the Burma Road. A maximum of ten BRPs may be sent from India to China via the Burma Road each turn. The Burma Road is closed if there is no land SR route from India to Mandalay, if Japan controls Mandalay or Kunming or has a unit adjacent to either city, or if there is no land SR route between Mandalay and Kunming.



39.3 THE HUMP: A maximum of ten BRPs may be flown from India to China over the Himalayas each turn. One uninverted Western Allied army air factor must be used to fly each BRP to China. The number of army air factors used, and thus the number of BRPs flown to China each turn, is limited by the basing capacity of both the originating and terminating airbases.

39.31 LEDO TO KUNMING: The most efficient way to fly BRPs to China is from Ledo to Kunming. Each BRP flown to China costs one BRP per army air factor used, paid by the owning major power. When the cost of the BRP grant itself is taken into account, two Western Allied BRPs are spent for each BRP granted to China. To send more than five BRPs per turn, an Allied airbase must be placed in Ledo and a Chinese airbase must be placed in Kunming.

39.32 OTHER ROUTES: The Allies may fly BRPs to China even if they are unable or unwilling to use Ledo and Kunming for this purpose, but the absence of cities in southwestern China would limit the number of BRPs flown to China to five per turn. In addition, the cost of flying the hump by any route other than Ledo to Kunming is two BRPs per army air factor. Thus the Western Allies would spend three BRPs for each BRP granted to China if the Ledo to Kunming route were not used.

39.4 Only the U.S. and Britain may grant BRPs to China. BRPs granted to China are added to the Chinese BRP level in the Chinese SR phase of the game turn in which they are sent.

39.5 In a Global War game, the U.S. may only grant BRPs to China if U.S. - Japanese tensions are sufficiently high (GW Appendix II).

40. KEY ECONOMIC AREAS

40.1 Certain areas were essential to the economy or administration of the major power which controlled them. The loss of such an area results in the immediate loss of BRPs by the original controlling major power. That major power and its allies do not get one turn to recapture the area before the BRP loss is incurred. The BRP loss may occur only once per year. There is no additional penalty if the area is recaptured then lost again during the same year. During each subsequent YSS in which the original controlling major power or its allies do not control the area, the same number of BRPs are subtracted from the original controlling major power's BRP total for that year.

40.2 Loss of the following key economic areas triggers an immediate BRP loss as described in 40.1 for the indicated major power:

40.3 JAPAN: Tokyo: 25 BRPs; Osaka and Kagoshima: 10 BRPs for each city. An atomic attack (45.34) against these cities eliminates these BRPs in the same manner as Allied control.

40.4 CHINA: For each objective in China: 10 BRPs (34.1).

40.5 BRITAIN: For Calcutta and Dacca: 5 BRPs each (58.4).

40.6 RUSSIA: For each objective in Siberia: 10 BRPs (34.2).

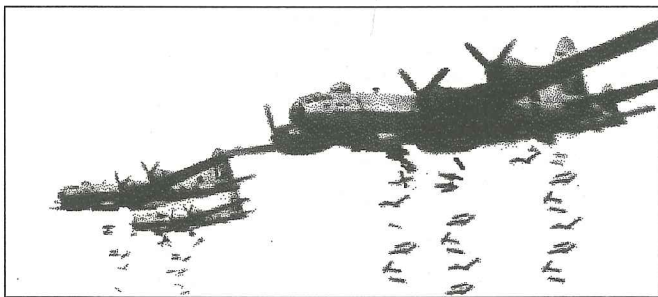
40.7 Japan receives five BRPs for each Chinese, Russian or Indian objective hex it controls during a YSS.

41. ECONOMIC WARFARE

41.1 Apart from the elimination of enemy units and the conquest of enemy territory, Japan and the U.S. may eliminate enemy BRPs in a number of other ways.

41.2 The principal method of eliminating enemy BRPs is Strategic Warfare (SW) - the employment of submarines (by Japan and the U.S.) and strategic bombers (by the U.S. only). The procedure for SW is detailed below (42). Both sides may also send out raiders to attack enemy shipping (44).

41.3 In addition, Japanese army air units may bomb China, Australia and India (43). The Allies may also employ the atomic bomb against Japan (45).



42. STRATEGIC WARFARE (SW)

42.1 OVERVIEW: Some scenarios begin with SW units already in existence (7.32). Additional SW units may be constructed during each YSS. Submarine attacks against enemy naval units may take place at various times during the player turns. SW itself is resolved during the SW resolution phase, at the end of each game turn. When the year is completed, new SW units are constructed and the process is repeated.

42.2 STRATEGIC WARFARE CONSTRUCTION:

42.21 Japanese and American SW construction is limited to 10% of their total YSS BRP allotment (fractions rounded down).

42.211 In the Campaign Game, Japan and the U.S. may first construct SW units in the 1942 YSS. In the 1942 scenario, SW construction for 1942 takes place at the start of the scenario. In the 1944 scenario, SW construction for 1944 takes place at the start of the scenario. **In a Global War game, Japan and the U.S. may construct SW units during the first YSS after U.S. - Japanese tensions reach 30. This does not affect the American ability to construct SW units for use against Germany.**

42.212 Britain, China and Russia may not construct SW forces in the Pacific (**EXCEPTION: In a Global War game, Russia may develop strategic bombers through research and use them against Japan.**).

42.213 In a Global War game, American and British SW counters should be used for American and British SW builds. If the Allied player is recording his builds instead of using counters, he must differentiate between American and British SW units. **British SW units may not be used in the Pacific.**

42.22 SW CONSTRUCTION COSTS: Each submarine factor costs one BRP to construct. Each anti-submarine warfare factor (ASW), strategic bomber factor (SAC) and interceptor factor costs two BRPs to construct.

42.23 Both Japan and the U.S. may build submarines, ASW and interceptors; only the U.S. may build SAC. **In a Global War game, Japan may develop strategic bombers through research.**

42.24 Newly constructed SW units, together with SW units which survived the previous year's SW resolution phases, are placed face down by the SW box.

42.25 Instead of placing SW counters by the SW box, players may wish to record their mix of SW factors on a sheet of paper in order to prevent an opponent from deducing their composition from the num-

ber of counters used. While the type of SW units constructed may be concealed until they are used, the number of BRPs spent on SW construction must always be revealed during the YSS.

42.26 If the BRP totals of each side are close enough that SW construction could affect which side moves first in the coming Spring turn in a Global War game, or if one side's expenditures on SW construction might influence the other's, either player may require spending decisions to be written on a sheet of paper and revealed simultaneously.

42.27 SW construction occurs before the start of the Spring turn. BRPs spent on SW construction do not count toward a major power's BRP spending limit (35.1).

42.3 ALLOCATION OF STRATEGIC WARFARE FORCES:

42.31 After SW construction, each player's SW forces are allocated equally over the four turns of the following year.

42.32 The number of SW factors available each turn is calculated by dividing the total number of factors of each type of SW unit by four, rounding down if there is a fraction. This is done separately for submarines, interceptors, SAC and ASW. Excess factors are allocated to the Spring turn first, then Summer, and so on.

42.321 In a Global War game, U.S. and British SW units in Europe must be allocated as evenly as possible over the year, subject to 42.31.

EXAMPLE: Japan constructs 17 submarine factors and three interceptors in the 1943 YSS. Five submarine factors are available for SW during Spring 1943, and four in each of the other three turns in 1943. One interceptor would be available in Spring, Summer and Fall 1943. No interceptors would be available in Winter 1943.

42.33 GLOBAL WAR LIMITATION ON AMERICAN SW ALLOCATION: In a Global War game, once the U.S. is at war in both theaters, no more than two-thirds of the American SW factors may be deployed in one theater. Before the U.S. is at war in both theaters, U.S. SW construction and deployment is separate for each theater, depending on the applicable BRP and, for a neutral theater, tension levels. After Germany or Japan surrenders, this limitation does not apply in the remaining theater. American SW forces allocated to a particular theater during the YSS must remain in that theater for the year. SW units which survive from the previous year may be transferred between theaters provided no more than two-thirds of the total number of SW factors of all types are allocated to one theater. The requirement that all American submarines be deployed to the Pacific SW box (42.42) indirectly limits American submarine construction, as any surplus submarines would be eliminated.

42.4 DEPLOYMENT OF STRATEGIC WARFARE FORCES DURING THE YSS:

42.41 Once the number of SW factors of each type available for use in the Spring turn is determined, Japan and the U.S. secretly deploy their SW forces for the Spring turn.

42.42 Submarines and ASW may not be left unused and must be deployed to the SW box upon construction, regardless of their level of effectiveness.

42.43 American SAC factors may be deployed for SW against Japan only if the Allies control an air base within SAC range (42.532) of a Japanese-controlled objective in Japan.

42.44 SAC factors may be constructed, but not deployed, during a YSS, even if the conditions for their use are not met. Both SAC and interceptor factors are then left unused until the conditions permitting their use are met. Unused SAC and interceptor factors may not be used until the following year (42.7).

42.45 In a Global War game, if U.S. - Axis tensions have reached 37, the U.S. may build SAC factors during the YSS and employ them against Germany even while neutral.

42.46 DEPLOYMENT OF NAVAL UNITS AND JAPANESE AIR FACTORS TO THE SW BOX DURING THE YSS:

42.461 Once both players have secretly deployed their SW units to the SW box for the following turn, they may also deploy naval and air units to the SW box, as follows:

42.462 FLEETS: Japan and the U.S. may place fleets in the SW box during the YSS SW deployment phase in order to provide additional protection against submarines. In contrast to *ADVANCED THIRD REICH*, players are not limited to placing complete 9-factor fleets in the SW box. Fragments may be used as a hedge against possible losses from enemy submarine attacks (42.525) and may combine with carriers (42.5123, 42.5241) for anti-submarine duties. American fleets in the SW box may be used to protect sea supply and SR from the U.S. and South Pacific boxes and to intercept Japanese raiders. Such fleets may not perform any missions or other functions while in the SW box.

42.463 CARRIERS: Japan and the U.S. may similarly assign carriers to anti-submarine duties by placing them in the SW box. *In a Global War game, Allied carriers may also be deployed to anti-submarine duties in the Atlantic.*

42.464 RESTRICTIONS ON NAVAL DEPLOYMENT TO AND FROM THE SW BOX: Japanese naval units deployed to the SW box for anti-submarine duties must be based in Japan or Truk. American naval units deployed to the SW box for anti-submarine duties must be based in Pearl Harbor or the U.S. Naval units assigned to anti-submarine duties may be withdrawn from the SW box during the SW deployment phase of any subsequent game turn or YSS, and must return to Japan or the U.S. box, respectively. Deployment of naval units in and out of the SW box does not count against SR limits and may not be intercepted.

42.465 JAPANESE ARMY AIR FACTORS: Japan may similarly place army air factors in the SW box in order to strengthen its air defenses against American bombers. Such air factors must be based in Japan, may not perform any missions or other functions while in the SW box, and return to air bases in Japan if withdrawn from the SW box during the SW deployment phase of a subsequent game turn or YSS.

42.47 REVEALING SW DEPLOYMENTS: Once all units have been secretly deployed to the SW box, both players reveal their naval SW deployments by turning all their submarine, ASW and naval counters in the SW box face up. Task force markers may not be used to conceal naval deployments to the SW box. SAC and interceptor deployments are not revealed until the SW resolution phase (42.5111).

42.5 STRATEGIC WARFARE RESOLUTION:

42.51 GENERAL:

42.511 During the course of the game turn following SW deployment, players may use submarines to attack enemy naval units (42.525). Submarines which survive such attacks are returned to the SW box and participate in SW resolution normally.

42.5111 During the SW resolution phase of each game turn, both players reveal their quarterly deployment of SAC and interceptor factors to the SW box if the Allies control a fully supplied air base within range of Japan (42.532). Otherwise SAC and interceptors remain concealed. Submarines, naval units, ASW and Japanese army air factors being used for air defense are not hidden and thus will already be known.

42.512 The effect of offensive SW units (submarine and SAC factors) on enemy BRPs is determined by a dice roll on the Strategic Warfare Effects Table (42.513), as modified by the ratio of offensive to defensive SW units (42.5122) and other factors as indicated in the Strategic Warfare Effects Table.

42.5121 The first step in determining BRP losses from SW is to calculate the maximum number of BRPs which could be eliminated by the offensive SW units. The potential effectiveness of sub-

marines is determined by the distance from their base to their target (42.5211).

42.5122 SW RATIO TABLE: Once the maximum number of BRPs which might be eliminated from submarine warfare and strategic bombing is determined, two dice are rolled and the Strategic Warfare Effects Table consulted. The Strategic Warfare Effects dice roll is modified according to the ratio of offensive to defensive SW units (round in favor of the smaller force), as indicated in the Strategic Warfare Ratio Table.

| SW Ratio Table - 42.5122 | | | | | | |
|---|-----|-----|-----|-----|-----|-----|
| 1:1 | 4:3 | 5:3 | 2:1 | 7:3 | 8:3 | 3:1 |
| - | +1 | +2 | +3 | +4 | +5 | +6 |
| Explanation: Add the indicated number to the Strategic Warfare Effects dice roll. All ratios greater than 3:1 are treated as 3:1. The table assumes a surplus of offensive SW factors - if there are more defensive SW factors, the "+" becomes "-", and the Strategic Warfare Effects dice roll is reduced. | | | | | | |

42.5123 The ratio of offensive to defensive SW units is determined before any SW factors are eliminated. Naval units, air units protecting convoy routes and Japanese army air factors assigned to SW duties are taken into account in determining this ratio. Every nine fleet factors are equivalent to one ASW, and each land-based air factor and carrier is equivalent to three fleet factors (9 FF = 3 AF = 3 carriers = 1 ASW). Fast carriers and CVEs are equivalent for ASW purposes. Fast carriers which do not have their full complement of naval air and damaged fast carriers and CVEs have no ASW value. The anti-submarine value of fleets, fast carriers, CVEs and air factors are combined when determining the SW ratio. Each Japanese army air factor in the SW box is treated as an interceptor.

42.513 STRATEGIC WARFARE EFFECTS TABLE: Two dice are rolled and the Strategic Warfare Effects Table consulted. The

| SW Effects Table - 42.513 | | | | | | | | | | | | |
|--|---|----|----|----|----|----|----|----|----|----|-----|--|
| Dice Roll: | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ | |
| Result: | - | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | |
| Dice Roll Modifiers: | | | | | | | | | | | | |
| <i>Japanese submarines:</i> | | | | | | | | | | | | |
| 1939-1942: -1 1943: -2 1944: -3 1945-1946: -4 -2 Oil effect 30.2B -1 For each Magic point invoked | | | | | | | | | | | | |
| <i>American submarines:</i> | | | | | | | | | | | | |
| 1939-1943: -1 1944: 0 1945-1946: +1 +2 Oil effect 30.2C +1 For each Magic point invoked +2 Allied variant 5 -2 Japanese variant 5 | | | | | | | | | | | | |
| <i>American bombers:</i> | | | | | | | | | | | | |
| RANGE: 1-2: 0 3: -1 4-5: -2 6: -3 7-8: -4 9: -5 10+: -6 1939-1942: 0; 1943: +1; 1944: +2; 1945: +3; 1946: +4 +2 Oil effect 30.2A | | | | | | | | | | | | |
| Explanation: Two dice are rolled. The result indicates the percentage damage inflicted by all SW factors during the current turn (round fractions up). | | | | | | | | | | | | |
| BRP Effects: Each submarine factor operating at a range of 1-5 hexes may eliminate 4 BRPs; 6-10 hexes: 3 BRPs; 11-15 hexes: 2 BRPs; 16 or more hexes: 1 BRP (42.5211). Each SAC factor operating against Japan may eliminate 4 BRPs (42.531). | | | | | | | | | | | | |
| Range: Range refers to the distance in hexes from the Western Allied air base used for strategic bombing to Japan (42.533). The maximum range at which strategic bombing is permitted increases each year: 1939-1942: 4; 1943: 6; 1944: 7; 1945: 9; 1946: 10. | | | | | | | | | | | | |
| Global War: Disregard the yearly modifiers, which are replaced by research results for torpedoes, ASW, submarines and strategic bombers. Japan and the U.S. begin the Global War game with a +1 and -1 modifier, respectively, to their submarine SW Effects dice rolls. These modifiers reflect the superiority of Japanese torpedoes. | | | | | | | | | | | | |

resulting percentage is used to determine the effectiveness of SW for that turn. A separate dice roll is made for each form of SW being employed.

42.514 Details of submarine and strategic bomber resolution are set out below. In all cases, the percentage result from the Strategic Warfare Effects Table is applied to all the offensive SW units used for SW in the turn in question, whether or not they are eliminated by defensive SW units.

42.515 Once the effects of offensive SW units are determined for each side, SW units are eliminated and the surviving SW factors put aside until the following year.



42.52 SUBMARINE WARFARE:

42.521 Japanese submarines may only be directed against American, not British, BRPs. American submarines may only be directed against Japanese BRPs. Neither side may eliminate BRPs belonging to the other until Japan and the U.S. are at war. Both sides may use submarines to attack enemy naval units prior to SW resolution (42.525).

42.5211 SUBMARINE EFFECTIVENESS: The maximum number of BRPs each submarine factor may eliminate is determined by the distance from the base from which the submarines are operating to the enemy convoy routes. Each player selects one submarine activity hex along the enemy convoy route, including the ports of origin and termination, and calculates the distance from his nearest submarine base to the submarine activity hex. Each submarine factor operating at a range of 1-5 hexes may eliminate 4 BRPs; 6-10 hexes: 3 BRPs; 11-15 hexes: 2 BRPs; 16 or more hexes: 1 BP.

42.5212 SUBMARINE BASES: Submarines may base in any controlled, supplied port or one-hex island. While such ports or one-hex islands must be fully supplied, control is determined at the moment of SW resolution. The ports or one-hex islands need not have been controlled for the entire game turn. If the Allies control Singapore, it must receive supply from an outside source to qualify as a submarine base.

42.5213 JAPANESE CONVOY ROUTES: At the start of each SW resolution phase in which Allied submarines or raiders operate, the Japanese player must trace a convoy route from Palembang or Brunei, or, if neither is under Japanese control, from a port in the supply zone (29.332) containing the Japanese overseas possessions (42.5232) with the greatest BRP value (this will usually be Hanoi) to Kagoshima, Osaka or Tokyo. This route, which reflects the movement of oil tankers, may be of any length, but may only pass over hexes through which naval activities are permitted. Thus the route may not be traced from Palembang to Singapore, then overland to Pusan, then to Japan.

42.5214 AMERICAN CONVOY ROUTES: The American convoy routes are automatically traced from the U.S. box to Pearl Harbor and the South Pacific box, and are considered to occupy all the hexes off the eastern edge of the mapboard. The effectiveness of Japanese submarines is therefore determined by the distance from the nearest Japanese submarine base to Pearl Harbor, the eastern edge of the board (including the U.S. box) or the South Pacific box.

42.522 SW EFFECTS DICE ROLL MODIFIERS:

42.5221 JAPAN: Each Japanese Strategic Warfare Effects dice roll is subject to the following modifiers: up to and during 1942: -1; during 1943: -2; during 1944: -3; during 1945 and 1946: -4; oil effect 30.2B: -2; Magic: -1 per point. These modifiers are cumulative.

The automatic modifiers related to the year are disregarded in a Global War game in which research is used.

42.5222 UNITED STATES: The Strategic Warfare Effects dice roll for American submarines is subject to the following modifiers: up to and during 1943: -1; during 1944: 0; during 1945 and 1946: +1; oil effect 30.2C: +2; Magic: +1 per point; Allied variant 5: +2; Japanese variant 5: -2. These modifiers are cumulative. *The auto-*

matic modifiers related to the year and variants are disregarded in a Global War game in which research is used.

42.5223 CONVOY PROTECTION BY LAND-BASED AIR UNITS: Uninverted land-based air units within range of the opponent's submarine activity hex (42.5211) contribute to anti-submarine warfare (42.5123, 42.5241). Army and naval air factors are equivalent for this purpose.

42.523 EFFECTS OF SUBMARINE WARFARE:

42.5231 BRP LOSSES: The result of the SW Effects dice roll, modified as described above, is applied to the maximum number of BRPs which may be eliminated by submarines (42.5211), and that many enemy BRPs are eliminated.

42.5232 LIMIT ON JAPANESE BRP LOSSES: The number of BRPs Japan may lose to submarines and raiders (44.7) each turn is limited to one-quarter of Japan's overseas possessions (rounded up). Japanese conquests in China, Hong Kong and Siberia are not included in this calculation. This determination is made during each YSS, and applies regardless of Allied reconquests during the ensuing year. This limit does not affect the ability of submarines and raiders to trigger oil effects (42.5234).

EXAMPLE: Japan receives 100 BRPs for its non-Chinese conquests in the 1944 YSS. Japan may lose no more than 25 BRPs to submarines and raiders during each turn in 1944.

42.5233 SW EFFECTS: For every three BRPs eliminated by submarines and raiders, the Japanese or American SR level is reduced by one (20.11, 20.12).

42.5234 OIL EFFECTS: Each turn in which 15 or more Japanese BRPs are lost to American submarines and Allied raiders, one oil effect (30) is incurred, to reflect the destruction of Japan's oil tanker fleet. During each turn in which American submarines and Allied raiders eliminate fewer than five Japanese BRPs, one oil effect is reversed, provided Japan controls either Palembang or Brunei.

42.52341 An oil effect is triggered if American submarines and Allied raiders would have eliminated 15 or more Japanese BRPs, but were unable to do so by virtue of 42.5232 (which limits Japanese losses from submarines and raiders to one-quarter of the value of its overseas conquests).

42.52342 Japan may only incur one oil effect each turn (30.1). American submarines and Allied raiders may not trigger additional oil effects if the Allies have already intercepted Japan's oil supply by gaining control of Palembang and Brunei.

42.524 ELIMINATION OF SUBMARINES DURING SW RESOLUTION:

42.5241 Throughout the game, one submarine factor is eliminated for each ASW factor in the SW box. Every nine fleet factors are equivalent to one ASW, and each land-based air factor and carrier is equivalent to three fleet factors (9 FF = 3 AF = 3 carriers = 1 ASW). Fast carriers and CVEs are equivalent for ASW purposes. Fast carriers which do not have their full complement of naval air and damaged fast carriers and CVEs have no ASW value. The anti-submarine value of fleets, fast carriers, CVEs and air factors are combined. Fleets, carriers and air factors assigned to anti-submarine duties are not eliminated. ASW factors which eliminate submarine factors are eliminated.

42.5242 Fleets, carriers and air factors eliminate submarine factors before ASW factors are employed. ASW factors which are not required because all enemy submarine factors have been eliminated, whether by fleets and air factors or by other ASW factors, survive and may be used in a subsequent year. Similarly, surviving submarine factors may be used in the following year (42.7).

42.5243 Fleets, carriers, air factors and ASW factors only eliminate submarines in the SW box at the moment of SW resolution. They have no effect on submarines which attack enemy naval units prior to SW resolution or which will be used in other turns.

42.5244 American naval units in the SW box also defend against Japanese air and naval attacks against sea supply lines from the U.S. and South Pacific boxes to the Pacific (29.343) and initial deployments and South Pacific SRs (20.843, 20.85). American naval units which engage Japanese air and naval units while defending against such attacks may still be used against Japanese submarines (42.5123, 42.5241).

42.5245 In a Global War game, if both British and American ASW factors are in the SW box, losses are divided equally between them, with any excess going to the side with more ASW factors in the SW box.

42.525 SUBMARINE ATTACKS AGAINST ENEMY NAVAL UNITS:

42.526 OVERVIEW:

42.5261 All enemy naval activities, regardless of location, are subject to submarine attack.

42.5262 A naval force subject to attack from enemy submarines makes a submarine defense dice roll (42.527). Submarines which are not eliminated or forced to abort by the submarine defense dice roll then make a submarine attack dice roll (42.528), and the results are implemented.

42.5263 MECHANICS:

42.5264 ALL SUBMARINES MAY ATTACK: All submarines deployed to the SW box may attack enemy naval units without impairing their ability to eliminate enemy BRPs. A player may assign some or all of his available submarines to any given attack. Except for submarines eliminated by enemy submarine defense dice rolls, submarines which attack enemy naval units are returned to the SW box after completing their attacks and attack enemy convoy routes normally during the ensuing SW resolution phase.

42.52641 The rules relating to submarine attacks against enemy naval units only apply in the Pacific, and have no effect on British submarines based in Malta or German submarines operating in the Atlantic.

42.5265 WHAT MAY BE ATTACKED: Submarines may attack any enemy naval activity, in the same manner as air units. In addition, submarines may attack damaged enemy naval units as they withdraw from combat.

42.5266 SUBMARINE ATTACKS AUTOMATIC: Submarine attacks may be made against enemy naval units at any range, without the need for a naval interception die roll. Submarines are not subject to counter-interception.

42.52661 TIMING OF SUBMARINE ATTACKS: Submarine attacks against damaged naval units are made immediately after they incur damage, before they return to port, and before air attacks against other enemy combat groups during that round of naval combat are resolved. Submarine attacks against undamaged naval units engaged in naval combat are made after fleet combat is resolved, before withdrawing naval units return to port. Other submarine attacks are made at the same time as land-based air strikes against naval units at sea.

42.5267 SUBMARINE TARGETS:

42.52671 Submarine attacks against naval forces not engaged in naval combat are directed at the entire naval force.

42.52672 Submarine attacks against naval forces engaged in naval combat are directed at combat groups rather than the entire naval force.

42.52673 Submarine attacks against damaged naval units are directed at those naval units. Naval units which detach from different combat groups may not combine to increase their submarine defense level.

42.5268 The composition of an attacked naval force or combat group is revealed only if at least one attacking submarine factor is able to attack following the enemy submarine defense roll.

42.5269 Once submarines have committed to attacking an enemy naval force, the defender makes a submarine defense dice roll, using

the Air Defense Table. The attacker then assigns surviving attackers to specific targets and makes a submarine attack dice roll for each target, using the Fleet Combat Table. The results are implemented and any surviving submarines are returned to the SW box, where they are counted for SW resolution but may not be used to attack enemy naval units until the following year.

42.527 SUBMARINE DEFENSE: A naval force which has not divided into combat groups as a result of naval combat defends against submarine attacks as whole. If a naval force has divided into combat groups, each combat group defends against submarine attacks separately. Damaged naval units withdrawing from naval combat defend on their own.

42.5271 SUBMARINE DEFENSE LEVELS: The defensive capability of naval units under submarine attack is determined by their submarine defense level. Every nine fleet factors, including damaged fleet factors, are worth one level of submarine defense, and each undamaged fast carrier carrying its full complement of naval air factors and each undamaged CVE is equivalent to three fleet factors (9 FF = 3 fast carriers or CVEs). Fast carriers and CVEs are equivalent for submarine defense purposes. All naval forces subject to submarine attack have a submarine defense level of at least one, including fast carriers which are damaged or do not have their full complement of naval air and damaged CVEs. Fractions are rounded up, in the same manner as for air defense, in contrast to SW resolution, where remnants are ignored. ASW units themselves may not leave the SW box and thus never participate in the defense of an attacked naval force. Land-based air units are disregarded.

EXAMPLES: A naval force consisting of 18 fleet factors and 3 CVs carrying their full complement of nine naval air factors has a submarine defense level of three.

A combat group consisting of eight fleet factors and a CVL carrying its full complement of two naval air factors has a submarine defense level of two. If the CVL were carrying only one naval air factor, the combat group would have a submarine defense level of one.

A damaged fast carrier returning to port unaccompanied by fleet factors has a submarine defense level of one.

42.52711 UNDEFENDED SEA SUPPLY LINES: Undefended sea supply lines have a submarine defense level of one, provided there is at least one friendly fleet factor, fast carrier, CVE or ASW factor in the SW box.

42.5272 Once the submarine defense level has been determined, the defender rolls two dice and consults the applicable row of the Air Defense Table. Each level of submarine defense corresponds to one level of air defense.

42.5273 RISING SUN MODIFIERS: If research is not being used, submarine defense dice rolls are modified as follows:

42.52731 JAPAN: 1939-1943: none; 1944-1945: +1; 1946: +2; Japanese variant 5: +2; oil effect 30.2C: -2.

42.52732 UNITED STATES: 1939-1942: +2; 1943: +3; 1944: +4; 1945: +5; 1946: +6; Magic: +1 per point.

42.5274 GLOBAL WAR MODIFIERS: If research is being used, the automatic yearly modifiers and Japanese variant 5 do not apply. Instead, each player receives a +1 DRM for each ASW research result he has achieved, and incurs a -1 DRM for each opposing submarine research result.

42.5275 SUBMARINE DEFENSE RESULTS: The number before the "V" indicates the number of submarines which are eliminated. The number after the "V" indicates the number of submarines which abort their attack and return to the SW box. Submarines which are not eliminated or do not abort carry out their attacks.

42.528 SUBMARINE ATTACKS:

42.5281 SUBMARINE TARGETS: Attacking submarines may concentrate their attack on one or more fast carriers or on fleets and CVEs, in the same manner as attacking naval air units (27.585). A submarine attack dice roll is then made for each target, using the Fleet Combat Table.

42.5282 RISING SUN MODIFIERS: If research is not being used, submarine attack dice rolls are modified as follows:

42.52821 JAPAN: 1939-1946: +1; oil effect 30.2B: -2.

42.52822 UNITED STATES: 1939-1943: -1; 1944: 0; 1945-1946: +1; Magic: +1 per point; Allied variant 5: +2.

42.5283 GLOBAL WAR MODIFIERS: If research is being used, the automatic yearly modifiers and Allied variant 5 do not apply. Instead, each player receives a +1 DRM for each torpedo research result he has achieved.

42.529 EFFECTS OF SUBMARINE ATTACKS:

42.5291 GENERAL: Submarine attack results are implemented in the same manner as air attack results.

42.5292 FLEETS: Losses inflicted by submarines on undamaged fleets may, at the defender's option, be taken from the SW box, provided there are sufficient fleet factors available in the SW box for this purpose. Losses inflicted on undefended sea supply lines must be taken from fleet factors in the SW box. If there are not enough fleet factors in the SW box to cover losses inflicted on an undefended sea supply line, the sea supply line is disrupted (29.36).

42.52921 Fleets in the SW box which are eliminated or damaged by on-board submarine attacks return to port (42.464) and do not take part in that turn's SW resolution. The on-board activity which was subject to submarine attack is unaffected.

42.5293 CARRIERS: Losses inflicted by submarines on CVEs and fast carriers may not be absorbed by naval units in the SW box.

42.5294 DAMAGED NAVAL UNITS: Naval units damaged by air attacks or fleet combat which are damaged a second time by submarine attack are eliminated. Naval units damaged by submarine attack may not again be attacked by submarines while returning to port.

42.5295 All attacking submarines which are not eliminated by enemy defenses return to the SW box. Submarines which attacked enemy naval units are counted for SW resolution normally, but may not be used to attack enemy naval units until the following year (42.7).



42.53 STRATEGIC BOMBING:

42.531 Each American SAC factor employed against Japan may eliminate up to four Japanese BRPs.

42.532 To employ SAC factors against Japan, the Allies must control a fully supplied air base within strategic bomber range of Tokyo. This air base must be fully supplied from a Western Allied, not Chinese or Russian, supply source. Control is determined at the moment of SW resolution. The air base need not have been controlled for the entire game turn.

42.5321 SAC range increases over the course of the war, as set out in the Strategic Warfare Effects Table (42.513): 1939-1942: 4 hexes; 1943: 6 hexes; 1944: 7 hexes; 1945: 9 hexes; 1946: 10 hexes.

42.533 The Strategic Warfare Effects dice roll for American strategic bombers is subject to modification depending on the year (1939-1942: 0; 1943: +1; 1944: +2; 1945: +3; 1946: +4) and their distance from the nearest objective hex in Japan (1-2 hexes: 0; 3 hexes: -1; 4-5 hexes: -2; 6 hexes: -3; 7-8 hexes: -4; 9 hexes: -5; 10 hexes: -6). In addition, the U.S. receives a +2 DRM if oil effect 30.2A is in effect. These modifiers are set out in the SW Effects Table (42.513). All modifiers are cumulative.

42.534 Throughout the game, one SAC factor is eliminated for each Japanese army air factor and each interceptor factor in the SW box. The Japanese army air factors are not eliminated. Interceptor factors which eliminate SAC factors are themselves eliminated.

42.5341 In a Global War game, if both British and American SAC factors are in the SW box, losses are divided equally between them, with any excess going to the side with more SAC factors in the SW box. The same rule applies if British and American interceptors are in the SW box.

42.535 Japanese army air factors in the SW box eliminate SAC factors before interceptor factors are employed. Interceptor factors which are not required because all enemy SAC factors have been eliminated, whether by Japanese army air factors in the SW box or other interceptor factors, survive and may be used in a subsequent year. Similarly, surviving SAC factors may be used in the following year (42.7).

42.536 In any turn in which Japanese army air factors and interceptors in the SW box fail to eliminate all the Allied SAC factors deployed for SW for that turn, the Japanese army air factor closest to Tokyo is removed from the board. This air factor is immediately converted into an interceptor factor, which is then exchanged for one of the surviving SAC factors. Army air factors converted to interceptors in this manner are removed from the Japanese force pool; they may reenter the Japanese force pool, unbuilt, during a subsequent Japanese unit construction phase at the rate of one factor per turn, provided no forced conversion of Japanese army air factors to interceptors was required during the SW resolution phase of the preceding game turn.

EXAMPLE: In the 1944 YSS, Japan builds 12 submarine factors and five interceptors. The U.S. builds eight ASW factors and eight SAC factors. In Spring 1944, three Japanese submarine factors are opposed by two ASW factors, aided by one American 9-factor fleet. The Japanese control Wake, which is 13 hexes from Pearl Harbor, so the Japanese submarine factors may eliminate no more than six BRPs (2 BRPs x 3 subs); a Strategic Warfare Effects dice roll of 10 (modified to six because of the year - 42.5222) means the submarines are only 40% effective - three American BRPs are lost. The three Japanese submarine factors and the two American ASW factors are eliminated; the American 9-factor fleet survives.

Five American SAC factors and three Japanese interceptors operate in Spring 1944. The U.S. has a fully supplied air base on Iwo Jima, six hexes from Japan (a -3 DRM). The ratio of bombers to interceptors is 5:3, so the American Strategic Warfare Effects dice roll for bombers is modified by +2. The Americans also receive a +2 DRM because of the year. The dice roll is $7 - 3 + 2 + 2 = 8$, so the American bombers are 60% effective and 12 Japanese BRPs are eliminated. The three Japanese interceptors and three of the American SAC factors are eliminated. In addition, the Japanese air factor closest to Tokyo is removed, taking with it one excess American SAC factor (42.536), leaving one American SAC factor available for use in 1945.

42.6 DEPLOYMENT OF STRATEGIC WARFARE FORCES DURING THE YEAR:

42.61 After SW has been resolved in the Spring, Summer and Fall turns, each player deploys SW forces, including naval units and Japanese air factors, to SW for the next turn, in the same manner as during the YSS (42.4). The forces available for deployment may be one factor less than were available in the previous turn, because fractions are allocated to the Spring turn first, then Summer, and so on (42.32).

42.62 As during the deployment of SAC factors during the YSS, the American player need not deploy SAC factors to SW. SAC factors which are left unused are not at risk, but also inflict no damage and do not eliminate Japanese interceptors. Unused SAC factors survive and may be used in the following year (42.7). Submarines and ASW must be deployed to the SW box (42.42).

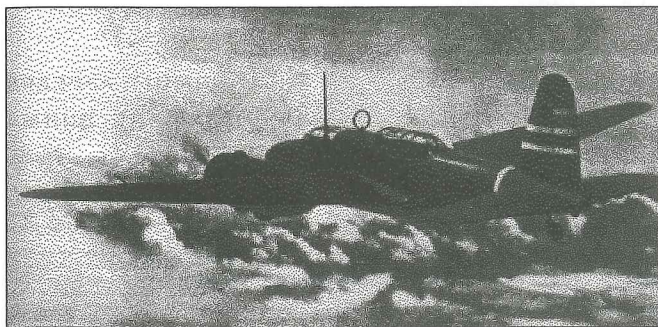
42.7 SURVIVING SW FORCES:

42.71 SW forces which survive SW resolution are placed face up by the SW box and may be employed in the following year.

42.72 SW forces may not be employed more than once in the same year. This applies even to SW forces which were left unused and therefore have inflicted no damage on enemy SW forces or BRP levels. Thus SAC factors may not be left unused in Spring and Sum-

mer, then used in Fall and Winter, in order to overwhelm Japanese air defenses.

42.8 In addition to the effects of SW resolution set out above, the SR levels of major powers may be reduced by SW losses (20.11, 20.12).



43. JAPANESE BOMBING

43.1 In any Japanese combat phase, Japanese army air units within range of any Chinese objective hex, the Indian hexes on the western edge of the board or the Australian hexes on the southern edge of the board may bomb those enemy targets. Allied air units within range of any such target, including Allied air units in the India or Australia boxes, may oppose the Japanese air units.

43.11 No more than five Japanese army air factors may be used to bomb each of China, India or Australia in any one turn. Thus a total of no more than 15 Japanese army air factors may be used for bombing in any one turn.

43.2 Japan must declare an offensive option or conduct a limited offensive operation on the front in question to carry out such bombing. Japanese air units which bomb are considered to be on a mission, are inverted at the end of the Japanese player turn and may conduct no other missions nor carry out any other functions during that game turn. Similarly, Allied air units which oppose the Japanese bombing may not be otherwise employed and are inverted at the end of the Japanese player turn. Air units of either side which have already been employed and inverted may not be employed to bomb or oppose bombing.

43.3 Allied air units which oppose Japanese bombing engage in air combat with an equal number of bombing Japanese factors. Combat is resolved normally (26.6), with the Allies receiving an air combat die roll modification of +1 in the air battle. If the Allied air factors outnumber the Japanese air factors, the Allies will also receive a favorable air combat die roll modification (26.6A). Japan never receives a favorable air combat die roll modification for size, because the surplus Japanese air factors do not engage in air combat (although they do eliminate enemy BRPs - 43.4).

43.4 If there are more Japanese air factors bombing an enemy target than there are Allied air factors opposing them, China or Britain (depending on the target) subtracts one BRP from its total for each excess Japanese air factor. The remaining Japanese air factors engage the opposing Allied air factors (43.3). These BRPs are eliminated at the end of the combat phase. For Japanese bombing to be effective, the Allies must be in possession of the target for BRP purposes. If the BRPs for the target have already been lost for the current year because it has been captured by Japan, no additional BRPs can be lost to bombing. This restriction does not apply to previous BRP losses to bombing.

43.5 If a major power incurs a BRP deficit as a result of Japanese bombing, the BRPs are subtracted from that major power's BRP total for the following year, but its BRP base is unaffected.

43.6 BRPs lost as a result of Japanese bombing are not taken into account in calculating the Chinese and British SR levels.

44. RAIDERS

44.1 OVERVIEW: Japan never attained a strategic position which would have allowed it to use its surface forces effectively against Allied shipping. Especially in a Global War game, this possibility is one with which the Allies must be seriously concerned. The Allies may also use raiders to attack Japanese shipping in the South China Sea and accelerate the destruction of Japan's merchant shipping.

44.11 All raider activity takes place after both players have completed their turns, immediately before and during the SW resolution phase.

44.12 Before inflicting damage on enemy shipping, raiders must first break out into the eastern Pacific, Indian Ocean or the South China Sea, as the case may be, evading enemy naval and air units.

44.13 Once in the eastern Pacific, Indian Ocean or South China Sea, raiders may encounter and engage enemy naval forces assigned to convoy protection. Only after such combat is resolved do raiders inflict losses on enemy shipping.

44.14 At the conclusion of the SW resolution phase, raiders return to port.

44.15 BRP losses inflicted by raiders have the same effects as BRP losses from submarines. (EXCEPTION: British BRP losses to Japanese raiders do not affect the British SR level).

44.2 MOVEMENT OF JAPANESE RAIDERS INTO THE SW BOX OR INDIAN OCEAN:

44.21 After the conclusion of both player turns, immediately before the start of the SW resolution phase, uninverted Japanese naval units in Pearl Harbor, Tahiti and Colombo may attempt to move off the eastern and western edges of the mapboard into the SW box and Indian Ocean, respectively. Raider activity is only permitted if these ports were fully supplied during the Japanese player turn.

44.22 Raiders may be employed at no BRP cost, and movement to the SW box and Indian Ocean may be attempted by Japanese naval units regardless of the option previously selected by Japan for the Pacific and Southeast Asian fronts, provided the raiding naval units did not engage in a naval mission or activity (27.3) during the current game turn. Similarly, unused Japanese air factors may provide air cover for raider movement, regardless of the previous option selection.

44.23 Each raider group may consist of no more than nine Japanese naval factors. Each turn, two raider groups may attempt to move to the SW box from Pearl Harbor, one raider group may attempt to move to the SW box from Tahiti and one raider group may attempt to move to the Indian Ocean from Colombo. Each raider group moves separately to its destination.

EXAMPLE: Japan has 18 fleet factors and four CVs in Pearl Harbor and one CV and three CVLs in Colombo. Japan may raid with two groups of nine fleet factors from Pearl Harbor and nine carrier factors from Colombo, for a total of 18 fleet factors in two separate raiding groups in the SW box and one CV and three CVLs as a single group in the Indian Ocean. Japan could also leave some of its fleet factors in Pearl Harbor and send out some of its four CVs from Pearl Harbor in their place, forming raiding groups of one CV and six fleet factors, or two CVs and three fleet factors.

44.3 INTERCEPTION OF RAIDER MOVEMENT INTO THE SW BOX AND INDIAN OCEAN:

44.31 SW BOX: The movement of raiders off the eastern edge of the mapboard into the SW box may be intercepted by uninverted Allied air units within range of such movement and by any uninverted Allied naval units based on the Pacific front. Each raider group must be intercepted separately.

44.32 INDIAN OCEAN: The movement of raiders off the western edge of the mapboard into the Indian Ocean may be intercepted by uninverted Allied air units within range of such movement and by any uninverted Allied naval units based on the Southeast Asian front.

44.33 Air and naval interception of raiders moving into the SW box and the Indian Ocean is carried out normally (26.453, 27.5), subject to the modifications set out below (44.34).

44.34 All raider interception die rolls are subject to the following modifiers: +1 if the raider group consists of 1-3 naval factors; -1 if the raider group consists of 7-9 naval factors.

44.35 Naval combat resulting from the successful interception of raiders attempting to move into the SW box or Indian Ocean is resolved normally. If the Allies win the naval combat, the raider must return to port. If the Japanese win the naval combat, the raider may, at the Japanese player's option, either return to port or enter the SW box or Indian Ocean.

44.4 INTERCEPTION OF RAIDERS IN THE SW BOX AND INDIAN OCEAN:

44.41 SW BOX: Raiders which succeed in entering the SW box are immediately subject to interception by American fleets and carriers in the SW box. One die roll is made to resolve each interception attempt. American naval units may be broken down into smaller units in order to increase the chances of interception, provided each intercepting force consists of at least as many naval factors as the raider it tries to intercept. The Allied player may not combine his naval units into larger groups and make fewer die rolls. A modified die roll of "1", "2" or "3" is required for interception. This die roll is subject to the modifiers set out in 44.34, above. In addition, the interception die roll for an American naval force consisting of less than nine naval factors is subject to a +1 DRM, although any interception by a naval force containing a fast carrier carrying at least one naval air factor receives a -1 DRM.

EXAMPLE: Japan sends a 4-factor raider into the SW box. The Allies have two 9-factor fleets in the SW box. The Allied player could attempt interception with each 9-factor fleet, with a die roll of "1", "2" or "3" being required for interception. The Allied player could also attempt interception with two groups of 4 factors and two groups of 5 factors, with a die roll of "1" or "2" being required for interception.

44.42 If there is more than one raider group in the SW box, the Allied player must announce which raider is to be intercepted by which naval units before any interception die rolls are made.

44.43 Once all SW box interception die rolls are made, any resulting naval combat is resolved normally.

44.44 If the Allies win the naval combat, the raider must leave the SW box and return to port. If the Japanese win the naval combat, the raider remains in the SW box.

44.45 INDIAN OCEAN: Japanese raiders which succeed in entering the Indian Ocean may be intercepted by Allied naval units based in the India box. The same procedure is followed as for Japanese raiders in the SW box. **In a Global War game, Japanese raiders operating in the Indian Ocean may also be intercepted by Allied naval units based in Suez, Basra, Bushire and the South Africa box. Naval units intercepting from the South Africa box receive an additional +1 DRM on their interception die roll.**

44.46 Allied air units in the U.S. and India boxes do not participate in combat resulting from the interception of Japanese raiders in the SW box and Indian Ocean, respectively.

44.5 EFFECT OF RAIDERS IN THE SW BOX AND INDIAN OCEAN:

44.51 Once all combat between raiders and intercepting Allied naval units has been resolved, the U.S. loses one BRP for each raiding fleet factor and naval air factor in the SW box, and Britain loses one BRP for each raiding fleet factor and naval air factor in the Indian Ocean.

44.52 American naval units which engage in naval combat with raiders in the SW box still count for ASW, although combat with raiders may well eliminate or damage the American naval units below the level required for ASW duties. Fragments of American

fleets may recombine into 9-factor fleets after fleet combat with raiders is concluded (27.71).

44.6 RETURNING RAIDERS:

44.61 Whether successful or not, surviving raiders always return to their port of origin.

44.62 Returning raiders are not subject to interception by Allied air and naval units.

44.7 ALLIED RAIDERS:

44.71 In a manner similar to Japanese raiders, uninverted Allied naval forces within range of Japan's overseas convoy route (42.5213) may raid by choosing a single interception hex along the convoy route and making a naval interception die roll for each raiding group.

44.72 Ports used by Allied raiders must have been fully supplied during the Allied player turn. If the Allies control Singapore, it must have received supply from an outside source to qualify as a raider base.

44.73 The Allies may send out one raiding group from each port. The number of Allied naval factors in each raiding group is limited only by the basing capacity of the port(s) from which they sail, although Japanese BRP losses to raiders and submarines in any turn are limited to 25% of their overseas conquests (42.5232).

44.74 Available Japanese air and naval units based on the mapboard may counter-intercept the Allied raiders in any hex up to and including the interception hex chosen by the Allied player. Each raiding group must be counter-intercepted separately. Naval combat arising from counter-interception is resolved normally.

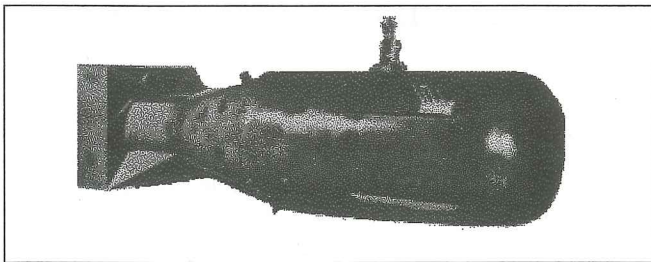
44.75 Allied raiders which defeat Japanese counter-interception and reach the convoy route may then be counter-intercepted by Japanese naval units assigned to convoy protection in the SW box. Japanese naval units in the SW box may attempt to counter-intercept some or all of the Allied raiding groups by making interception die rolls (44.41), modified by the size of the raiding force (44.34) and any Japanese air units in range of the Allied interception hex (27.5651). Each raiding group must be counter-intercepted separately, but the Japanese player may divide his forces in the SW box to attempt several counter-interceptions if he wishes.

44.76 Naval battles arising from counter-interception of raiders by Japanese forces in the SW box are resolved in the order chosen by the Japanese player. All combat is considered to take place in the hex where the Allied interception of the Japanese convoy route occurred. Uninverted land-based air units of either side in range of this hex may participate in naval combat normally.

44.77 Allied raiders not counter-intercepted upon reaching the convoy route (44.74), or which win the resulting naval combat (44.75), eliminate Japanese BRPs as set out in 44.51.

44.78 LAND-BASED AIR RAIDS ON JAPANESE CONVOYS:

Once all naval combat resulting from counter-interception of Allied raiders is completed, uninverted Allied land-based air factors within range of the Japanese convoy route may attack it. Each eligible Allied air factor may attack one hex along the convoy route. Uninverted Japanese land-based air factors in range of a hex under attack may oppose the Allied air raids. Army and naval air factors of both sides are equivalent in this situation (26.672). The procedure is identical to Japanese bombing (43.3, 43.4). Japanese air factors which oppose the Allied attacks engage an equal number of Allied air factors in air combat and receive a +1 DRM in the ensuing air combat. Japanese air factors in excess of Allied attackers gain a favorable size DRM in air combat. Each excess Allied air factor eliminates one Japanese BRP, subject to the overall limitation on Japanese BRP losses (42.5232). Air factors which conducted missions during counter-interception combat (44.73, 44.75) are not eligible to attack or defend the convoy route itself.



45. ATOMIC BOMB

45.1 Historically, the atomic bomb was unavailable for use by the Allies until the war in Europe ended, but was a major factor in triggering a Japanese surrender. The U.S. receives two atomic bombs in Summer 1945, one in Fall 1945 and two in Summer 1946.

45.2 DELIVERY: There are two methods open to the Allied player:

45.21 STRATEGIC: Each atomic bomb must be delivered to its target hex by a SAC factor. The target must be in Japan and within SAC range of a supplied, American-controlled air base.

45.211 The Allied player announces his intention to launch each atomic attack against a specific target hex at the end of the game turn, prior to SW resolution. Interceptor/SAC factor elimination then takes place, and the Allied Strategic Warfare Effects dice roll, modified as described in 42.533, is made. The Japanese player then rolls two dice for each atomic attack. If the dice roll is equal to or less than the previous modified Allied Strategic Warfare Effects dice roll, the atomic attack succeeds. If the Japanese dice roll is greater than the modified Allied Strategic Warfare Effects dice roll, the atomic attack fails.

EXAMPLE: In Spring 1946 (a +4 DRM), eight American SAC factors in the SW box are operating from Iwo Jima, six hexes from Tokyo (a -3 DRM). They are opposed by two Japanese interceptors and four Japanese army air factors (for a SW ratio of 8:6, or 4:3, for a +1 DRM). The net modifiers for the SW Effects dice roll are +2. The American player rolls an "8", which is increased to 10. After the Japanese player deducts the BRPs from this conventional bombing, he makes two dice rolls, one for each atomic attack. The first is an "8", and the second is an "11". The first atomic attack succeeds, but the second fails.

45.22 TACTICAL: An atomic bomb may be detonated in an enemy-controlled hex adjacent to a supplied ground unit, or a hex which is the target of a seaborne invasion, immediately prior to resolving regular or exploitation combat, or at the end of the combat phase.

45.3 EFFECTS OF ATOMIC ATTACK: A successful atomic attack results in the placement of an atomic attack marker on the target hex, with the effects outlined below. Atomic attacks which fail because of delivery problems or enemy interception have no effect.

45.31 GROUND UNITS: One ground unit (attacker's choice) in the target hex is eliminated, and the remainder are subject to a -1 DM until the start of the defender's next player turn.

45.32 AIR AND NAVAL UNITS: The attacker makes two dice rolls using the "10+" row of the Air Attack Table, adds them together and applies the result as desired against any enemy air and naval units in the target hex. Air and naval units which are damaged are inverted until the start of the defender's next player turn. Damaged naval units may be eliminated as per 26.4546.

45.33 POLITICAL EFFECTS:

45.331 PERMANENT EFFECTS: For each atomic attack the Japanese Resistance level is permanently reduced by one.

45.332 TEMPORARY EFFECTS: In addition to the permanent effects outlined above, the Japanese resistance level incurs a -2 modifier for each atomic attack marker in Japan. This political effect lasts only until the atomic attack marker is removed.

45.34 ECONOMIC EFFECTS: If the target hex is a key economic area, the BRPs for the area are immediately lost (40.3).

45.4 REMOVAL OF ATOMIC ATTACK MARKERS: During the unit construction phase of each game turn following a successful atomic attack, the Japanese player removes one atomic attack marker of his choice. The temporary effects associated with that atomic attack marker are then negated.

45.5 In a Global War game, whether and when the United States, Germany and Russia obtain the atomic bomb is determined by research. The additional rules pertaining to atomic warfare (such as delivery by rocket or submarine) apply to both theaters.



Politics

46. DECLARATIONS OF WAR (DoWs)

46.1 The Campaign Game, 1942 and 1944 scenarios begin with Japan at war with the Western Allies. Russia enters the war in Summer 1945. Accordingly, no DoWs occur in *RISE AND FALL*.

46.2 In a Global War game, all *ADVANCED THIRD REICH* rules relating to BRP costs and requirements of DoWs apply in the Pacific.

46.3 JAPAN: The Global War game begins with Japan at war with China. Japan may not attack any British possessions in the Far East or the Dutch East Indies until it is at war with Britain; nor may it attack any American possessions until it is at war with the U.S. Japan may declare war, at a cost of 35 BRPs, against either Britain or Britain and the U.S. Japan may not declare war on the U.S. alone. A Japanese attack on British possessions in the Far East or the Dutch East Indies does not automatically trigger war between Japan and the U.S., although it does greatly increase U.S. - Axis tensions. A Japanese DoW against the U.S. automatically triggers the outbreak of war between Japan and Britain as well.

46.31 Japan may declare war on Russia, at a cost of 35 BRPs, at any time. The outbreak of war between Japan and Russia affects U.S. - Axis and U.S. - Japanese tensions, but does not automatically cause either country to go to war with any other major power, regardless of the situation in Europe.

46.4 BRITAIN AND FRANCE: Britain and France may not declare war on Japan. Britain may not attack French Indochina before the Western Allies are at war with Japan.

46.5 UNITED STATES: In a Global War game, the U.S. must pay 35 BRPs to go to war with the European Axis and another 35 BRPs to go to war with Japan. A German or Japanese DoW on the U.S. eliminates the need for an American DoW on the Axis power in question. An American DoW on Japan automatically places Britain, India, Australia and the Dutch East Indies at war with Japan as well.

46.6 RUSSIA: Until it is at war with Germany, Russia may not declare war on Japan unless the number of Japanese ground factors in Manchuria is less than that required for the German eastern front garrison (as determined by the current Russian diplomatic result).

46.7 A DoW may not be made which would result in war between the eventual Axis partners (Japan, Germany and Italy) or the eventual Allied partners (Britain, Russia, China, France and the U.S.).

47. SURRENDER OF MAJOR POWERS

47.1 In the Campaign Game, 1942 and 1944 scenarios, the U.S., Britain and Russia never surrender. In a Global War game, Japanese actions against Britain and Russia may inflict BRP damage and trigger resistance modifiers which will assist Germany in forcing their surrender. See R26 for the effects of a British or Russian surrender in the Far East.

47.2 JAPANESE SURRENDER

47.21 At the end of each game turn, the Japanese Resistance Table is consulted. If the net result is zero or less, Japan surrenders and the war in the Pacific ends. Please refer to the Japanese Resistance Table on the *Resistance Tables* player aid card.

47.3 CHINESE SURRENDER

47.31 China cannot be conquered and never surrenders, but the Nationalist Chinese government can disintegrate under Japanese pressure. At the end of each Chinese player turn, the Chinese Resistance Table is consulted and the results implemented. Please refer to the Chinese Resistance Table on the *Resistance Tables* player aid card.

48. RESTRICTIONS ON CHINESE FORCES

48.1 The Chinese war effort was hampered by corruption and political and military infighting, the bulk of which accrued to Japan's benefit. These weaknesses are reflected in the following restrictions on the activities of Chinese forces.

48.2 Chinese units, including partisans, may not carry out or assist in a ground attack at odds of less than 1:1, except as a result of a counterattack dictated by the CRT. This prohibition extends to seaborne invasions by lent Nationalist Chinese ground units, and includes attacks by Communist Chinese forces.

48.3 Chinese units may not be voluntarily eliminated (14.11).

48.4 Except for lent Chinese units (51), Nationalist Chinese ground units may not move or attack out of China. Communist Chinese units may not move or attack outside China or Manchuria.

49. NATIONALIST-COMMUNIST CHINESE COOPERATION

49.1 Friction between Nationalist and Communist China throughout the war limits cooperation between them as set out below. The restrictions set out in 49.2 through 49.5 apply unless the Chinese Resistance level from the previous Chinese player turn was +2 or greater.

49.2 PROHIBITED HEXES: Nationalist units may not enter hexes controlled by Communist China, and Communist units may not enter hexes controlled by Nationalist China. Passage through such hexes during movement is prohibited, and units are eliminated if forced to retreat into such hexes after attrition combat (16.57). Chinese units caught in a prohibited hex as a result of a drop in the Chinese Resistance level are immediately eliminated.

49.3 Both Nationalist and Communist units may enter hexes which are under Japanese control. Once the Nationalists or Communists gain control of a Japanese-controlled hex, the other is prohibited from entry.

49.4 STACKING: Nationalist and Communist units may not stack together.

49.5 ATTACKS: Nationalist and Communist units may not combine to attack the same enemy hexes. A separate attrition die roll is made by and against Nationalist and Communist forces.

49.6 If Communist China has activated as a Russian minor ally, the provisions of rule 50 also apply to Nationalist and Communist Chinese forces, unless the Chinese Resistance level from the previous Chinese player turn was +2 or greater.

50. RUSSO-ALLIED COOPERATION

50.1 Russia and the Western Allies were equally suspicious of the other's war aims. Russian and Western Allied units may not stack together. In addition, the following restrictions on Russo-Allied cooperation apply:

50.2 Russia may not give air or naval support to any Western Allied ground attacks, air or naval missions, and vice versa. Russian and Western Allied fleets may not carry one another's ground and air units for invasions, sea transport or sea escort. Russian air units may not modify Western Allied interception, search or surprise die rolls.

50.3 Russian and Western Allied ground units may not combine to attack the same hex. Should they both wish to attack the same hex, whichever side is able to bring the larger number of combat factors to bear (this will not necessarily be the side with the better odds) gets to attack first (a die roll if both sides have the same number of factors). If the first attack fails to eliminate the defending Japanese units, the other side may try a second attack. Any Japanese defensive air support which survives the first attack remains in place for the second attack, and may not be withdrawn or supplemented prior to the second attack.

50.4 The above restrictions apply equally to Russian and Western Allied associated minor country, minor allied and partisan units. For example, communist partisans may not stack with Western Allied partisans or other Western Allied units, nor may the two combine to attack the same hex or hexes in a single attack. Western Allied partisans are under similar restrictions.

50.5 Russian supply sources, including captured minor capitals controlled by Russia, may not supply Western Allied units (EXCEPTION: Nationalist Chinese units - 29.216). Russian fleets and air units may not base in ports and cities controlled by the Western Allies, nor may Russian fleets and air units use Western Allied ports and cities during SR. Russian air units may not base on a Western Allied airbase counter, nor may Russian ground units and fleets stack with a Western Allied airbase counter. These restrictions apply equally to Western Allied supply sources supplying Russian units, and the use of Russian ports and cities by Western Allied fleets and air units.

50.6 Western Allied units may not enter Russia.

51. LENT UNITS

51.1 Nationalist Chinese units may be lent to Britain, and Australian units may be lent to the United States.

51.11 Units are lent during the SR phase, although there is no SR cost for such transfers.

51.12 Units may be lent even when isolated or adjacent to an enemy unit.

51.13 Once lent, units may only be SRed by the recipient. The SR capacity of the lending country may not be used to SR lent units. To be moved by SR, lent units must meet the usual criteria for SR (20.2). A lent unit may be moved by SR on the turn it is lent. In that case, the SR could be charged against either the lender or the recipient, depending upon whether the unit was SRed before or after it was lent.

51.14 The recipient controls lent units as if they were its own, paying for offensive operations in which they participate. If eliminated, lent units return to the lender's force pool and the lending country must pay the BRP cost for their reconstruction. The units are then under control of the lender until they are again lent. Hexes gained by lent units are controlled by the recipient.

51.15 Lent units may be reclaimed during any Allied SR phase, with the transfer of control back to the lender being carried out in the same manner as the initial lending. The lender does not require the recipient's permission to reclaim its units, but a disagreement between the lender and the recipient might result in the reclaimed

units being unable to SR over hexes controlled by the recipient (20.2). Units may not be lent and reclaimed in the same turn. This prevents the Allies from transferring lent units to the lender, using the lender's SR capacity to move them, then lending them back to the recipient.

51.2 CHINA:

51.21 If permitted by the current Chinese Resistance level, Nationalist Chinese units may be lent to Britain during any SR phase. No more than five Chinese factors may be under British control at any one time.

51.22 Nationalist Chinese units may only move and attack outside China if they are lent. Lent Nationalist Chinese units may not move or attack outside China or the Southeast Asia front.

51.23 If the Chinese Resistance level drops so that lent Nationalist Chinese units are unable to retain their status, they must move or SR back to China in the movement or SR phase of the next Allied player turn or be eliminated, and may make no offensive or attrition attacks until they have reentered China.

51.3 AUSTRALIA:

51.31 Australian units may be lent to the United States once both countries are at war with Japan. There is no limit to the number or types of Australian units which may be so lent.

52. MINOR COUNTRIES

52.1 The *RISING SUN* rules concerning minor countries are much simpler than those in *ADVANCED THIRD REICH*, because when war broke out in Asia there were few, if any, independent minor countries.

52.2 At the start of the Campaign Game, 1942 and 1944 scenarios, every minor country on the mapboard is aligned with one side or the other. **At the start of a Global War game, the only minor country involved in the war is Communist China, which is at war with Japan. Other minor countries enter the war at the same time as their controlling major powers.**

53. MINOR COUNTRY OPERATIONS

53.1 At the start of every scenario, all minor country units are deployed on the mapboard in their home country by the major power which controls the minor country.

53.2 The forces available to each minor country are set out in the Minor Country Forces Chart. Certain minor countries, such as colonies, have no armed forces.

53.3 Minor countries fall into several categories:

A. INDEPENDENT MINOR COUNTRIES: Communist China (if Russia is not at war with Japan).

B. MINOR ALLIES: India and Australia (Britain), Communist China (Russia, if Russia is at war with Japan - 56.14).

C. ASSOCIATED MINOR COUNTRIES: Dutch East Indies (Britain), Philippines (U.S.), Thailand (Japan).

D. COLONIES: French Indochina (France), Hong Kong, Burma, Malaya, Singapore, Sarawak, Nepal, Bhutan (Britain), Mongolia, Tannu Tuva (Russia), Manchuria, Korea, Taiwan (Japan).

53.4 The political status of a minor country is usually dependent on a triggering event, such as whether its controlling major power is at war with another major power. These triggering events are set out in the rules dealing specifically with each minor country.

53.5 UNIT CONSTRUCTION: Different rules govern unit construction for minor countries, depending on their status (55, 56). Minor country units must be rebuilt in a controlled, supplied hex in the minor country which is not in an enemy ZoC, or in the Australia or India boxes (19.3).

53.6 SUPPLY: Minor country units draw unlimited supply from their capitals (29.217). They may also be supplied by major power allies.

53.7 GEOGRAPHICAL RESTRICTIONS: Minor country units may be subject to geographical restrictions, depending on their status (55, 56).

54. CONQUEST OF MINOR COUNTRIES

54.1 CONQUEST: Minor countries are conquered when a hostile unit, including a partisan, occupies their capital(s) (EXCEPTION: India - 58.5). They do not get one turn to try to recapture it. All units belonging to such a minor country, wherever located, are removed from the mapboard at the end of the attacker's combat phase. By immediately recapturing the capital of such a minor country, a major power would avert the loss of the minor country's BRPs, but the units of the minor country would still be permanently removed from play.

54.11 Special rules govern the conquest of Australia (57.4) and India (58.5).

54.2 HEX CONTROL: Normal hex control rules (11.21, 11.23) govern when a minor country is conquered.

54.3 BRPs FOR MINOR COUNTRIES: A conquered minor country yields its entire BRP value as printed on the mapboard to the major power which controls its capital(s) during each YSS. If, after such a YSS, an opponent gains control of the capital, the previously controlling major power has one turn in which to drive the opponent out of the capital and reestablish control over it. If the previously controlling major power fails to do so, it loses the BRPs derived from the minor country at the end of the combat phase in which it fails to reestablish control.

54.31 If a major power loses control of the capital of a conquered minor country during the second half of a Winter turn, both sides receive the BRPs for the minor country during the following YSS. The previously controlling major power would lose the BRPs for the minor country at the end of its next combat phase if it failed to recapture the capital. Similarly, the major power which captured the capital in Winter would lose the BRPs if it failed to retain control of the capital. Even though one side or the other must eventually lose the BRPs for the conquered minor country, both major powers include them in their BRP totals to determine **initiative and** spending limits.

EXAMPLE: Britain conquers Thailand in Winter 1944. Japan occupies Bangkok in the second half of the Winter 1944 game turn. Both Britain and Japan receive 10 BRPs for Thailand in the 1945 YSS, because Britain has one turn to recapture Bangkok. Unless control of Bangkok continued to alternate between the two sides, one side or the other will deduct the 10 BRPs for Thailand during 1945.

54.4 COLONIES: For the purposes of conquest, hex control and BRPs, colonies are considered to be minor countries which have been conquered prior to the start of the game. A major power conquers a colony and acquires its BRPs in the next YSS by capturing the colony's capital and retaining it until the YSS. Hong Kong and Singapore are conquered when they are occupied.

54.41 Normal hex control rules (11.21) govern whenever a colony's capital changes hands.

54.42 JAPANESE COLONIES: Japan loses BRPs for colonies conquered by the Allies as follows: Manchuria, (Harbin and Mukden): 25 BRPs; Korea, (Seoul): 10 BRPs; Taiwan, (Taipei): 5 BRPs.

54.43 BRITISH COLONIES: In a Campaign Game, 1942 and 1944 scenario, Britain loses BRPs for colonies conquered by Japan as follows: Hong Kong: 5 BRPs; Burma, (Rangoon): 10 BRPs; Malaya, (Kuala Lumpur): 10 BRPs; Singapore: 5 BRPs; Sarawak (Kuching): 10 BRPs. The BRPs for the colony are deducted from the British BRP total at the time the colony is lost. The BRP value of

the colony is also deducted from Britain's BRP total during each subsequent YSS in which it does not control the colony.

54.44 In a Global War game, Britain receives BRPs for its colonies at the start of the game. These BRPs are included in Britain's BRP base. If Britain loses a colony, the BRPs for the colony are deducted from the British BRP total at the time the colony is lost. The BRP value of the colony is also deducted from Britain's BRP total during each subsequent YSS in which it does not control the colony, although its BRP base is unaffected. France loses 10 BRPs for French Indochina only if it is conquered by Japan before France is conquered by Germany.

EXAMPLE: In Spring 1942, Japan conquers Burma and Britain fails to recapture it. Britain loses 10 BRPs in Spring 1942, and deducts 10 BRPs from its 1943 YSS total. Japan would gain 10 BRPs for Burma in the 1943 YSS. If Britain reconquered Burma during a subsequent year, Japan would lose the BRPs for Burma, and Britain would no longer deduct the BRPs for them in the next YSS.

54.45 If a major power gains control of a colony originally controlled by another major power, it receives the BRPs for the colony during each subsequent YSS in which it retains control of it. These BRPs are lost if an enemy major power gains control of the colony's capital and the owning major power fails to regain control of the colony's capital by the end of its next combat phase.

54.5 NEWLY ACQUIRED MINOR COUNTRIES AND COLONIES: In each scenario, Japan, Britain, Russia (and France - Global War game only) control certain colonies at the start of the game. Other minor countries come under major power control during the course of play. For each scenario, conquered, associated and allied minor countries and controlled colonies are listed in the Appendix dealing with that scenario. The YSS for the starting year of these scenarios has already taken place, and the BRPs for these minor countries have already been added to the totals for the major powers involved in the scenario. If these minor countries are lost, BRPs are deducted as described above (54.3). BRPs for colonies are deducted in a subsequent YSS only if the colony was controlled by the owning major power at the start of the war (54.4). In a Global War game, India and Australia activate as British minor allies at the start of the Allied player turn following the outbreak of war between Japan and Britain.

54.6 A major power does not lose BRPs when an associated minor country is lost unless that major power received the BRPs for that minor country during the preceding YSS. A major power always loses BRPs when a minor ally is lost, because it would have received BRPs for the minor ally when it activated (56.3F) and during each subsequent YSS.

54.7 COOPERATIVE CONQUESTS: Whenever two or more major power allies have participated in the conquest or reconquest of a minor country or colony, BRPs derived from that action may be shared during the next YSS in any manner agreed at the time of conquest. Once the proportions have been agreed, they may not be changed in a subsequent YSS. If the allies are unable to agree, the BRPs are shared equally, dropping fractions.

54.8 A major power which conquers an area may not transfer the BRP production of the area to an ally, nor may it transfer control of any objectives or any other hexes in that area to an ally (11.24). Such changes may only occur during a cooperative conquest (11.221), or as a result of a reconquest.

55. ASSOCIATED MINOR COUNTRIES

55.1 If a minor country is associated with a major power, the following rules apply:

A. The controlling major power controls all hexes controlled by the associated minor country.

B. The associated minor country's units are moved by the controlling major power.

C. The units of the controlling major power and the associated minor country may stack together.

D. The controlling major power and the associated minor country move in unison, selecting the same front options.

E. The associated minor country's ground units must remain in or adjacent to their home country. They may attack enemy units adjacent to their restricted area, but may not advance out of the area after combat. Associated minor country air and naval units may not base outside their home country, although they may operate freely from their in-country bases.

F. The controlling major power receives the BRPs for the associated minor country in the next YSS (unless the associated minor country is conquered before that time).

G. An associated minor country may rebuild one infantry unit each turn. The BRP cost for this construction is paid by the controlling major power. Associated minor country units must be rebuilt in a controlled, supplied hex in the minor country which is not in an enemy ZoC. Associated minor country air and naval units, when lost, are permanently eliminated and may not be reconstructed.

55.2 PHILIPPINES: The Philippines are an American associated minor country. In a Global War game, the U.S. does not receive the BRPs for the Philippines until the YSS following the outbreak of war between the U.S. and Japan. Filipino forces are placed on the board at the start of the Campaign Game and the Global War game.

55.3 THAILAND: In the Campaign Game, 1942 and 1944 scenarios, Thailand begins the game as a Japanese associated minor country. In a Global War game, Thailand becomes a Japanese associated minor country when war breaks out between Japan and Britain. Until then, Thailand is neutral and may not be entered by either side. Thai forces are placed on the board at the start of the Campaign Game, the 1942 and 1944 scenarios, and the Global War game.

55.4 DUTCH EAST INDIES: The Dutch East Indies are a British associated minor country. In a Global War game, Britain does not receive the BRPs for the Dutch East Indies until they activate as a British associated minor country at the start of the Allied player turn following the outbreak of war between Britain and Japan. Dutch forces are placed on the board at the start of the Campaign Game and the Global War game. See also rule 63.

56. MINOR ALLIES

56.1 In the Campaign Game, Australia and India activate as British minor allies at the start of the Allied Spring 1942 player turn, and Communist China activates as a Russian minor ally at the start of the Allied Fall 1945 player turn. In the 1942 and 1944 scenarios, Australia and India have already activated as British minor allies.

56.11 In a Global War game, minor countries activate as minor allies of major powers in three circumstances:

56.12 AUSTRALIA: Australia becomes a British minor ally at the start of the Allied player turn following the outbreak of war between Japan and Britain.

56.13 INDIA: India becomes a British minor ally at the start of the Allied player turn following the outbreak of war between Japan and Britain.

56.14 COMMUNIST CHINA: Communist China becomes a Russian minor ally at the start of the Allied turn following the outbreak of war between Japan and Russia.

56.15 Minor countries other than those listed in 56.12 - 56.14 may never activate as minor allies of a major power.

56.2 Minor countries activate as minor allies at the start of the player turn of their major power ally. *In a Global War game, the BRPs added for minor ally activation thus do not affect the determination of the initiative during the turn of activation.*

56.21 Prior to activation, India and Australia are inactive British minor allies. Their BRPs are not counted in the British total, and their forces are subject to certain area restrictions (57.11, 58.11). Their BRPs are added to the British total when they activate, to represent their increased mobilization in the face of the Japanese threat.

56.22 Communist China is independently at war with Japan, despite Russian neutrality.

56.3 ACTIVE MINOR ALLIES: Activation of a minor country as a minor ally has the following consequences:

A. The major power ally controls all hexes controlled by the minor ally, and is considered to have controlled such hexes from the start of the major power's player turn.

B. The minor ally's units are moved by the major power ally.

C. The units of the major power ally and the minor ally may stack together.

D. The major power ally and the minor ally move in unison, selecting the same front options.

E. The area restrictions on the operation of the minor ally's units are modified (56.4).

F. The major power ally receives the BRPs for the minor ally at the start of its player turn. These BRPs continue to be added to the totals of the major ally during each YSS, subject to rule 56.32.

G. All of the minor ally's units may be rebuilt, with the major ally paying the BRP cost.

H. Once a minor ally is activated, its units may be moved by SR. Such SRs count against the major ally's SR limit.

56.31 Minor allies are automatically at war with all enemies of their major ally when activated. *In a Global War game, no DoW costs are paid. Similarly, minor allies may be attacked at no DoW cost by major powers at war with the major ally.*

56.32 In all scenarios major powers receive the BRPs of their minor allies, and lose BRPs for them if they are conquered by the enemy.

56.33 Rebuilt minor ally units must be placed out of enemy ZoCs on a supplied, controlled hex in their home country, or in the Australia or India boxes (19.3).

56.4 GEOGRAPHICAL RESTRICTIONS: Once activated, minor ally units are only permitted in the following areas:

A. AUSTRALIA: No restrictions.

B. INDIA: The Southeast Asian front, including the India box.

C. COMMUNIST CHINA: China and Manchuria.

56.5 Air and naval units must always be based in accordance with the above restrictions, but may operate freely from their bases.

56.6 Prior to activation, British units may enter and operate in India and Australia freely. Russian units may not enter hexes controlled by Communist China until Russia is at war with Japan.

57. AUSTRALIA

57.1 In the Campaign Game, Australia activates as a British minor ally worth 25 BRPs at the start of the Allied Spring 1942 player turn. In the 1942 and 1944 scenarios, Australia has already activated as a British minor ally. *In a Global War game, Australia activates as a British minor ally at the start of the Allied player turn following the outbreak of war between Japan and Britain.*

57.11 Prior to activation, Australian units are placed on the mapboard, but are restricted to Australia and British possessions in the Pacific front. *In a Global War game, Australian units may only be transferred to Europe after Australia has activated as a British minor ally (the Australian forces which fought in the Mediterranean are already represented in the British force pool).*

57.2 THE AUSTRALIA BOX: The portion of Australia which does not appear on the board is represented by the Australia box.

57.21 Units may enter the Australia box in the following ways:

57.22 DURING THE MOVEMENT PHASE:

A. GROUND UNITS: By moving from an Australian hex off the southern edge of the board. Movement through outback hexes is prohibited (4.31).

B. AIR UNITS: By staging from an Australian hex off the southern edge of the board, provided the Australia box is under friendly control or, if it is not, there is at least one friendly ground unit already in the Australia box.

C. NAVAL UNITS: By changing base into the Australia box, provided the Australia box is under friendly control.

57.23 DURING THE COMBAT PHASE:

A. ARMOR AND AIRBORNE UNITS: By exploitation movement or airdrop from an Australian hex off the southern edge of the board.

B. SEABORNE INVASION: The Australia box is considered to contain three beach hexes when invaded. The defender allocates his defending ground units accordingly and may fly defensive air support with any air units in the Australia box. The Australia box may be invaded only by units in Cairns, Darwin, New Caledonia or the South Pacific box.

C. SEA TRANSPORT: Sea transport to the Australia box is permitted only if the Australia box is under friendly control.

57.24 DURING THE SR PHASE: By SR from an Australian hex or, by sea, from the South Pacific or India boxes. SR to and from the Australia box is allowed if the box is under friendly control, regardless of the presence of enemy units in the box.

57.25 The Australia box has an unlimited basing capacity for air and naval units, subject to the qualification that if any enemy units are in the Australia box, at least one friendly ground unit must also be present.

57.26 Units already in the Australia box may similarly move, sea transport or SR onto the board. Ground units moving out of the Australia box may enter enemy-controlled hexes if the moving player controls the Australia box.

57.27 Air units based on the mapboard may not fly missions into the Australia box (EXCEPTION: Japanese bombing - 43), nor may air units in the Australia box fly missions onto the mapboard.

57.28 Ground attacks from the Australia box onto the mapboard, or from the mapboard into the Australia box, are prohibited.

57.3 COMBAT IN THE AUSTRALIA BOX: For attrition combat purposes, the Australia box is considered a separate front. If both sides have units in the Australia box, ground combat is always resolved through attrition (EXCEPTION: A seaborne invasion of Australia - 57.23B). Attrition losses must be taken from units in the Australia box. Hex results achieved in attrition combat have no effect. No limited offensive operations involving ground units are permitted (EXCEPTION: Sea transport into Australia - 57.23C). Air units may counterair enemy air units, at a cost of one BRP for each air factor so used. For offensive operation purposes (57.23B, 57.23C), the Australia box is considered to be part of the Southeast Asian front.

57.31 Sea transport and SR by sea into, and seaborne invasions of, the Australia box may be intercepted by air and naval forces based in the Australia box. Any naval activity traced into or out of the Australia box is considered to pass through three hexes within air range of every air unit based in the Australia box. Interception of such

naval activities by forces based in the Australia box is automatic, and considered to occur within air range of the Australian box. Interception from outside the Australia box must enter the Australia box via NN7 (west map) or NN24 (east map), and traverse eight additional hexes to reach the interception hex. The normal rules of air and naval combat are followed. For the purposes of air effects on search modifiers during naval combat, each side's modifier is equal to the number of its eligible air factors or ground units in the Australia box, whichever is less.

57.4 CONQUEST OF AUSTRALIA: Australia is conquered if, at the end of any Allied combat phase, there are at least ten more Japanese ground/air factors in the Australia box than Allied ground/air factors. Reconquest by the Allies is achieved in the same manner, by comparing the ground/air units in the Australia box at the end of each Japanese combat phase.

57.41 If Australia is conquered by Japan, control of the Australia box passes to Japan, all Australian units are removed from the board and Britain immediately loses 25 BRPs. Other Allied units in the Australia box are unaffected. *In a Global War game, the British Resistance level is also reduced by two.*

57.5 SUPPLY: The Australia box and the non-outback Australian hexes along the southern edge of the mapboard are unlimited supply sources for Allied units, unless Australia has been conquered by Japan.

57.6 NAVAL OPERATIONS FROM THE AUSTRALIA BOX: Naval units may operate to and from the Australia box via hexes NN7 (west map) and NN24 (east map), which are both considered to be eight hexes from the ports in which naval units base while in the Australia box.

58. INDIA

58.1 In the Campaign Game, India activates as a British minor ally worth 25 BRPs at the start of the Allied Spring 1942 player turn. In the 1942 and 1944 scenarios, India has already activated as a British minor ally. *In a Global War game, India activates as a British minor ally at the start of the Allied player turn following the outbreak of war between Japan and Britain.*

58.11 Prior to activation, Indian units are placed on the mapboard, but are restricted to India, Burma, Malaya and Singapore.

58.2 THE INDIA BOX: The portion of India which does not appear on the board is represented by the India box.

58.21 Units may enter the India box in the following ways:

58.22 DURING THE MOVEMENT PHASE:

A. GROUND UNITS: By moving from an Indian hex off the western edge of the board south of the Himalayas.

B. AIR UNITS: By staging from an Indian hex off the western edge of the board south of the Himalayas, provided the India box is under friendly control or, if it is not, there is at least one friendly ground unit already in the India box.

C. NAVAL UNITS: By changing base into the India box, provided the India box is under friendly control.

58.23 DURING THE COMBAT PHASE:

A. ARMOR AND AIRBORNE UNITS: By exploitation movement or airdrop from an Indian hex off the western edge of the board south of the Himalayas.

B. SEABORNE INVASION: The India box is considered to contain three beach hexes when invaded. The defender allocates his defending ground units accordingly and may fly defensive air support with any air units in the India box. The India box may be invaded only by units in Colombo, Madras, *Suez, Basra or Bushire.*

C. SEA TRANSPORT: Sea transport to the India box is permitted only if the India box is under friendly control.

58.24 DURING THE SR PHASE: By SR from an Indian hex or,

by sea, from Colombo, Madras, the Australia box *or the ADVANCED THIRD REICH mapboard.* SR to and from the India box is allowed if the box is under friendly control, regardless of the presence of enemy units in the box.

58.25 The India box has an unlimited basing capacity for air and naval units, subject to the qualification that if any enemy units are in the India box, at least one friendly ground unit must also be present.

58.26 Units already in the India box may similarly move, sea transport or SR onto the board. Ground units moving out of the India box may enter enemy-controlled hexes if the moving player controls the India box.

58.27 Air units based on the mapboard may not fly missions into the India box (EXCEPTION: Japanese bombing - 43), nor may air units in the India box fly missions onto the mapboard.

58.28 Ground attacks from the India box onto the mapboard, or from the mapboard into the India box, are prohibited.

58.29 *In a Global War game, the India box in RISING SUN and the India box in ADVANCED THIRD REICH are equivalent. Allied units may thus also enter the India box from South Africa, Suez, Basra and Bushire in accordance with the ADVANCED THIRD REICH rules.*

58.3 COMBAT IN THE INDIA BOX: For attrition combat purposes, the India box is considered a separate front. If both sides have units in the India box, ground combat is always resolved through attrition (EXCEPTION: A seaborne invasion of India - 58.23B). Attrition losses must be taken from units in the India box. Hex results achieved in attrition combat have no effect. No limited offensive operations involving ground units are permitted (EXCEPTION: Sea transport into India - 58.23C). Air units may counterair enemy air units, at a cost of one BRP for each air factor so used. For offensive operation purposes (58.23B, 58.23C), the India box is considered to be part of the Southeast Asian front.

58.31 Sea transport and SR by sea into, and seaborne invasions of, the India box may be intercepted by air and naval forces based in the India box. Any naval activity traced into or out of the India box is considered to pass through three hexes within air range of every air unit based in the India box. Interception of such naval activities by forces based in the India box is automatic, and considered to occur within air range of the Indian box. Interception from outside the India box must enter the India box via CC26 (west map), and traverse eight additional hexes to reach the interception hex. The normal rules of air and naval combat are followed. For the purposes of air effects on search modifiers during naval combat, each side's modifier is equal to the number of its eligible air factors or ground units in the India box, whichever is less.

58.4 CALCUTTA AND DACCA: If Japan gains control of Calcutta or Dacca, Britain immediately loses five BRPs per city, and India's value is reduced accordingly. Each city is a conquest worth five BRPs to Japan.

58.5 CONQUEST OF INDIA: India is conquered if, at the end of any Allied combat phase, there are at least ten more Japanese ground/air factors in the India box than Allied ground/air factors. Reconquest by the Allies is achieved in the same manner, by comparing the ground/air units in the India box at the end of each Japanese combat phase.

58.51 If India is conquered by Japan, control of the India box passes to Japan, all Indian units are removed from the board and Britain immediately loses 15 BRPs (the other 10 BRPs for India being represented by Calcutta and Dacca). Other Allied units in the India box are unaffected. *In a Global War game, Britain loses an additional 10 BRPs (for a total of 35 BRPs) if India is conquered by Japan. The British Resistance level is also reduced by two.*

58.6 SUPPLY: The India box and the Indian hexes along the western edge of the mapboard are unlimited supply sources for Allied units, unless India has been conquered by Japan.

58.7 NAVAL OPERATIONS FROM THE INDIA BOX: Naval units may operate to and from the India box via hex CC26 (west map), which is considered to be eight hexes from the ports in which Allied naval units base while in the India box.

58.8 CEYLON: Ceylon is considered to be part of India for all purposes.



59. COMMUNIST CHINA

59.1 Communist China consists of that part of China north of hexrow M and west of the scenario start line. Communist China is a minor country independently at war with Japan. Communist China becomes a Russian minor ally at the start of the Allied player turn following the outbreak of war between Russia and Japan.

59.2 Communist China moves at the same time as Nationalist China and may undertake offensive or limited offensive options against Japan regardless of the option selected by Nationalist China or any other Allied major power on the Asian front (EXCEPTION: If Communist China is a Russian minor ally, their options must conform).

59.3 Yenian is a supply source for regular Communist Chinese units. Communist Chinese units may also use Russian supply sources, whether or not Russia is at war with Japan. Supply may be traced through hexes controlled by Nationalist China, but not through hexes controlled by Japan. Chinese Communist partisans do not require supply.

59.4 Communist China may construct one regular infantry unit and one partisan per turn. Communist Chinese infantry units may be constructed in any supplied hex in China controlled by Communist China at the start of the Chinese turn. Chinese Communist partisans may be constructed in any Japanese-controlled hex in China.

59.5 BRP COSTS: In a Campaign Game, 1942 or 1944 scenario, there is no BRP cost associated with Communist Chinese attacks and unit construction. **If Japan gains control of Yenian in a Global War game, Russia (whether at war with Japan or not) must pay the BRP costs of Communist Chinese activities.**

59.6 Nationalist-Communist cooperation restrictions (49) apply unless the Chinese Resistance level is "+2" or greater.

59.61 Communist Chinese units may not operate outside China and Manchuria.

59.7 The loss of Yenian to Japan does not result in the conquest of Communist China. Communist China never surrenders. In a Campaign Game, 1942 or 1944 scenario, Yenian is considered an objective for victory determination purposes.

59.8 For victory determination purposes in a Global War game, hexes controlled by Communist China are considered to be controlled by Russia.



60. NATIONALIST CHINA

60.1 Nationalist China is a major power which becomes an Allied major power at the start of the Spring 1942 Allied player turn or, in a Global War game, at the start of the Allied player turn following the outbreak of war between Japan and the U.S.

60.2 At the end of each Chinese player turn, the Chinese Resistance Table is consulted and the results implemented (47.3). At the start of the Campaign Game, 1942 and 1944 scenarios, **and the Global War game**, the Chinese Resistance level is zero.

60.3 Nationalist China's BRP base is 60 BRPs, but Nationalist China loses 10 BRPs for each Chinese objective under Japanese control (34.1, 40.4). Unless a Chinese objective hex changes hands, the YSS BRP level for China is thus 20 BRPs. The Chinese BRP level at the start of the Campaign Game and the 1942 scenario is less than 20 BRPs, to reflect losses already incurred during the year in which the game starts.

60.4 The Allies may grant BRPs to Nationalist China by a variety of routes (39).

60.5 The prohibitions against Nationalist-Communist cooperation (49) apply to Nationalist and Communist Chinese units unless a Chinese Resistance Table result of "+2" is in effect.

60.51 Nationalist Chinese units may not operate outside China unless the Chinese Resistance level is "+2" or greater (EXCEPTION: Lent Chinese units - 51.22).

60.6 For victory determination and strategic warfare purposes, hexes controlled by Nationalist China are considered to be controlled by the Western Allies.

60.7 THE FLYING TIGERS: Chinese resistance was stiffened considerably by the presence of the American Volunteer Group (the "Flying Tigers"), commanded by retired American Army Air Corps officer Claire Chennault. This small but effective force is represented by two army air factors, which use the American Air Nationality DRM, but are considered Nationalist Chinese for all other purposes, including basing and offensive operation and construction costs. In the Campaign Game, 1942 and 1944 scenarios, these units are part of the Nationalist Chinese at start forces. **In a Global War game, they are added to the Nationalist Chinese force pool as allowable builds as permitted by the U.S. - Japanese tension level.**

61. BRITISH ASIAN COLONIES

61.1 Burma, Malaya, Sarawak, Hong Kong and Singapore are British colonies. Hong Kong and Singapore are worth five BRPs each; Burma, Malaya and Sarawak are worth 10 BRPs each. Japan receives the BRPs for these colonies if it controls their capitals (Sarawak: Kuching; Burma: Rangoon; Malaya: Kuala Lumpur; Hong Kong, Singapore). Britain loses the BRPs for these colonies if they are conquered by Japan.

61.2 Sea supply, naval activities and naval SRs are not permitted through the Strait of Malacca unless Singapore is controlled by friendly forces.

62. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES

62.1 French Indochina is a French colony worth 10 BRPs. Historically it was occupied by the Japanese prior to the outbreak of war in the Pacific, and thus at the start of the Campaign Game, 1942 and 1944 scenarios, French Indochina is controlled by Japan.

62.2 At the start of a Global War game, French Indochina is a French colony worth 10 BRPs. Until France is conquered by the Axis, Japan may not enter French Indochina without a declaration of war against the Western Allies. For U.S. - Axis tension purposes (GW Appendix III), a Japanese invasion of French Indochina prior to the fall of France is treated as an attack against British possessions in the Far East, as well as an occupation of French Indochina (for a total increase in both U.S. - Axis and U.S. - Japanese tensions of six).

62.3 If France is conquered by the Axis, French Indochina automatically comes under Vichy control, without the die roll required for French North Africa and Lebanon-Syria in *ADVANCED THIRD REICH*. Diplomatic results for Vichy France have no effect on French Indochina. Other French possessions in the Pacific automatically become Free French.

62.4 BRP GRANTS THROUGH FRENCH INDOCHINA: The U.S. may SR BRPs to Nationalist China through Burma and French Indochina, before or after an Axis conquest of France, provided an SR route is available which does not pass next to Japanese units in China (39.1).

62.5 JAPANESE OCCUPATION OF FRENCH INDOCHINA: In a Global War game, once French Indochina is Vichy, Japan may occupy some or all of French Indochina without a declaration of war, simply by announcing its intention to do so and SRing units into or otherwise occupying Saigon (62.51) or Hanoi (62.52). The Japanese occupation of French Indochina has no effect on any *ADVANCED THIRD REICH* diplomatic die rolls.

62.51 The Japanese occupation of all of French Indochina gives Japan the BRPs for French Indochina in the following YSS and increases both U.S. - Axis and U.S. - Japanese tensions by two.

62.52 Occupation of the northern portion of French Indochina (the hexes adjacent to the Chinese border) does not give Japan the BRPs for French Indochina, and does not raise U.S. - Axis or U.S. - Japanese tensions. Such a limited occupation would, however, block U.S. BRP grants to China through French Indochina.

63. DUTCH EAST INDIES

63.1 The Dutch East Indies are a Dutch colony worth a total of 45 BRPs. Each of the three main areas which make up the colony may be conquered and controlled separately for BRP purposes by gaining control of the objective city in them (Sumatra: Palembang; Java: Batavia; South Borneo: Balikpapan). Each such area is worth 15 BRPs.

63.2 Palembang and Brunei are oil producing centers, the control of which determines whether Japan has adequate oil supplies (30.1).

63.3 In the Campaign Game, the Dutch East Indies become a British associated minor country at the start of the Spring 1942 Allied player turn.

63.4 At the start of a Global War game, the Dutch East Indies are an inactive British associated minor country. The Dutch East Indies activate as a British associated minor country at the start of the Allied player turn following the outbreak of war between Japan and Britain.

63.5 Dutch units may not be rebuilt once they are eliminated. All Dutch units are eliminated when Palembang, Batavia and Balikpapan are occupied by Japan.

64. MANCHURIA

64.1 The Japanese conquest of Manchuria began in 1931 and was more or less completed in 1933. The Japanese establishment of the puppet state of Manchukuo was not recognized by many countries. While Manchuria legally may have remained part of China, for game purposes it is considered a colony of Japan worth 25 BRPs and is not considered part of China.

64.11 Harbin and Mukden are both considered capitals of Manchuria. Both must be captured and held by the Allies to conquer Manchuria. Japan may avoid losing the BRPs for Manchuria by regaining control of one of Harbin or Mukden by the end of the combat phase of the Japanese player turn following their capture by the Allies. If it fails to do so, it must regain both cities in order to reconquer Manchuria.

64.2 MANCHURIAN GARRISON: Japan begins the Campaign Game, 1942 and 1944 scenarios, and the Global War game with one 2-3 armor, one 1-3 armor, two 3-2 infantry, two 2-2 infantry and two 1-2 infantry units and five army air factors in Manchuria. In Spring 1944, Japan may remove units worth a maximum of ten BRPs from this force for use outside Manchuria. The remaining units must remain in Manchuria to deter a Russian attack. Japanese garrison forces must remain in Manchuria throughout the Japanese turn, and may not be used against China.

64.21 In a Global War game, Japan may freely reduce its Manchurian garrison or employ Manchurian garrison forces against China, but by doing so allows Russia to remove an equal force from Siberia (65.5). Japanese garrison forces which do not remain in Manchuria throughout the Japanese turn or are used against China are considered to have been removed from Manchuria.



65. SIBERIA

65.1 Siberia includes all Russian territory appearing on the *RISING SUN* mapboard.

65.2 SUPPLY: Russian units and hexes in Siberia draw supply from Russian hexes on the western edge of the mapboard (29.216).

65.3 ECONOMIC VALUE: In a Global War game, Russia loses ten BRPs for each of Vladivostok and Irkutsk if they are captured by Japan (34.2, 40.6).

65.4 EFFECTS ON RUSSIAN RESISTANCE: For each Russian objective in Siberia captured by Japan, the Russian Resistance level is reduced by one.

65.5 SIBERIAN GARRISON: Russia begins the Global War game with at least five army air factors, two 3-3 armor, three 3-2 infantry, three 2-2 infantry and three 1-2 infantry units in Siberia. Of these, one 3-3 armor and three 3-2 infantry units must remain in Siberia until a Siberian transfer to European Russia is begun (65.6). The remaining units must remain in Siberia unless Japan withdraws comparable forces from Manchuria. For example, if Japan withdrew two army air factors and three infantry factors from Manchuria, Russia could SR two army air factors and three infantry factors to Europe. If Japan withdrew either armor unit from Manchuria, Russia could SR a 3-3 armor unit to Europe. A later increase in the Japanese Manchurian garrison need not be matched by Russia.

65.6 SIBERIAN TRANSFER: Subject to 65.61, during the SR phase of any Russian player turn following the outbreak of war between Germany and Russia, Russia may initiate a Siberian transfer by SRing one 3-3 armor and three 3-2 infantry units from Siberia to the Urals box. These units may be placed on the board at the start of the movement phase of the following Russian player turn, as described in *ADVANCED THIRD REICH* rule 65.5.

65.61 A Siberian transfer may not be initiated or continued unless:

A. Russia and Germany are at war;

B. Russia and Japan are not at war; and

C. Japan is at war with the Western Allies or an oil embargo is in effect against Japan.

65.62 If Russia and Japan go to war once a Siberian transfer has begun, the transfer of units to Europe may be completed, but only as normal SRs. Russia may not place these or other units in European Russian cities at the start of its movement phase, and must construct its additional forces normally, paying full BRP costs. War between Russia and Japan does not prevent the normal transfer of units between Europe and Siberia by SR (20.15, 20.514).

Miscellaneous Rules

66. ALLIED UNPREPAREDNESS

66.1 The initial Japanese onslaught in December 1941 achieved complete strategic and tactical surprise, despite many indications that a Japanese attack was imminent. This Allied misjudgment of Japanese intentions and capabilities was a significant factor in Japan's early successes.

66.2 In a Campaign Game, the following effects occur during the Winter 1941 Japanese player turn:

A. GROUND UNITS: All Western Allied (but not Chinese) infantry and replacement units are subject to a -1 DM.

B. AIR UNITS: All Western Allied land-based air units are inverted.

C. NAVAL UNITS: American naval units caught in Pearl Harbor by a Japanese attack may not intercept the attacking Japanese task force. Once the attack on Pearl Harbor is over, surviving, undamaged naval units in Pearl Harbor may intercept other Japanese naval activities. British, Australian and Dutch naval units may intercept Japanese naval activities normally.

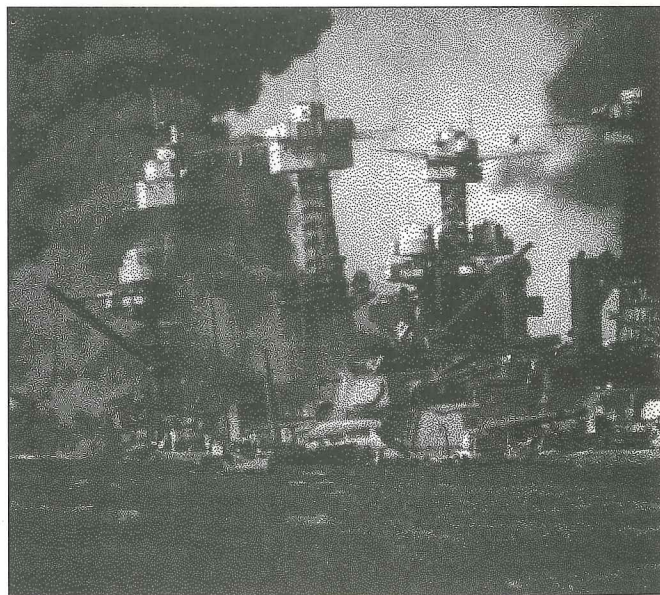
D. SEA TRANSPORT: Japanese ground units which sea transport do not incur a movement cost for debarking.

E. INVASIONS: Japanese units which invade undefended beaches may move and attack inland, just as though they sea transported.

F. INTELLIGENCE FAILURE: Magic SRs (68.4) are prohibited.

66.3 PEARL HARBOR: Special rules apply to Pearl Harbor (67).

66.4 In a Global War game, the effects set out in 66.2A-F apply during the first Japanese player turn in which Japan attacks Britain, the U.S. or both, provided U.S. - Japanese tensions have not reached 40 at the start of the Japanese player turn in which Japan attacks. If the U.S. declares war on Japan, or if U.S. - Japanese tensions are at 40 or more, the Japanese lose the advantage of surprise and these rules do not apply.



67. PEARL HARBOR

67.1 The Japanese attack on Pearl Harbor on December 7, 1941, was a momentous event which transformed the world political situation. There is still debate as to whether it had any real impact on the strategic situation in the Pacific, especially since the American carriers were not in Pearl Harbor when the attack occurred. On the turn in which Japan declares war on the U.S., the following rules apply with respect to Pearl Harbor:

67.2 RANGE: As the first patrol mission of the turn, Japan may send a single task force consisting of up to six fleet carriers (CVs) and 9 fleet factors to attack Pearl Harbor by air without regard for the normal 20-hex limit on the range of offensive naval operations. The normal range limits on seaborne invasions (27.3611B, 27.433) still apply.

67.3 SURPRISE: When Japan attacks Pearl Harbor, the American player secretly rolls two dice for each of the three American carriers in the Pacific at the time of the attack to determine their location at the moment of the Japanese attack (67.4). The Japanese player also makes an open die roll to determine the surprise level achieved against Pearl Harbor (67.52). In a Campaign Game, the "34-36" column of the Pearl Harbor Surprise Table is used. In a Global War game, the column used is determined by the U.S. - Japanese tension level at the start of the Japanese player turn in which Japan attacks and the number of Magic points the U.S. chooses to reveal for that purpose.

67.31 The lower the U.S. - Japanese tension level when Japan attacks, the greater the chances that the U.S. will be unprepared at Pearl Harbor, and the greater the chances that one or more American carriers will be in Pearl Harbor. Magic points offset the effect of a low U.S. - Japanese tension level.

67.4 AMERICAN CARRIERS: Historically the American carriers were delivering planes to Midway and Wake when the Japanese attacked, and thus were neither exposed to air attack nor in position to intercept the Japanese strike force. Each American carrier is part of a task force consisting of one CV and six fleet factors. The location of the American carrier task forces is determined according to the Pearl Harbor Surprise Table.

67.41 In the Campaign Game, two American carriers may be considered to be on missions and one in the U.S. box, or a dice roll on the Pearl Harbor Surprise Table may be made. Players should agree on which rule they wish to use before beginning the scenario.

67.5 THE INITIAL JAPANESE AIR STRIKE: Once the American player has secretly determined the location of his carriers, the Japanese player launches an air strike against Pearl Harbor, using all his available naval air units.

67.51 During the first Japanese air strike against Pearl Harbor, all American air units in Pearl Harbor, including naval air units on carriers which are caught in Pearl Harbor, are inverted, and neither naval units in Pearl Harbor nor American carrier groups on patrols or missions may intercept the attacking Japanese task force.

67.52 The initial Japanese surprise level against Pearl Harbor is determined by a die roll, modified as indicated at the bottom of the appropriate column of the Pearl Harbor Surprise Table. In a Campaign Game, the Japanese player receives a +4 modifier for his surprise die roll. In a Global War game, the modifier depends on the column used, which in turn depends on the U.S. - Japanese tension level and the Magic draw for the turn of the attack (67.3). American air units in Pearl Harbor and radar have no effect on the initial Japanese surprise level. After the surprise die roll is made, the Naval Surprise Table is consulted to determine the effectiveness of the Japanese air strike. The attack is then resolved as set out in 27.584, with the Japanese player assigning his attacking air units to the American army air squadrons, fleets, carriers or naval air factors in Pearl Harbor as he wishes. Army and naval air units in Pearl Harbor are attacked separately.

67.7 A SECOND JAPANESE AIR STRIKE: Once the first air strike is resolved, the Japanese player must decide whether to withdraw or launch a second air strike. If the Japanese player launches a second air strike, he must assign his naval air units to offensive and defensive operations (27.577) before the American player attempts to intercept the attacking Japanese task force. American carrier task forces on patrol may intercept automatically. American carrier task forces on missions intercept on a die roll of "1", "2" or "3". American carrier task forces in the U.S. box and Pearl Harbor itself may not intercept. The American player is not required to attempt interception of the attacking Japanese task force. Each American carrier task force conducting a mission makes a separate interception die roll.

67.71 If one or more American carrier task forces intercept the Japanese task force, a carrier battle results. The Japanese player may not change his allocation of air units after being intercepted by American carriers. A cautious Japanese player may wish to assign some of his naval air units to CAP or attacks against enemy naval units, rather than a second strike against Pearl Harbor, while a bolder Japanese player may commit all his air units to the second air strike on Pearl Harbor.

67.72 Both players then make a search die roll (27.578). If any undamaged air factors survived the first air strike, the American search die roll is increased accordingly. The American player may also use Magic points to increase his search die roll or reduce the Japanese search die roll. Each American carrier task force must form a separate combat group. Carrier combat, including any second air strike against Pearl Harbor, is then resolved. Any American air units which were not eliminated or damaged by the first Japanese air strike may fly CAP over Pearl Harbor during the second air strike. The Japanese surprise level against Pearl Harbor is determined normally (27.584). The adverse modifiers due to American unpreparedness only apply during the first air strike against Pearl Harbor.

67.8 ADDITIONAL AIR STRIKES PROHIBITED: After a second air strike is completed, the Japanese player may not launch any additional air strikes against Pearl Harbor, although any carrier combat which may have begun is completed. All surviving attacking Japanese naval units then return to either Japan or Truk where they remain on patrol, and all surviving American carrier task forces return to Pearl Harbor. Surviving, undamaged American naval units in Pearl Harbor, including any American carrier task forces which engaged the attacking Japanese task force in naval combat, may intercept Japanese naval activities normally.

68. MAGIC - AMERICAN CODEBREAKING

68.1 Throughout the war, American cryptographers were surprisingly successful in breaking the Japanese navy's operational codes, although periodic changes in the Japanese codes and call signs made it difficult to predict with any accuracy the extent to which Japanese intentions could be discerned at any given time. This American operation was code named "Magic".

68.2 DETERMINING MAGIC CAPABILITY: To reflect the effect and unpredictability of the Magic intercepts, at the start of each game turn the American player randomly draws four of the eight Magic counters (EXCEPTION: Japanese or Allied variant 3). Half of the counters are worth one, and the other half are worth nothing. Thus the most likely U.S. Magic level is two Magic points, but the American player could receive as many as four or as few as none in any given turn. At the end of each turn, the drawn counters are revealed to the Japanese player, then placed, face down, with the other Magic counters in preparation for the next draw.

68.21 In a Global War game, the U.S. first draws Magic counters in the turn in which Japan and the U.S. go to war. The U.S. player draws three of the eight Magic counters per turn, but both Japan and the U.S. may affect the number of counters drawn, and thus change the likely level of American codebreaking, by research. Japanese and American research results for codebreaking are not announced until the outbreak of war between Japan and the U.S., when the U.S. player actually draws Magic counters.

68.3 USE OF MAGIC POINTS: Each Magic point may be used only once, to generate a favorable DRM in one of the following ways:

A. To increase the likelihood of an American naval interception by decreasing an American naval interception die roll (27.565).

B. To increase the American search die roll (27.578) and any American surprise die roll against Japanese bases (27.3195G, 27.5841) in a single round of a naval battle or patrol *or* to decrease the Japanese search die roll and any Japanese surprise die roll against Allied bases in a single round of a naval battle or patrol. A given Magic point may be used to either assist the Americans or hamper the Japanese, but not both. The effect of each Magic point lasts only for one round.

C. To increase an American submarine effectiveness dice roll, *or* to decrease a Japanese submarine effectiveness dice roll, by modifying a SW Effects dice roll (42.513).

D. To increase an American submarine defense dice roll (42.527).

E. To increase an American submarine attack dice roll (42.528).

68.31 DIE ROLLS: If the American player has more than one Magic point available in a given turn, he may use them in different ways, but each point may only be used once and is expended once used (EXCEPTION: Pearl Harbor - 68.32). Magic points may be combined to achieve a greater effect. The use of Magic points must be announced before the die or dice roll they are to modify is made. The Japanese player should pause accordingly before making a roll which the American player might wish to modify.

68.32 PEARL HARBOR: If Japan attacks Pearl Harbor, the American player may reveal some or all of his Magic points to modify the column used on the Pearl Harbor Surprise Table. These Magic points are not actually expended and may be used later in the turn. Magic points may not be used in the first round of the Japanese attack, either to modify the initial Japanese surprise die roll against Pearl Harbor or to affect the location of the American carrier groups. In subsequent rounds, Magic points may be used normally, including to modify the interception die roll of an American carrier group on a mission (67.7, 68.3A), or to affect search in any naval combat arising out of the Japanese attack and the surprise level of a second Japanese air strike against Pearl Harbor (67.7, 68.3B).

68.4 STRATEGIC REDEPLOYMENT: In addition to modifying die rolls as set out in 68.3 and 68.31, the U.S. may SR up to nine naval factors for each Magic point. Magic SRs are made during the Japanese player turn, immediately after Japanese air and naval missions are announced. Magic SRs must originate and end in ports or one-hex islands on the Pacific front (including Cairns - 27.12) which are not within range of uninverted land-based Japanese air units. Such SRs may not be intercepted by Japanese air or naval units, and do not count against the American SR limit. Magic points may not be used to SR naval units to hexes which are the target of a Japanese invasion or air attack, or on the first turn of a Japanese attack (66.2F). Magic points used to SR units in this manner may only be used to increase American interception die rolls (68.3A) or to modify American or Japanese search and surprise effectiveness (68.3B) during naval combat during the Japanese player turn.

69. VARIANTS

69.1 Each side is provided with ten variants for use in the Campaign Game, 1942 and 1944 scenarios. Variants are drawn secretly at the start of the scenario and revealed when applicable. Players may use as many or as few variants as they like, so long as they agree before the game begins.

69.2 Variants are not used in a Global War game in which research is used.



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Empire of the Rising Sun

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Empire of the Rising Sun

APPENDICES

SCENARIOS

Appendices I - VII set out the information and special rules which apply to the various scenarios which may be used. A complete explanation of the various categories of such information is contained in rule 7.

The Campaign Game (Appendix I) depicts the war in the Pacific from the Japanese attack on Pearl Harbor in December 1941 to the end of the war. The 1942 scenario (Appendix II) begins after Japan has made its initial conquests. The 1944 scenario (Appendix III) depicts the final years of the war. The Pearl Harbor, Coral Sea, Midway and Leyte Gulf scenarios (Appendices IV - VII) depict individual battles and are especially recommended for players wishing to familiarize themselves with the rules relating to naval combat.

Victory conditions are set out only for two-player games. If more than two players are available, they should play as a team.

Force pools are listed by units where indicated. "Arm", "Inf", "NAF" and "AAF" refer to factors.

Research may be used in the Campaign Game or 1942 scenario. Research is not used in the 1944 scenario or the battle scenarios.

Variants may be used in the Campaign Game, 1942 or 1944 scenarios. Variants are not used in the battle scenarios.

Minor allies and associated minor countries are listed for each scenario. All units belonging to such countries are placed on the board as indicated.

APPENDIX I Campaign Game

Introduction: The Campaign Game may be considered the basic scenario, although players who are learning the game are better advised to first play the battle scenarios (Appendices VI - VII) in order to familiarize themselves with the essential rules relating to naval combat.

The Campaign Game uses every rule and, as the name indicates, covers every phase of the war. The Campaign Game is also the backdrop against which the other scenarios should be viewed. Using the Campaign Game as a guide, it is possible to develop additional scenarios.

Duration: Winter 1941 - Winter 1946

Situation: Japan is at war with the U.S., Britain, China and the Dutch East Indies. Russia is neutral until Summer 1945.

Order of Deployment: Britain, U.S., Japan, China.

Order of Movement: Japan begins the game by moving first in Winter 1941, with a free offensive option on the Pacific and Southeast Asian fronts. The U.S. and Britain have already moved. China then moves, to complete the Winter 1941 turn. After the 1942 YSS, Japan moves first throughout 1942. After Japan makes its Winter 1942 move, the Allies, including China, make their Winter 1942 move, then move first in Spring 1943, and continue to hold the initiative for the remainder of the game regardless of the Japanese and Allied BRP totals (the U.S. BRPs used in Europe guarantee the Allies the initiative).

Allied Unpreparedness: The rules governing Allied unpreparedness on the first turn of a Japanese attack apply during the Winter 1941 Japanese player turn (66).

Pearl Harbor: If Japan attacks Pearl Harbor in Winter 1941, the rules relating to Pearl Harbor apply (67).

Russia: Russia is neutral at the start of the scenario. Japan may not declare war on Russia. Russia remains neutral until Summer 1945. On that turn, Russia may enter Japanese-controlled territory, attack Japanese units and conduct offensive options on any front, all at no BRP cost.

Russian forces in the Far East consist of one 9-factor fleet, two 4-3 armor units, two 3-3 armor units, three 3-2 infantry, three 2-2 infantry and three 1-2 infantry units and five army air factors, plus any two additional units. Russia may conduct offensives and construct three additional units of any type up to the limit of its Global War force pool each turn for the remainder of the game.

Mongolia: Mongolia and Tannu Tuva are controlled by Russia. Russian forces may deploy in and move through Mongolia and Tannu Tuva. Japanese forces may not enter Mongolia or Tannu Tuva until Summer 1945.

German Surrender Effects: At the start of the Spring, Summer and Fall 1946 game turns, the U.S. and Britain each receive two 9-factor fleets, one 5-3 army air unit and one 3-3 infantry unit from Europe. American units are placed in the U.S. box and British units are placed in the India box.

Victory Conditions:

Campaign Game Victory Conditions

| | | |
|-------------------|----|--|
| Allied Decisive | 10 | Japan surrenders by Fall 1944. |
| Allied Tactical | 7 | Japan surrenders by Spring 1945 |
| Allied Marginal | 3 | Japan surrenders by Fall 1945 |
| Allied Pyrrhic | 1 | Japan surrenders by Spring 1946 |
| Stalemate | 0 | Japan surrenders in Summer 1946 |
| Japanese Pyrrhic | 1 | Japan surrenders in Fall 1946 |
| Japanese Marginal | 3 | Japan surrenders in Winter 1946 |
| Japanese Tactical | 7 | Japan does not surrender, but controls fewer than 10 objectives at the end of the Winter 1946 game turn. Japan is able to negotiate honorable conditions. |
| Japanese Decisive | 10 | Japan does not surrender and controls more than 10 objective at the end of the Winter 1946 game turn. Japan retains control of her essential prewar possessions. |

Explanation: The number in the center column is the value of each level of victory for match and tournament purposes.

JAPAN

BRP Level (Winter 1941): 5

BRP Level (1942 YSS): 160+ (Base: 120; Associated minor country: Thailand: 10; Conquests: 30+ (Peking, Nanking, Shanghai, Canton: 20; French Indochina: 10; plus any conquests completed in Winter 1941)

Growth Rate: 40%

SR Limit: 9 See 20.11 for possible reduction due to SW.

Airbases: 3. All may be deployed at the start of the scenario.

Bridgeheads: 3. Japan begins the scenario with one bridgehead in Canton and one in Foochow.

Force Pool:

| Campaign Game Japanese Force Pool | | | | | | | |
|--------------------------------------|------|-----|------|-------|-------|-------|-------|
| Naval and Air Units | | | | | | | |
| | 9FF | CV | CVL | NAF | AAF | | |
| At Start | [8] | [6] | [3] | [25] | [15] | | |
| Spring 1942 | [8] | [6] | 1[4] | 5[30] | 5[20] | | |
| Summer 1942 | [8] | [6] | 1[5] | 2[32] | [20] | | |
| Spring 1943 | 1[9] | [6] | 2[7] | 4[36] | [20] | | |
| Spring 1944 | [9] | [6] | 2[9] | 4[40] | [20] | | |
| Ground Units | | | | | | | |
| | 2-3 | 1-3 | 1m2 | 1n2 | 3-2 | 2-2 | 1-2 |
| At Start | [3] | [3] | [1] | [1] | [10] | [10] | [25] |
| Spring 1942 | [3] | [3] | [1] | 1[2] | [10] | 5[15] | [25] |
| Spring 1943 | [3] | [3] | [1] | 1[3] | [10] | [15] | 5[30] |

Deployment Limits: At least one 2-3 armor, one 1-3 armor, two 3-2 infantry, two 2-2 infantry and two 1-2 infantry units and five army air factors in Manchuria. In Spring 1944, Japan may remove ten BRPs of this force from Manchuria (64.2). Otherwise these units must remain in Manchuria and may not be removed until Russia attacks Japan.

Control: Japan, Manchuria, Korea, Taiwan, China east of the Chinese Start Line, French Indochina, Thailand, Hainan, Okinawa, Iwo Jima, Saipan, Marcus, west Caroline Islands, east Caroline Islands, Marshall Islands, Kuriles.

Thailand: Thailand is a Japanese associated minor country, with two 1-2 infantry units. Japanese units may not begin the scenario in Thailand, but may move into Thailand in Winter 1941. Japanese airbases may not be constructed in Thailand until after the initial supply determination phase of the Winter 1941 Japanese player turn.

Oil Effects: Japan incurs an oil effect in Winter 1941 and at the start of each subsequent Japanese player turn until it gains control of either Palembang or Brunei (30.12).

UNITED STATES

BRP Level (1942 YSS): 175 (Base: 165; Associated minor country: Philippines: 10)

Growth Rate: 50%

SR Limit: One SR for every 20 BRPs in the current American base. See 20.12 for possible reduction.

Airbases: 3. None may be deployed at the start of the scenario.

Bridgeheads: 3.

Artificial Ports: 3. One artificial port may be built in 1944, and two additional artificial ports may be built in 1945 (27.113).

Deployment Limits: Six infantry factors, three army air factors, 27 fleet factors in Pearl Harbor; one replacement in Dutch Harbor; one replacement in American Samoa (Tutuila); one replacement and one naval air factor in Midway; one 1-2 marine unit in Wake; two infantry factors, one replacement and two Filipino 1-2 infantry units in the Philippines; two army air factors in Lingayen (Philippines); four infantry factors, one CV and four naval air factors in the U.S. box.

American Carriers: Three American CVs and their nine naval air factors, together with 18 American fleet factors, are divided into three task forces. Two of these task forces begin the scenario at sea on missions and one begins the scenario in the U.S. box, or dice rolls may be made on the Pearl Harbor Surprise Table (67.4) to determine their location. If at sea, they may attempt to intercept any Japanese task force which attacks Pearl Harbor as set out in rule 67. A fourth American CV and its three naval air factors begin the scenario in the U.S. box. A fifth and sixth American CV and their naval air factors are placed in the U.S. box, at no BRP cost, during the Spring and Summer 1942 SR phase, and may be initially deployed in the turn following their placement.

Philippines: The Philippines are an American associated minor country worth 10 BRPs. Filipino forces (two 1-2 infantry units) must begin the scenario in the Philippines.

Force Pool:

| Campaign Game U.S. Force Pool | | | | | | | |
|----------------------------------|-------|-------|-------|-------|--------|-------|--|
| Naval and Air Units | | | | | | | |
| | 9FF | CV | CVL | CVE | NAF | AAF | |
| At Start | [5] | [6] | - | - | [20] | [5] | |
| Summer 1942 | 1[6] | [6] | - | 3[3] | [20] | 5[10] | |
| Winter 1942 | 1[7] | [6] | 3[3] | 4[7] | 10[30] | 5[15] | |
| Summer 1943 | 1[8] | 3[9] | 3[6] | 5[12] | 15[45] | 5[20] | |
| Winter 1943 | 1[9] | 3[12] | 2[8] | 6[18] | 15[60] | 5[25] | |
| Summer 1944 | 1[10] | 3[15] | [8] | [18] | 10[70] | [25] | |
| Ground Units | | | | | | | |
| | 1n2 | | Inf | | R | | |
| At Start | [1] | | [12] | | [4] | | |
| Summer 1942 | 1[2] | | 3[15] | | [4] | | |
| Winter 1942 | 1[3] | | 3[18] | | [4] | | |
| Summer 1943 | 1[4] | | 3[21] | | [4] | | |
| Winter 1943 | 1[5] | | 3[24] | | [4] | | |
| Summer 1944 | 1[6] | | [24] | | [4] | | |

Control: Hawaiian Islands, Johnston, Midway, Wake, Guam, Philippines, Aleutian Islands, American Samoa.

BRITAIN

BRP Level (1942 YSS): 20 (Base: 20)

Growth Rate: 40%

SR Limit: 3.

Force Pool:

| Campaign Game British Force Pool | | | | | | | |
|-------------------------------------|------|------|------|------|-----|------|-----|
| | 9FF | CVL | NAF | AAF | Arm | Inf | R |
| At Start | [1] | [1] | [2] | [2] | [2] | [3] | [2] |
| Spring 1943 | 1[2] | 1[2] | 3[5] | 1[3] | [2] | 3[6] | [2] |

Airbases: 1. This airbase may be deployed at the start of the scenario.

Bridgeheads: 1.

Deployment Limits: One CVL and two naval air factors in Ceylon; three infantry factors and nine fleet factors in Singapore; one 2-3 armor unit and two army air factors in India; one replacement in Hong Kong.

India: India activates as a British minor ally worth 25 BRPs at the start of the Allied Spring 1942 player turn. Four Indian infantry factors must begin the scenario in India or Burma. The remaining six Indian infantry factors may begin in India, Burma, Malaya or Singapore.

Australia: Australia activates as a British minor ally worth 25 BRPs at the start of the Allied Spring 1942 player turn. Four Australian infantry factors, two army air factors and six fleet factors must begin the scenario in Australia. The six remaining Australian infantry factors may begin the scenario in Australia or any British possession on the Pacific front.

Dutch East Indies: The Dutch East Indies activate as a British minor associated country at the start of the Allied Spring 1942 player turn. The three Dutch 1-2 infantry units must begin the scenario in Batavia, Palembang and Balikpapan, respectively. The Dutch army air factor and two fleet factors may be deployed in any port in the Dutch East Indies.

Control: India, Ceylon, Burma, Malaya, Sarawak, Singapore, Hong Kong, Solomon Islands, Gilbert Islands, Ellice Islands, New Hebrides,

Fiji, Australia, Nauru, Samoa, Santa Cruz, Christmas, Andaman, Tonga, New Caledonia, Wallis Island, Society Islands, and the eastern half of New Guinea.

CHINA

BRP Level (Winter 1941): 5.

BRP Level (1942 YSS): 20 (Base: 60; deduct 10 for each of Peking, Nanking, Shanghai and Canton).

Growth Rate: None.

BRP Grants: Britain and the U.S. may grant BRPs to China as per rule 39.

SR Limit: 2.

Force Pool:

| Campaign Game Chinese Force Pool | | | | | | | |
|-------------------------------------|-------------|-----|------|------|-----------|-----|------|
| | Nationalist | | | | Communist | | |
| | AAF* | 2-2 | 1-2 | R | 1-2† | 2-2 | 1-2† |
| At Start | [2] | [8] | [12] | [10] | [2] | [4] | [1] |
| Spring 1942 | [2] | [8] | [12] | [10] | [2] | [4] | 1[2] |
| Spring 1943 | [2] | [8] | [12] | [10] | [2] | [4] | 1[3] |
| Spring 1944 | [2] | [8] | [12] | [10] | [2] | [4] | 1[4] |
| Spring 1945 | [2] | [8] | [12] | [10] | [2] | [4] | 1[5] |
| Spring 1946 | [2] | [8] | [12] | [10] | [2] | [4] | 1[6] |
| *Flying Tigers (60.7). | | | | | | | |
| †Partisans. | | | | | | | |

Airbases: 1.

Communist China: Communist China fights independently of Nationalist China. One Chinese Communist 2-2 infantry unit and one Chinese Communist 1-2 partisan may be built each turn.

Deployment Limits: Communist Chinese units must begin in Communist China. Communist Chinese partisans may begin in any Japanese-controlled hex of China which is not occupied by a Japanese unit or in a Japanese ZoC.

Control: China west of the Chinese Start Line.

APPENDIX II 1942 Scenario

Duration: Summer 1942 - Winter 1946

Situation: Japan is at war with the U.S., Britain and China. Russia is neutral until Summer 1945.

Order of Deployment: Japan, Britain, U.S., China

Strategic Warfare: During the 1942 YSS, Japan spent 19 BRPs on SW construction, and the U.S. spent 17 BRPs on SW construction. Once both players have secretly decided the type of SW units built, strategic warfare is resolved for Spring 1942. Neither side is considered to have naval or air units in the SW box. Both sides then assign naval and air units to the SW box for Summer 1942, and play begins.

Order of Movement: Japan moves first in Summer, Fall and Winter 1942. After Japan makes its Winter 1942 move, the Allies, including China, make their Winter 1942 move, then move first in Spring 1943, and continue to hold the initiative for the remainder of the game regardless of the Japanese and Allied BRP totals (the U.S. BRPs used in Europe guarantee the Allies the initiative).

Russia: Same as the Campaign Game.

Mongolia: Same as the Campaign Game.

German Surrender Effects: Same as the Campaign Game.

Victory Conditions: Same as the Campaign Game.

JAPAN

BRP Level (Summer 1942): 100

BRP Level (1942 YSS): 171 (Base: 120; Associated minor country: Thailand: 10; Conquests: 60 [Peking, Nanking, Shanghai, Canton: 20; French Indochina: 10; Hong Kong: 5; Singapore: 5; Malaya: 10; Sarawak: 10; minus 19 for SW])

1942 Spending Limit: 85

Growth Rate: 40%

SR Limit: 9 See 20.11 for possible reduction due to SW.

Force Pool:

| 1942 Scenario Japanese Force Pool | | | | | | | |
|--|------|-----|------|-------|------|------|-------|
| Naval and Air Units | | | | | | | |
| | 9FF | CV | CVL | NAF | AAF | | |
| At Start | [8] | [6] | [3] | [25]* | [20] | | |
| Unbuilt | - | - | 1[4] | 5[30] | - | | |
| Summer 1942 | [8] | [6] | 1[5] | 2[32] | [20] | | |
| Spring 1943 | 1[9] | [6] | 2[7] | 4[36] | [20] | | |
| Spring 1944 | [9] | [6] | 2[9] | 4[40] | [20] | | |
| *20 elite, 5 normal. | | | | | | | |
| Unbuilt units were eliminated before the scenario begins and their reconstruction is subject to carrier and naval air reconstruction rates. Reconstruction of the Japanese CVL began in Spring 1942. The earliest completion date is therefore Spring 1943, at no BRP cost, assuming uninterrupted construction with its accompanying decrease in the Japanese naval reconstruction rate for other naval units (27.824). The Japanese naval air factors are rebuilt as normal naval air factors. | | | | | | | |
| Ground Units | | | | | | | |
| | 2-3 | 1-3 | 1m2 | 1n2 | 3-2 | 2-2 | 1-2 |
| At Start | [3] | [3] | [1] | [2] | [10] | [15] | [25] |
| Spring 1943 | [3] | [3] | [1] | 1[3] | [10] | [15] | 5[30] |

Airbases: 3. All may be deployed at the start of the scenario.

Bridgeheads: 3. Japan begins the scenario with one bridgehead in Canton and one in Foochow.

Deployment Limits: At least one 2-3 armor, one 1-3 armor, two 3-2 infantry, two 2-2 infantry and two 1-2 infantry units and five army air factors in Manchuria. In Spring 1944, Japan may remove ten BRPs of this force from Manchuria (64.2). Otherwise these units must remain in Manchuria and may not be removed until Russia attacks Japan.

Control: Japan, Manchuria, Korea, Taiwan, China east of the Chinese Start Line, French Indochina, Thailand, Hainan, Okinawa, Iwo Jima, Marianas Islands, Marcus, west Caroline Islands, east Caroline Islands, Marshall Islands, Gilbert Islands, New Britain, New Ireland, Manus, Nauru, Kurile Islands, all Dutch islands and territories, the north coast of eastern New Guinea west of Buna (inclusive), Bougainville, Wake, the Philippines, Hong Kong, Singapore, Sarawak, Malaya, Burma, Andaman.

Thailand: Thailand is a Japanese associated minor country, with two 1-2 infantry units.

UNITED STATES

BRP Level (Summer 1942): 115 (Base: 185)

BRP Level (1942 YSS): 158 (Base: 165; Associated minor country: Philippines: 10; minus 17 for SW)

1942 Spending Limit: 79

Growth Rate: 50%

SR Limit: One SR for every 20 BRPs in the current American base. See 20.12 for possible reduction.

Force Pool:

| 1942 Scenario U.S. Force Pool | | | | | | |
|---|-------|-------|-------|-------|--------|-------|
| Naval and Air Units | | | | | | |
| | 9FF | CV | CVL | CVE | NAF | AAF |
| At Start | [4] | [5] | - | - | [20] | [5] |
| Unbuilt | 1[5] | 1[6] | - | - | - | - |
| Summer 1942 | 1[6] | [6] | - | 3[3] | [20] | 5[10] |
| Winter 1942 | 1[7] | [6] | 3[3] | 4[7] | 10[30] | 5[15] |
| Summer 1943 | 1[8] | 3[9] | 3[6] | 5[12] | 15[45] | 5[20] |
| Winter 1943 | 1[9] | 3[12] | 2[8] | 6[18] | 15[60] | 5[25] |
| Summer 1944 | 1[10] | 3[15] | [8] | [18] | 10[70] | [25] |
| Ground Units | | | | | | |
| | In2 | | Inf | | R | |
| At Start | [1] | | [12] | | [4] | |
| Summer 1942 | 1[2] | | 3[15] | | [4] | |
| Winter 1942 | 1[3] | | 3[18] | | [4] | |
| Summer 1943 | 1[4] | | 3[21] | | [4] | |
| Winter 1943 | 1[5] | | 3[24] | | [4] | |
| Summer 1944 | 1[6] | | [24] | | [4] | |
| Unbuilt units were eliminated before the scenario begins and their reconstruction is subject to carrier and naval reconstruction rates. Reconstruction of the American CV began in Spring 1942. The earliest completion date is therefore Spring 1944, at no BRP cost, assuming uninterrupted construction with its accompanying decrease in the American naval reconstruction rate for other naval units (27.824). One 9-factor fleet may also be rebuilt subject to the American naval reconstruction rate. | | | | | | |

Airbases: 3. Only one airbase may be deployed at the start of the scenario.

Bridgeheads: 3.

Artificial Ports: 3. One artificial port may be built in 1944, and two additional artificial ports may be built in 1945 (27.113).

Deployment Limits: Six infantry factors, one 1-2 marine unit; five army air factors, 9 fleet factors, two CVs and 10 naval air factors in Pearl Harbor; one replacement in Dutch Harbor; one replacement in American Samoa (Tutuila); one replacement and one naval air factor in Midway; one replacement, three fleet factors, one CV and three naval air factors in the U.S. box. Other American forces may begin the scenario in any Allied-controlled areas on the Pacific front, including the South Pacific box.

American Carriers: The sixth American CV and its three naval air factors are placed in the U.S. box, at no BRP cost, during the Summer 1942 SR phase, and may be initially deployed in the turn following its placement.

Control: Hawaiian Islands, Johnston, Midway, Aleutian Islands, American Samoa.

BRITAIN

BRP Level (Summer 1942): 30 (Base: 20; Minor Allies: Australia: 25; India: 25; Subtract 40 for conquered colonies).

BRP Level (1942 YSS): 20 (Base: 20)

1942 Spending Limit: 10

Growth Rate: 40%

SR Limit: 3.

Airbases: 1. This airbase may be deployed at the start of the scenario.

Bridgeheads: 1.

Deployment Limits: All British and Indian units begin the scenario in India.

India: India is a British minor ally worth 25 BRPs.

Australia: Australia is a British minor ally worth 25 BRPs. Australian forces begin the scenario in Australia or any British possession on the Pacific front. All, some or none of the Australian forces may begin the scenario lent to the U.S.

Force Pool:

| 1942 Scenario British Force Pool | | | | | | | |
|--|------|------|------|------|-----|------|-----|
| | 9FF | CVL | NAF | AAF | Arm | Inf | R |
| At Start | - | - | - | [2] | [2] | [3] | [2] |
| Unbuilt | 1[1] | 1[1] | 2[2] | [2] | [2] | [3] | [2] |
| Summer 1942 | [1] | [1] | [2] | [2] | [2] | [3] | [2] |
| Spring 1943 | 1[2] | 1[2] | 3[5] | 1[3] | [2] | 3[6] | [2] |
| Unbuilt units were eliminated before the scenario begins and their reconstruction is subject to carrier and naval reconstruction rates. Reconstruction of the British CVL has not begun. The earliest completion date is therefore Summer 1943, assuming uninterrupted construction with its accompanying decrease in the British naval reconstruction rate for other naval units (27.824). One 9-factor fleet may also be rebuilt subject to the British naval reconstruction rate. | | | | | | | |

Control: India, Ceylon, Solomon Islands except Bougainville, Ellice Islands, New Hebrides, Fiji, Australia, Samoa, Santa Cruz, Christmas, Tonga, New Caledonia, Wallis Island, Society Islands, Port Moresby and Daru.

CHINA

BRP Level (Summer 1942): 15

BRP Level (1942 YSS): 20 (Base: 60; deduct 10 for each of Peking, Nanking, Shanghai and Canton)

1942 Spending Limit: 10

Growth Rate: None.

BRP Grants: Britain and the U.S. may grant BRPs to China per rule 39.

SR Limit: 2.

Force Pool:

| 1942 Scenario Chinese Force Pool | | | | | | | |
|-------------------------------------|-------------|-----|------|------|-----------|-----|------|
| | Nationalist | | | | Communist | | |
| | AAF* | 2-2 | 1-2 | R | 1-2† | 2-2 | 1-2† |
| At Start | [2] | [8] | [12] | [10] | [2] | [4] | 1[2] |
| Spring 1943 | [2] | [8] | [12] | [10] | [2] | [4] | 1[3] |
| Spring 1944 | [2] | [8] | [12] | [10] | [2] | [4] | 1[4] |
| Spring 1945 | [2] | [8] | [12] | [10] | [2] | [4] | 1[5] |
| Spring 1946 | [2] | [8] | [12] | [10] | [2] | [4] | 1[6] |
| *Flying Tigers (60.7) | | | | | | | |
| †Partisans. | | | | | | | |

Airbases: 1.

Communist China: Communist China fights independently of Nationalist China. One Chinese Communist 2-2 infantry unit and one Chinese 1-2 Communist partisan may be built each turn.

Deployment Limits: Communist Chinese units must begin in Communist China. Communist Chinese partisans may begin in any Japanese-controlled hex of China which is not occupied by a Japanese unit or in a Japanese ZoC.

Control: China west of the Chinese Start Line.

APPENDIX III

1944 Scenario

Duration: Spring 1944 - Winter 1946

Situation: Japan is at war with the U.S., Britain and China. Russia is neutral until Summer 1945.

Order of Deployment: U.S., Britain, Japan, China

1944 YSS: After all forces are set up, SW construction and allocation occur. The U.S. begins with a surplus of six submarine factors.

Order of Movement: The Allies move first for the entire scenario.

Russia: Same as the Campaign Game.

Mongolia: Same as the Campaign Game.

German Surrender Effects: Same as the Campaign Game.

Victory Conditions: Same as the Campaign Game.

JAPAN

BRP Level (1944 YSS): 255 (Base: 120; Associated minor country: Thailand: 10; Conquests: 125 [Peking, Nanking, Shanghai, Canton: 20; Hong Kong: 5; Singapore: 5; Malaya: 10; French Indochina: 10; Burma: 10; Borneo: 10; Dutch East Indies: 45; Philippines: 10])

Growth Rate: 40%

SR Limit: 9 See 20.11 for possible reduction due to SW. In Winter 1943, Japan lost 9 BRPs to Allied SW.

Force Pool:

| 1944 Scenario Japanese Force Pool | | | | | | | |
|---|------|------|------|--------|-------|------|------|
| Naval and Air Units | | | | | | | |
| | 9FF | CV | CVL | NAF | AAF | | |
| At Start | [6] | [2] | [6] | [25] | [15] | | |
| Unbuilt | 2[8] | 4[6] | 1[7] | 10[35] | 5[20] | | |
| Spring 1944 | 1[9] | [6] | 2[9] | 5[40] | [20] | | |
| Unbuilt units were eliminated before the scenario begins and their reconstruction is subject to carrier and naval air reconstruction rates. Reconstruction of one CV began in Summer 1942, and reconstruction of the second began in Winter 1942. The earliest completion dates for these carriers are Summer 1944 and Winter 1944, respectively, at no BRP cost, assuming uninterrupted construction with its accompanying decrease in the Japanese naval reconstruction rate (27.824). Two 9-factor fleets may also only be rebuilt subject to the Japanese naval reconstruction rate. Ten naval air factors available in Spring 1944 have been eliminated by enemy action and may only be rebuilt subject to the Japanese naval air reconstruction rate. | | | | | | | |
| All elite Japanese naval air factors have been eliminated and only normal Japanese naval air units are used. | | | | | | | |
| Ground Units | | | | | | | |
| | 2-3 | 1-3 | 1m2 | 1n2 | 3-2 | 2-2 | 1-2 |
| At Start | [3] | [3] | [1] | [3] | [10] | [15] | [30] |

Airbases: 3. All may be deployed at the start of the scenario.

Bridgeheads: 3. Japan begins the scenario with one bridgehead in Canton and one in Foochow.

Fortifications: Japan begins with fortifications in Wake, Truk, Rabaul, and Palau. Japan may build one fortification per turn (28.8).

Deployment Limits: At least one 2-3 armor, one 1-3 armor, two 3-2 infantry, two 2-2 infantry and two 1-2 infantry units and five army air factors in Manchuria. In Spring 1944, Japan may remove ten BRPs of this force from Manchuria (64.2). Otherwise these units must remain in Manchuria and may not be removed until Russia attacks Japan. At least three infantry factors in each of New Guinea and Rabaul.

Control: Japan, Manchuria, Korea, Taiwan, China east of the Chinese Start Line, French Indochina, Thailand, Hainan, Okinawa, Iwo Jima, Marianas Islands, Marcus, west Caroline Islands, east Caroline Islands,

Marshall Islands, New Britain, New Ireland, Manus, Nauru, Kurile Islands, all Dutch islands and territories, the north coast of eastern New Guinea west of Madang (inclusive), Wake, the Philippines, Hong Kong, Singapore, Sarawak, Malaya, Burma, Andaman.

Thailand: Thailand is a Japanese associated minor country, with two 1-2 infantry units.

UNITED STATES

BRP Level (1944 YSS): 325 (Base: 325)

Growth Rate: 50%

SR Limit: One SR for every 20 BRPs in the current American base. See 20.12 for possible reduction.

Force Pool:

| 1944 Scenario U.S. Force Pool | | | | | | |
|--|-------|-------|-------|-------|--------|-------|
| Naval and Air Units | | | | | | |
| | 9FF | CV | CVL | CVE | NAF | AAF |
| At Start | [8] | [8] | [6] | [9] | [50] | [20] |
| Unbuilt | 1[9] | 4[12] | - | - | 10[60] | - |
| Spring 1944 | [9] | [12] | 2[8] | 9[18] | [60] | 5[25] |
| Summer 1944 | 1[10] | 3[15] | [8] | [18] | 10[70] | [25] |
| Ground Units | | | | | | |
| | 1n2 | | Inf | | R | |
| At Start | [3] | | [18] | | [4] | |
| Spring 1944 | 2[5] | | 6[24] | | [4] | |
| Summer 1944 | 1[6] | | [24] | | [4] | |
| Unbuilt units were eliminated before the scenario begins and their reconstruction is subject to carrier and naval reconstruction rates. Reconstruction of one American CV began in Spring 1942, reconstruction of the second and third American CVs began in Fall 1942, and reconstruction of the fourth American CV began in Spring 1943. The earliest completion dates are therefore Spring 1944, Fall 1944, and Spring 1945, respectively, at no BRP cost, assuming uninterrupted construction with its accompanying decrease in the American naval reconstruction rate for other naval units (27.824). One 9-factor fleet may also only be rebuilt subject to the American naval reconstruction rate. Ten naval air factors available in Spring 1944 have been eliminated by enemy action and may only be rebuilt subject to the American naval air reconstruction rate. | | | | | | |

Airbases: 3.

Bridgeheads: 3.

Artificial Ports: 3. One artificial port may be built in 1944, and two additional artificial ports may be built in 1945 (27.113).

Deployment Limits: Three army air factors in India. All other U.S. units must be on the Pacific Front or in Australia. At least one 1-2 marine, 6 infantry factors, 9 fleet factors, two CVs, two CVLs, ten naval air factors and five army air factors in Pearl Harbor. At least three infantry factors in each of New Guinea, the Solomon Islands, and Australia. At least one 1-2 marine in the Gilbert Islands.

Control: Hawaiian Islands, Johnston, Midway, Aleutian Islands, American Samoa, Solomon Islands, Gilbert Islands.

BRITAIN

BRP Level (1944 YSS): 30 (Base: 20; Minor Allies: Australia: 25; India: 25; Subtract 40 for conquered colonies).

Growth Rate: 40%

SR Limit: 3.

Force Pool:

| 1944 Scenario British Force Pool | | | | | | | |
|-------------------------------------|------|------|------|-----|-----|-----|-----|
| | 9FF | CVL | NAF | AAF | Arm | Inf | R |
| At Start | 1[2] | 1[2] | 3[5] | [3] | [2] | [6] | [2] |

Airbases: 1. This airbase may be deployed at the start of the scenario.

Bridgeheads: 1.

Deployment Limits: All British and Indian units on the Southeast Asian Front. At least three Australian infantry factors in each of New Guinea and Australia.

India: India begins the scenario as a British minor ally worth 25 BRPs. Ten Indian infantry factors are available at start.

Australia: Australia begins the scenario as a British minor ally. Ten infantry factors, six fleet factors, and two air factors are available at start. Australian units may begin the game lent to the U.S.

Control: India, Ceylon, Ellice Islands, New Hebrides, Fiji, Australia, Christmas, New Caledonia, Wallis Island, Society Islands, and New Guinea east and south of Lae (inclusive).

CHINA

BRP Level (1944 YSS): 20 (Base: 60; deduct 10 for each of Peking, Nanking, Shanghai and Canton).

Growth Rate: None.

BRP Grants: Britain and the U.S. may grant BRPs to China as per rule 39.

SR Limit: 2.

Force Pool:

| 1944 Scenario Chinese Force Pool | | | | | | | |
|-------------------------------------|------|-------------|-------|-------|------|-----------|------|
| | AAF* | Nationalist | | | 1-2† | Communist | |
| | | 2-2 | 1-2 | R | | 2-2 | 1-2† |
| At Start | [2] | [7] | [11] | [6] | [2] | [4] | [3] |
| Spring 1944 | [2] | 1[8] | 1[12] | 4[10] | [2] | [4] | 1[4] |
| Spring 1945 | [2] | [8] | [12] | [10] | [2] | [4] | 1[5] |
| Spring 1946 | [2] | [8] | [12] | [10] | [2] | [4] | 1[6] |
| *Flying Tigers (60.7) | | | | | | | |
| †Partisans. | | | | | | | |

Airbases: 1.

Communist China: Communist China fights independently of Nationalist China. One Chinese Communist 2-2 infantry unit and one Chinese 1-2 Communist partisan may be built each turn.

Deployment Limits: Communist Chinese units must begin in Communist China. Communist Chinese partisans may begin in any Japanese-controlled hex of China which is not occupied by a Japanese unit or in a Japanese ZoC.

Control: China west of the Chinese Start Line.

BATTLE SCENARIOS

The following battle scenarios are designed to introduce players to the subtleties of naval combat. While they are only tactical in nature, and thus lack the strategic aspects of the full scenarios, they have the advantage of being fast and easy to play.

Three of the four battle scenarios allow the players to secretly vary their initial forces. Where such changes are followed by "(x2)" or "(x3)", this indicates that the player may make the adjustment more than once, with the related bonus or penalty being applied accordingly.

Except where otherwise specified, all Japanese naval air factors are non-elite, all Allied forces are American, and all task force markers may be used. Airbase counters may not be used unless specifically permitted. The Allies set up their forces first in all battle scenarios.

APPENDIX IV

Pearl Harbor Scenario

"This is no drill!"

Introduction: The Pearl Harbor scenario recreates the Japanese surprise attack on Pearl Harbor, and thereby introduces players to the mechanics of carrier attacks against naval bases and, possibly, naval combat.

Duration: Japanese Winter 1941 combat phase.

Situation: Japan has taken an offensive on the Pacific front and launched a surprise attack against the American naval base at Pearl Harbor. American carrier groups may attempt to engage the attacking Japanese.

Control: The U.S. controls the Hawaiian Islands.

Special Rules: Normally, the location of the three American fleet carriers (CVs) is determined by dice rolls on the Pearl Harbor Surprise Table (67.4). Players may apply this rule if both agree, but instead they may wish to apply the following special rule:

American Carrier Locations: The American player secretly assigns his CVs to port, the U.S. box, mission or patrol before the scenario begins. The location of each CV triggers victory point bonuses or penalties as follows: port: +3; U.S. box: +1; mission: none; patrol: -2.

Magic Capability: The American player also secretly determines his Magic capability. The American player may elect to have a Magic capability of anywhere from zero to four, but loses one victory point for each level of Magic capability.

First Round Surprise: Rather than rolling a die and adding the appropriate modifier from the Pearl Harbor Surprise Table to determine the surprise level of the initial attack against Pearl Harbor, the Japanese player simply selects the desired surprise level, incurring a victory point penalty equivalent to the surprise level selected. Thus a surprise level of 3 would incur a penalty of 3 victory points, a surprise level of 6 would incur a penalty of 6 victory points, and so on.

Japanese Forces:

9 fleet factors

6 CVs (*Akagi, Hiryu, Kaga, Shokaku, Soryu, Zuikaku*)

18 elite naval air factors

United States Forces:

45 fleet factors

3 army air factors

3 CVs (*Enterprise, Lexington, Saratoga*)

9 naval air factors

Deployment Limits - Japan: Japan deploys all its starting forces in a single task force, three hexes from Pearl Harbor.

Deployment Limits - United States: 27 fleet factors and 3 army air factors must base in Pearl Harbor. Three task forces, each consisting of one CV and 6 fleet factors, have their starting location secretly determined by the American player prior to the start of the scenario, as explained above. No airbase counters may be used.

Victory Conditions: Victory is determined by comparing the victory points gained by each side. Whichever side has more victory points at the end of the scenario is the winner. The difference in victory point totals determines the level of victory: decisive: 10; tactical: 7; marginal: 3; pyrrhic: 1; stalemate: 0.

VICTORY POINTS - JAPAN:

- +3 Each American CV sunk
- +1 Each American army air factor eliminated
- +1 Each American fleet factor eliminated
- # Initial surprise level at Pearl Harbor

VICTORY POINTS - UNITED STATES:

- +1 Every three Japanese naval air factors eliminated
- +1 Each Japanese fleet factor eliminated
- +4 Each Japanese CV eliminated
- +3 Each American CV in port
- +1 Each American CV in the U.S.
- 2 Each American CV on patrol
- 1 Each level of Magic capability

APPENDIX V

Coral Sea Scenario

"Scratch one flattop!"

Introduction: Infected with the "victory disease", Japan resolved its indecision as to whether to break the Allied lines of communication to Australia or invade Midway by trying - and failing - to accomplish both goals. The Coral Sea scenario involves relatively small, balanced forces and is a good introduction to carrier combat.

Duration: Japanese Spring 1942 movement and combat phases.

Situation: Japan has taken an offensive on the Pacific front. All areas and units are considered fully supplied throughout the game.

Control: Japan controls all hexes in or north of row GG, and the Allies control all hexes south of row GG.

Special Rules: The Japanese player *must* attempt to invade Port Moresby. Patrols and counter-interceptions in support of this operation are allowed, but other missions are not. The Japanese player may, if he wishes, waive the interception roll for any or all American interception attempts, after the American player has allocated any Magic points to increase the chance of interception. American interception is then automatic.

Magic Capability: The American player also secretly determines his Magic capability. Historically the U.S. begins with a Magic capability of two, but the American player may elect to have a Magic capability of anywhere from zero to four. The U.S. gains victory points if it begins with a Magic capability less than two and gains victory points if it begins with a Magic capability greater than two.

Japanese Forces:

- 12 fleet factors
- 2 CVs (*Shokaku*, *Zuikaku*)
- 1 CVL (*Shoho*)
- 6 elite naval air factors
- 2 naval air factors
- 2 army air factors
- 1 1-2 marine unit
- 2 1-2 infantry units
- 4 submarine factors

Allied Forces:

- 12 fleet factors
- 3 Australian fleet factors
- 2 CVs (*Lexington*, *Yorktown*)
- 6 naval air factors
- 2 Australian army air factors
- 1 1-2 Australian infantry unit
- 1 Magic point

Deployment Limits - Japan: One 1-2 infantry unit begins in Lae. Two army air factors, one 1-2 marine, one 1-2 infantry unit, and the *Shoho*

and its naval air factors begin in Rabaul. The *Shokaku* and *Zuikaku* and their elite naval air factors begin in Truk. The Japanese fleet factors may begin in Truk or Rabaul.

Deployment Limits - Allies: One Australian 1-2 infantry in Port Moresby, three Australian fleet factors and two Australian army air factors in Australia. All American units are based in Noumea.

Victory Conditions: Victory is determined by control of Port Moresby and the casualties suffered by each side. Whichever side has more victory points at the end of the scenario is the winner. The difference in victory point totals determines the level of victory: decisive: 10; tactical: 7; marginal: 3; pyrrhic: 1; stalemate: 0.

Victory Points (both sides):

- +3 Control of Port Moresby
- +3 Each enemy CV sunk
- +2 Each enemy CVL sunk
- +1 Each enemy fleet factor sunk
- +1 For every two enemy naval air factors eliminated
- +3 No Magic capability (U.S. only)
- +1 Magic capability of one (U.S. only)
- 1 Magic capability of three (U.S. only)
- 3 Magic capability of four (U.S. only)

Variable Starting Forces: Players may vary their starting forces slightly, with a corresponding victory point bonus or penalty. These changes should be secretly written down prior to the initial setup and concealed by task force markers. Most changes will be revealed during the course of play. The following options are available:

JAPAN:

- 5 Add one CVL and two naval air factors
- 2 Add three fleet factors (x2)
- +3 Subtract one CV and three elite naval air factors
- +2 Subtract three fleet factors (x2)

UNITED STATES:

- 5 Add one CV and three naval air factors
- 2 Add three fleet factors
- +3 Subtract one CV and three naval air factors
- +2 Subtract three fleet factors

APPENDIX VI

Midway Scenario

"Pearl Harbor avenged!"

Introduction: The battle of Midway, which resulted in the crippling of the Japanese naval air arm, arose as a result of the ambitious Japanese plan to seize the important island base of Midway and force a decisive showdown with the American carriers which escaped the Pearl Harbor attack.

Duration: Japanese Summer 1942 movement and combat phases.

Situation: Japan has taken an offensive on the Pacific front. All areas and units are considered fully supplied throughout the game.

Control: The United States controls Midway and the Aleutian Islands

Special Rules: The Japanese player *must* attempt to invade Midway. The Japanese player may, if he wishes, waive the interception roll for any or all American interception attempts, after the American player has allocated any Magic points to increase the chance of interception. American interception is then automatic.

Magic Capability: The American player also secretly determines his Magic capability. Historically the U.S. begins with a Magic capability of three, but the American player may elect to have a Magic capability of anywhere from zero to four. The U.S. gains victory points if it begins with a Magic capability of less than three, and loses two victory points if it begins with a Magic capability of four.

Japanese Forces:

- 54 fleet factors
- 4 CVs (*Akagi*, *Hiryu*, *Kaga*, *Soryu*)
- 1 CVL (*Zuiho*)

12 elite naval air factors
2 naval air factors
2 army air factors
1 1-2 marine unit
1 1-2 infantry unit
4 submarine factors
One airbase counter

United States Forces:

24 American fleet factors
3 CVs (*Enterprise, Hornet, Yorktown*)
10 naval air factors
1 army air factor
1 replacement
One airbase counter
3 Magic points

Deployment Limits - Japan: One 1-2 infantry unit, one 1-2 marine unit, one airbase and two army air factors at Wake. All carriers and fleet factors in Guam, Truk or Japan.

Deployment Limits - United States: One replacement, one airbase, one naval air factor and one army air factor at Midway, all naval units at Pearl Harbor.

Victory Conditions: Victory is determined by control of Midway and the casualties suffered by each side. Whichever side has more victory points at the end of the scenario is the winner. The difference in victory point totals determines the level of victory: decisive: 10; tactical: 7; marginal: 3; pyrrhic: 1; stalemate: 0.

Victory Points (both sides):

+3 Control of Midway
+3 Each enemy CV sunk
+2 Each enemy CVL sunk
+1 Each enemy fleet factor sunk
+5 No Magic capability (U.S. only)
+3 Magic capability of one (U.S. only)
+1 Magic capability of two (U.S. only)
-2 Magic capability of four (U.S. only)

Aleutian Option: At the same time Japan attacked Midway, it launched a diversionary attack on the Aleutians. If this part of the Japanese attack is included in the scenario, Japan receives two victory points if it gains control of any Aleutian island, the U.S. receives two victory points if it retains control of every Aleutian island, and the following forces are added:

ADDITIONAL JAPANESE FORCES (Start in Japan)

9 fleet factors
2 CVLs (*Junyo, Ryujo*)
4 naval air factors
1 1-2 infantry unit

ADDITIONAL AMERICAN FORCES (start in Dutch Harbor):

6 fleet factors

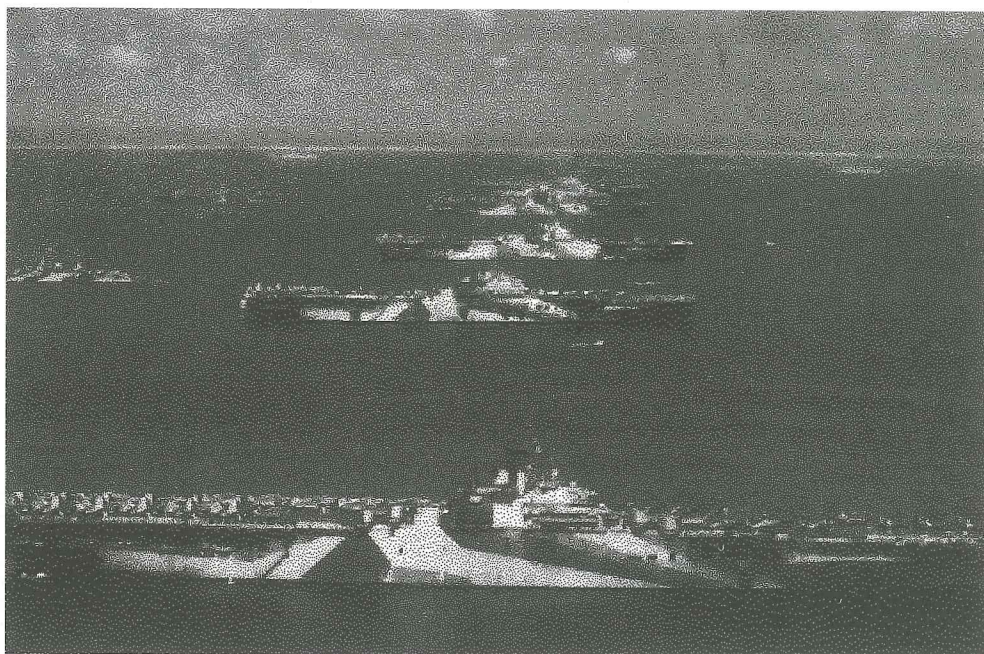
Variable Starting Forces: Players may vary their starting forces slightly, with a corresponding victory point bonus or penalty. These changes should be secretly written down prior to the initial setup and concealed by task force markers. Most changes will be revealed during the course of play. The following options are available:

JAPAN:

-3 Add one CVL and two naval air factors
-1 Add three fleet factors (x2)
+2 Subtract one CV and three elite naval air factors
+1 Subtract nine fleet factors (x2)

UNITED STATES:

-4 Add one CV and three naval air factors
-2 Add one army air factor at Midway
-2 Add six fleet factors
+3 Subtract one CV and three naval air factors
+1 Subtract six fleet factors



APPENDIX VII

Leyte Gulf Scenario

"...the world wonders..."

Introduction: The desperate Japanese plan at Leyte Gulf to use their carriers as bait in order to attack the American landing force with their still powerful battle fleet came close to success. In the resulting battle, which was the largest and most chaotic in history, the Imperial Japanese Navy was virtually destroyed and Japan's fate was sealed.

Duration: Allied Fall 1944 movement and combat phases.

Situation: The U.S. has taken an offensive on the Southeast Asian front. All areas and units are considered fully supplied throughout the game.

Control: The U.S. controls New Guinea and the Caroline Islands, Japan controls all other territory which is in play.

Special Rules: The American player *must* attempt to invade Leyte Island. Ground combat is not resolved, but the odds of the American attack on Leyte affect the allocation of victory points. No other invasions are allowed. American air attacks on hexes outside the Philippines are not allowed. The Japanese player may declare Kamikazes at the start of any naval combat round (during air allocation).

Magic Capability: Magic is not used in this scenario.

Japanese Forces:

54 fleet factors
1 CV (*Zuikaku*)
3 CVLs (*Chitose, Chiyoda, Zuiho*)
10 naval air factors
5 army air factors
1 2-2 infantry
One airbase

United States Forces:

63 fleet factors
8 CVs (*Enterprise, Essex, Franklin, Hancock, Hornet, Intrepid, Lexington, Wasp*)
8 CVLs (*Belleau Wood, Cabot, Cowpens, Independence, Langley, Monterey, Princeton, San Jacinto*)
18 CVEs
40 naval air factors
2 3-2 infantry units
8 submarine factors
One artificial port

Deployment Limits - Japan: One 2-2 infantry unit in Leyte. All army air factors in the Philippines. Naval factors may begin in Japan, Saigon,

Singapore or Brunei. No more than half (rounded up) of the available naval air factors may be based on aircraft carriers.

Deployment Limits - United States: U.S. units begin in the Marianas Islands, the Caroline Islands or New Guinea.

Victory Conditions: If the U.S. fails to mount even a 1-1 attack on Leyte, the game is an automatic Japanese decisive victory, regardless of any VP adjustments for variable forces, otherwise, victory levels for each side are determined by the number of operational objectives attained at the end of the game. The player achieving the highest victory level is the winner. If both sides achieve the same victory level, or if neither side achieves at least a Pyrrhic victory, the game is a stalemate. The winner's victory level determines the number of victory points awarded for tournament purposes: decisive: 10; tactical: 7; marginal: 3; pyrrhic: 1; stalemate: 0.

Victory Levels:

Japanese Decisive: 4 Japanese objectives

Japanese Tactical: 3 Japanese objectives

Japanese Marginal: 2 Japanese objectives

Japanese Pyrrhic: 1 Japanese objective

U.S. Decisive: 5 U.S. objectives

U.S. Tactical: 4 U.S. objectives

U.S. Marginal: 3 U.S. objectives

U.S. Pyrrhic: 2 U.S. objectives

Japanese Objectives:

- A. Sink two U.S. fast carriers (one for each additional carrier sunk).
- B. Sink nine U.S. fleet factors and/or CVEs (one for every additional nine fleet factors or CVEs sunk).
- C. Sink at least one U.S. fleet factor from the force invading Leyte.
- D. Sink or damage at least one U.S. fast carrier with a kamikaze attack.
- E. Prevent a 2:1 invasion attack on Leyte.

U.S. Objectives:

- A. Sink three Japanese fast carriers (one for each additional carrier sunk).
- B. Sink 18 Japanese fleet factors (one for every additional nine fleet factors sunk).
- C. Lose no fast carriers sunk.
- D. Lose no fleet factors sunk or damaged from the force invading Leyte.
- E. Make a 3:1 invasion attack on Leyte.

Variable Starting Forces: Players may vary their starting forces slightly, with a corresponding victory point bonus or penalty. These changes should be secretly written down prior to the initial setup and concealed by task force markers. Most changes will be revealed during the course of play. Additional Japanese army air factors must be placed in the Philippines, additional Japanese naval air factors must conform to Deployment Limits. The following options are available:

JAPAN:

- 3 Add one CV and three naval air factors
- 2 Add one CVL and two naval air factors
- 2 Add one army air factor (x2)
- 2 Add three naval air factors (x3)
- 1 Add three fleet factors (x3)
- 1 Add +1 Japanese Naval Nationality DRM

UNITED STATES:

- 2 Add +1 American Air Nationality DRM
- 1 Add +1 American Air Defense DRM
- 1 Add +1 American Naval Nationality DRM
- 1 Add one Magic point (x2)
- +2 Subtract two CVs and six naval air factors (x2)
- +2 Subtract three CVLs and six naval air factors (x2)
- +2 Subtract six CVEs (x2)
- +1 Subtract six fleet factors (x3)

VARIANTS

APPENDIX VIII

Japanese Variants

1. Japan varies occupation policies in China. No Nationalist and two fewer Communist Chinese partisans than normal may be built in China.

In addition, Japan may immediately construct three pro-Japanese Chinese 1-2 infantry units at the normal BRP cost, and may build an additional Chinese 1-2 infantry unit for every ten Chinese ground factors eliminated once this variant is played. Remnants are carried over from turn to turn. These units may be constructed in any supplied city in China or Manchuria controlled by the Japanese at the start of their player turn, may only operate in those countries and may not be rebuilt if eliminated.

"Chinese puppet" units must be constructed at the first available opportunity. Chinese casualties may not be accumulated for future turns, although remnants are carried over and counted in the total for the next turn.

Play at the start of the Campaign Game, 1942 scenario or Global War game.

Not applicable to the 1944 scenario.

2. Serious unrest in India. Japan may construct two Indian partisans in India or the India box, at the rate of one per turn, whether or not Japan and Britain are at war.

In addition, Japan may immediately construct three pro-Japanese Indian 1-2 infantry units at the normal BRP cost, and may build an additional Indian 1-2 infantry unit for every five Indian ground factors eliminated once this result is achieved. Remnants are carried over from turn to turn. These units may be constructed in any supplied city in India or Burma controlled by the Japanese at the start of their player turn, may only operate in those countries and may not be rebuilt if eliminated.

"Indian Nationalist" units must be constructed at the first available opportunity. Indian casualties may not be accumulated for future turns, although remnants are carried over and counted in the total for the next turn.

Play at any time. Not applicable to the 1944 scenario.

3. Imperial Japanese Navy improves security. The number of Magic counters drawn each turn is decreased by one for the remainder of the game.

Play when war breaks out between Japan and the U.S., or at the start of any subsequent game turn, immediately before the American player draws his Magic counters.

Not applicable to the 1944 scenario.

[This variant may be played to neutralize Allied variant 3, and may be neutralized by Allied variant 3.]

4. Japanese sea plane attack cripples the Panama canal, with the following effects:

A. In a *RISING SUN* Campaign Game, the fifth and sixth American CVs are placed in the U.S. box in Fall and Winter 1942.

B. In a Global War game, the fifth and sixth American CVs are placed in the U.S. box (Pacific) on the third and fourth American player turns after war breaks out between Japan and the U.S. or U.S. - Japanese tensions reach 45. In addition, no naval SRs between the two U.S. boxes are permitted until the canal is repaired, on the third American player turn after the attack.

Play for immediate effect when Japan declares war on the U.S. May be played in a Global War game only if U.S. - Japanese tensions are less than 40 when Japan attacks. Not applicable to the 1942 and 1944 scenarios.

5. Japanese ASW techniques improved. American submarine effects dice rolls are reduced by two; Japanese submarine defense dice rolls are increased by two.

Play during any SW resolution phase or when American submarines attack any Japanese naval activity.

6. Improved Japanese naval air training. Japan may rebuild four naval air factors per turn.

Play during the Japanese Spring 1942 unit construction phase or later, or at the start of the 1942 scenario. Not applicable to the 1944 scenario.

7. Japan improves shipbuilding capacity. The Japanese naval reconstruction rate is increased by one.

Play during the Axis Spring 1942 unit construction phase or later, or at the start of the 1942 scenario. Not applicable to the 1944 scenario.

8. Japan develops effective radar. Japan receives the same advantages from radar as the U.S. - all American surprise advantages are reduced by one.

Play during any combat phase in 1943 or later, or at the start of the 1944 scenario.

9. Japanese army expands influence in cabinet. One 3-3 armor unit and two 3-2 infantry units are added to the Japanese force pool as allowable builds in Spring 1943, or are deployed at no extra BRP cost at the start of the 1944 scenario.

Play during the Japanese Spring 1943 unit construction phase, or at the start of the 1944 scenario.

10. Japanese super carrier program ahead of schedule. Add one CVB and four naval air factors to the Japanese force pool as allowable builds in Spring 1944, and a second CVB and four naval air factors as allowable builds in Fall 1944.

Play during the Japanese Spring 1944 unit construction phase.

APPENDIX IX

Allied Variants

1. Consultants from Gibraltar improve Singapore defenses. The landward (northwestern) hexside of Singapore is a fortress. Allied units defending against an attack on Singapore from the landward side receive an additional +2 DM.

Play at the start of the Campaign Game or Global War game. Not applicable to the 1942 and 1944 scenarios.

2. Additional British forces deployed from the Middle East. Add three infantry factors and one army air factor to the at start British forces.

Play at the start of the Campaign Game or Global War game. Not applicable to the 1942 and 1944 scenarios.

3. American codebreaking operations more effective. The number of Magic counters drawn each turn is increased by one for the remainder of the game.

Play when war breaks out between Japan and the U.S., or at the start of any subsequent game turn, immediately before the American player draws his Magic counters. Not applicable to the 1944 scenario.

[This variant may be played to neutralize Japanese variant 3, and may be neutralized by Japanese variant 3.]

4. Improved American naval air training. The U.S. naval air reconstruction rate is increased by one.

Play during the Allied Spring 1942 unit construction phase, or at the start of the 1942 scenario. Not applicable to the 1944 scenario.

5. Americans remedy defective torpedoes. American submarine effects and submarine attack dice rolls are increased by two.

Play during any SW resolution phase or when American submarines attack any Japanese naval activity.

6. Improved American anti-aircraft fire control. All American air defense dice rolls receive a +1 DRM.

Play in Fall 1942 or later. Not applicable to the 1944 scenario.

7. Australians hone jungle warfare skills. Australian ground units may move through jungle hexes without stopping, are not eliminated if isolated in jungle hexes, and, where all the attacking ground units are Australian, the +1 DM received by Japanese units defending in jungle is negated.

Play in Spring 1943 or later.

8. Expanded Chindit operations. A British 1-2 Chindit unit is added to the British force pool as an allowable build. The Chindit may airdrop on vacant or Allied-controlled hexes, is always in at least limited supply and eliminates one Japanese BRP each turn whenever it is in an other-

wise Japanese-controlled hex in Burma or India. If the Chindit is in an otherwise Japanese-controlled hex and participates in an attack against Japanese unit(s) in a jungle or jungle/mountain hex, the +1 DM normally received by the Japanese units for being in jungle is negated.

Play during the Spring 1943 Allied unit construction phase, or at the start of the 1944 scenario.

9. American initial deployment more flexible. In 1942, one unit may initially deploy to the South Pacific box each turn without the usual one turn delay; in 1943 two units may so deploy each turn; and in 1944 and thereafter three units may so deploy each turn.

Play during the SR phase of any Allied player turn once Japan and the U.S. are at war, or at the start of the 1942 scenario. Not applicable to the 1944 scenario.

10. American super carriers launched early. Add one CVB and four naval air factors to the American force pool as allowable builds in Spring 1944, a second CVB and four naval air factors as allowable builds in Fall 1944, and a third CVB and four naval air factors as allowable builds in Spring 1945.

Play during the American Spring 1944 unit construction phase.

The Doolittle Raid

AN OPTIONAL RULE FOR EMPIRE OF THE RISING SUN

by Dave Casper

During the design of RISING SUN, the significance of the famous Doolittle raid triggered considerable discussion. One view was that the Japanese had already decided to invade Midway before the raid, and that their reasons for doing so are to be found in the game itself. The other view was that the raid sparked a series of events which led to the Allied victory in the Pacific. To allow players to explore this second view, the following optional rule is included. It may be used if all players expressly agree to its use before starting play.

Introduction: The American player may attempt a Doolittle raid at the start of the raider phase of any turn in which Japan moves before the Allies. Only one such raid may be attempted per game.

Mechanics: A single American fleet carrier, one army air factor and six fleet factors conduct the raid. Additional fleet carriers and fleet factors may escort the raid, but the entire raiding force may not consist of more than 36 naval factors, and must form one combat group if intercepted. Escorting forces may engage in combat normally if the raid is intercepted, but the carrier carrying the army air factor may not. The raiding force must be based in Pearl Harbor. To successfully carry out the raid, the American task force must trace a path of no more than 20 hexes from Pearl Harbor to any hex within six hexes of Tokyo. If Japanese air and naval forces intercept the raid prior to it being launched and defeat the American task force in naval combat, the raid is aborted.

Consequences: If the raid is successful, no Japanese BRPs are lost, the American army air factor is eliminated and the American naval forces return to Pearl Harbor. This reflects the fact that historically the Doolittle raid had no military effect.

However, to reflect the psychological effect of a successful raid, the Allies move first for the remainder of the game. In the RISING SUN Campaign Game and 1942 scenarios, the Allies would thus obtain a double move immediately after a successful raid, while in a Global War game the Allies would take the initiative in the Pacific theater, regardless of the overall BRP totals. The Japanese would always move after the Allies in the Pacific, although if the combined European Axis -Japanese BRP total were higher than that of the Allies, Germany and Italy would still move first in Europe.

Empire of the Rising Sun

DESIGNER'S NOTES

by Bruce Harper

The development of *ADVANCED THIRD REICH* was a difficult undertaking, but I didn't know when I was well off. Some ten years have passed since *RISING SUN* was first tested, and at least as many people took part in its development as that of *ADVANCED THIRD REICH*. Was it worth the effort? We shall see.

The Quest

To *THIRD REICH* players, the development of a compatible Pacific theater game has always been the "Holy Grail" of wargaming. My definition of "compatible" is a simple one - a player who is familiar with *ADVANCED THIRD REICH* should be able to quickly and easily play *RISING SUN*. Each specialized rule unique to one theater or the other, regardless of its intrinsic value, takes the designer further from this goal. This constraint made the development of *RISING SUN* uniquely challenging. The objective was to not only handle the Pacific war as well, if not better, than the competition, but do it using rules consistent with *ADVANCED THIRD REICH* wherever possible.

From time to time there have been rumors, not without foundation, of a Pacific version of *THIRD REICH*, but my view was always that such a game was impossible, as the old *THIRD REICH* naval rules were too simplistic. *THIRD REICH* quite properly emphasized the land war in Europe, while any Pacific game required sophisticated naval rules. The problem seemed insoluble.

Cutting the Gordian Knot

When work began in earnest on *ADVANCED THIRD REICH* in 1986, it quickly became clear that the old *THIRD REICH* air and naval rules needed considerable revision in any event. Making a virtue out of a necessity, the *ADVANCED THIRD REICH* air and naval rules were designed with the Pacific in mind. This opened the way for development of a Pacific theater game which would be compatible with the revised version of *THIRD REICH*. If the new rules were designed properly, they would also work in the Pacific, and a companion game could be developed. The difficult question was knowing what rules would work in the Pacific.

My solution to this impossible problem was to design both games at once.

What is now *RISING SUN* was thus designed in large part in 1988, before *ADVANCED THIRD REICH* had reached its final form. In some areas, the design requirements of *RISING SUN* greatly influenced the *ADVANCED THIRD REICH* rules. A good example is air cover, which doesn't play a large part in the European game, but comes into play frequently in its Pacific form (combat air patrol). Once the essential nature of combat air patrol was determined in relation to carrier combat, it made sense to introduce the idea in *ADVANCED THIRD REICH*, both for consistency and to familiarize players with the concept when they began to play *RISING SUN*.

So if the impossible task of designing a compatible Pacific game has been accomplished, it was only by cheating - *RISING SUN* is, and could only be, compatible with *ADVANCED THIRD REICH*.

Naval Operations

Naval operations were destined to play a dominant role in *RISING SUN*. Apart from

the difficulty of devising a suitable carrier combat system, there was a major design problem to be solved. Why would players want to fight naval battles at all? This question isn't as simple as it looks.

The first answer, that it happened in the real war, doesn't get you very far. Wargamers are nothing if not ingenious, and they discard bad historical plans without hesitation once they discover a better way. Many games fall into the trap of assuming that players will behave in the same manner as their historical counterparts, even when in game terms it makes no sense to do so.

The second answer is to make a rule forcing the players to do what the designer wishes, but many players rightly resent having the designer's preconceptions rammed down their throats, at least in such an obvious manner.

The third solution is to make it reasonable for the players to do what you want them to do. Usually this means trying to simulate history so that the players have at least some reason to do what was done in the real war. I discussed this aspect of game design in the Designer's Notes to *ADVANCED THIRD REICH*, using the German invasion of Russia as an example. Players may disagree with the logic behind various rules, but at least they can decide for themselves whether to implement any given strategy.

It is in this area that the differences between *ADVANCED THIRD REICH* and *RISING SUN* are greatest. In *ADVANCED THIRD REICH*, naval battles are carefully calculated affairs, with the weaker side engaging in combat out of desperation or indifference. Britain needs the Royal Navy to survive, but often is forced to fight naval battles in difficult circumstances. In contrast, the German and Italian fleets are, to a great extent, luxuries. Germany can win the war without its fleet, while Italy's fleet is of no use once Italy surrenders. Naval battles are often fought because the Axis are willing to risk their relatively unimportant fleets, while Britain has no choice. But in all cases, both sides can determine the risks involved with precision, apart from the uncertainty of naval interception itself, and decide whether the prevailing strategic situation makes it worthwhile to accept the risks and fight a naval battle.

The situation is quite different in the



Pacific, where a lost naval battle can spell disaster. The United States will achieve a significant numerical advantage in carriers by late 1943, which means the longer the Allied player waits, the greater the chance that he'll win a naval battle. Although it's clearly better to stop Japan's expansion sooner rather than later, the Allies have good reason to defer any naval clash.

The Japanese player, having established his defensive perimeter, also has good reasons to avoid a potentially disastrous clash. Why risk another Midway? Why not just keep the carriers intact, sit back, and let the Americans come within range of Japanese land-based air units? The idea of destroying the American navy before it gets too strong looks good on paper, but the consequences of failure generally outweigh the potential benefits.

On a tactical level, the problem can be put even more starkly. Why fight a naval battle where the odds favor the opponent? A Japanese player with three fleet carriers may intercept an American task force of equal size, but he would be foolhardy to risk a battle against four or five enemy carriers, while no American player would intentionally send out a force with only one or two carriers.

The design solution to these problems was to introduce the concept of concealment for naval units. In *ADVANCED THIRD REICH*, this wasn't necessary or realistic, but in *RISING SUN* it's both. If the composition of the enemy's naval forces is unknown, the possibility arises of setting, or falling into, a trap. The use of task force counters to conceal naval forces makes it impossible for the players to know for sure where the opponent has deployed his main naval units, and also conceals the nature of forces involved in most naval activities. Both sides therefore tend to enter into naval battles which, with full information, at least one side might well have avoided.

The Great Battle

The prewar doctrines of both Japan and the United States anticipated a great naval battle, in which the opposing fleet would be destroyed and the war won in an afternoon. The models to which the planners looked were Trafalgar and the Japanese victory over the Russians at Tsushima in 1905. The decisive outcome of the battle of Jutland was considered an aberration, although it reinforced the idea that the opposing battle fleets were destined to meet in mortal combat. Accordingly, both sides disregarded the potential of the aircraft carrier, relegating them to subsidiary roles. For many years, the Japanese war plan assigned aircraft carriers the mundane task of scouting and wearing down the American battle fleet as it steamed across the Pacific to confront

Japan's battleships. These delusions as to the importance of battleships also led to such bizarre concepts as the Japanese construction of two superbattleships (the Yamato and the Musashi), which were supposed to give the Japanese naval supremacy in the Pacific because the need to pass through the Panama canal limited American construction of comparable battleships. Ultimately both Japanese ships were sunk by carrier aircraft.

Unless the Japanese and American carrier forces annihilate one another, it's hard to see how a decisive battleship encounter could ever arise in *RISING SUN*. Any decisive naval encounter is also certain to be a carrier battle. When both sides commit their carriers to naval combat, the outcome of the war and, more importantly, the game, can truly be at stake. This type of situation rarely occurs in *ADVANCED THIRD REICH*, and, when it does, it almost always involves a crucial land battle, such as a 1:1 attack on London or Moscow.

The critical importance of carrier battles was the dominant consideration in designing the rules by which they were to be fought. It would have been easy to design a simple rule, where each side would just total up its forces and roll a die, but this would hardly be satisfying for players who had just played for hours, only to have the game decided in a few seconds by one or two die rolls. We know a "Midway" is possible (because it actually happened), but it's important to make sure that a player who wins such a victory feels his own abilities made it possible, and it's even more important for the loser to feel his own optimism, stupidity or greed was responsible for any debacle he suffers.

The result were the most complex rules in the game - the carrier combat rules, which carry forward the concept of hidden movement from the strategic to the tactical level. If players successfully search for and surprise the enemy, their chances of winning a carrier battle increase. Both players have many decisions to make during carrier combat, especially the division of their forces into combat groups and the assignment of air units to attack and defense. The goal throughout was not only to make carrier battles exciting and fun, but also to relate the outcome to the forces involved and the skill of the players in handling them.

The Evolution of the Carrier Rules

The basic concepts of hidden naval movement on the strategic level and the need to search for enemy forces on the tactical level form the foundations for the *RISING SUN* carrier combat system. I make no apologies for the fact that the game suddenly comes to a halt while a major naval battle is resolved. For the reasons discussed above, this is entirely appropriate. All the maneu-

vering, research, unit construction, basing and planning by both sides is put to the test during a naval battle, and such a pivotal moment in the game should not pass unnoticed.

The carrier combat system has evolved tremendously since its original formulation in the late 1980s. Peter Robbins, one of the hardy Vancouver playtesters, was originally responsible for devising the essential idea of the combat group. This allows large naval forces to break down into smaller groups which function more or less independently during naval combat. A player's chances of finding the enemy are increased if he divides into several combat groups, although his air defenses for each group are correspondingly weakened. The power of the combat group idea is evident throughout the carrier combat rules, even to the point of vastly improving fleet combat, which occurs gradually as each side commits additional combat groups to fleet combat, although, just as in history, most, but not all, naval battles are decided before the enemy comes within range of the big guns.

Dave Casper's contributions to the naval system are almost too numerous to mention. His inspired idea of a two-tiered search system, in which both sides search for the opponent, and surprise effects are determined by comparing the results, is an essential element of the carrier combat system. It permits all sorts of fascinating nuances, such as sudden fleet actions, catching enemy planes on deck, missing enemy targets, and the effects of American radar.

I will take the credit, or perhaps the blame, for a third essential component of the naval combat system. For a long time during testing naval air factors were identical to army air factors, each being worth three BRPs. Then it became clear that by making naval air factors worth only one BRP, but as effective against naval targets as army air factors (actually more effective, because they can target individual carriers), the dominant role of the carrier in the Pacific could be simulated without giving Japan and the U.S. artificially inflated air forces. The complexities of naval and army air interaction are, in my view, greatly outweighed by the advantages of this idea.

As I said before, the naval combat rules are the heart of *RISING SUN*. No one should expect to master them quickly. The rules themselves are not unduly complex, but excellence at naval combat will indicate a true mastery of the game.

Other Differences

Inevitably there are other differences between *ADVANCED THIRD REICH* and *RISING SUN*. For example, the Japanese are given the ability to create fortifications, which are something like low-level fortress-

es costing five BRPs each. This rule not only reflects the Japanese skill at creating fortifications in jungle, but also facilitates the effective formation of a Japanese defensive perimeter should the United States adopt a passive policy (either by choice or because of developments in Europe in a Global War game). Not surprisingly, fortifications have found their way into *ADVANCED THIRD REICH* via the research rules.

The control of island groups, which don't exist in *ADVANCED THIRD REICH*, doesn't depend on the occupation of each individual island, but rather on evicting enemy forces from the islands they have garrisoned. This allows the defender to create strongpoints, but in turn the attacker can make faster progress by capturing key islands, thereby gaining control of all the islands in a group. Similarly, sea supply is traced to island groups, not individual islands, so as to reduce the number of sea supply routes and the risks of interception.

Many other examples could be cited, but all of them are variations on themes already found in *ADVANCED THIRD REICH*. The goal was to make the rules sufficiently logical and intuitive that they don't unduly detract from the grand strategy aspects of the game.

Japanese Prospects for Success

While realism is always important, a designer must remember that the ultimate objective is a balanced, playable game. The attainment of that objective requires rules which are as simple as possible within the overall framework of the game system, and also a game which is balanced so that both sides can win.

This brings us to a key question - did the Japanese really have a chance to win the war? If the answer is no, where does that leave us, other than always wanting to be the Allies?

Leaving aside the question of historical determinism (what happened was inevitably going to happen just because it happened), there are good arguments to be made that the Japanese were doomed to lose the war. Certainly the disparity in economic strength between Japan and the United States ruled out any possibility that Japan could force the United States to surrender or even recognize Japanese hegemony in Asia. On the other hand, even after the loss of its carriers at Midway, Japan fought on for over three years before it surrendered. What if the Japanese hadn't lost at Midway? What if they had won?

In *RISING SUN*, the best Japan can hope for is to create a defensive perimeter which the Americans are unable to penetrate. Even the weakest American player will still end up with larger naval forces than the Japanese, and will presumably be able to use

them with some effect. In contrast to *ADVANCED THIRD REICH*, even a decisive Japanese victory does not involve conquest of the enemy, but rather the frustration of the Allied efforts to divest Japan of its early conquests. The Japanese victory is "decisive" only in relation to what occurred in the actual war. The Campaign game victory conditions reflect this view.

Global War

The real potential for Japanese victory lies in the Global War game, in which both *ADVANCED THIRD REICH* and *RISING SUN* are played together. I would not argue that the Japanese could have won the Pacific war, but I am convinced it is an open question whether the Axis could have won the war as a whole. Were Britain and Russia conquered, Germany, Italy and Japan would have had more than enough strength to hold off the United States. The collapse of either Britain or Russia would also probably have given the Axis victory. These calamities for the Allied cause, as Anglo-American planners realized, could only happen were Germany to be victorious. The Pacific was important, but Europe was critical.

While in one sense this means that Japan is the junior partner in the Axis, it also means that the most exciting games of *RISING SUN* will be those played in conjunction with *ADVANCED THIRD REICH*. Since the ultimate fate of Japan is linked to that of Germany, play is always more interesting when the outcome of the war in Europe is uncertain, rather than being predetermined, as it is when *RISING SUN* is played on its own.

RISING SUN, in fact, relates to the combined Global War game in much the same way as the Barbarossa scenario in *ADVANCED THIRD REICH* relates to a full Campaign game. Abstracting the entire European war makes *RISING SUN* an enjoyable, relatively quick, game, but at the cost of reducing the number of effective strategies for Japan. Japan has the ability to decisively influence the outcome of the war in Europe if Germany plays well and if the European Axis and Japanese strategies combine effectively.

One option for the Allies in a Global war game is to ignore the Japanese and concentrate completely on Europe. If the Chinese collapse, so what? Once the Germans are finished, the combined Anglo-American air and naval forces, together with the Red Army, will make short work of the Japanese. The flaw in this "perfect plan" is that, left unchecked, Japan can seriously damage Britain (by invading India or Australia and sending raiders into the Indian Ocean) or Russia (by attacking Siberia), and can also harass the United States (by submarine warfare and possibly sending out raiders from

Hawaii and Tahiti). In addition, a string of Japanese victories will contribute to an isolationist victory in the 1944 U.S. Presidential election and possibly trigger an American withdrawal from the Pacific war, giving Japan a decisive victory. In a Global War game, Japan can not only affect the course of the war in Europe by attacking Britain and Russia, but can also achieve a political settlement in the Far East if its victories outweigh the Allied victories in Europe. Finally, even if an extreme "Germany first" strategy works, it's by no means easy for the Allies to fight their way to the Japanese Home Islands if Japan is unencumbered by its war with China.

The converse strategy, concentrating on Japan at the expense of Europe, also has its drawbacks. If Russia collapses, even a concentrated Anglo-American effort will be hard pressed to penetrate Fortress Europe. An American-Russian war against Germany after an Axis conquest of Britain and an American conquest of Japan is an intriguing possibility, the outcome of which may depend on the British surrender level, but Germany must be favored in such a situation.

The Allies therefore will usually allocate their resources to both theaters, raising the same questions of grand strategy and priorities which make *ADVANCED THIRD REICH* itself so interesting, although on a larger scale. The fact that four or five players will normally be involved in a Global War game also makes it unlikely that the Western Allies will ignore one theater at the expense of the other. In my experience, it is more likely that the battle for resources within the Allied camp will be fiercer than the battle with the Axis. In both *ADVANCED THIRD REICH* and *RISING SUN*, the Axis powers are arguably more fun to play (everyone likes to rampage), but the Global War game redresses this balance. There's nothing quite like sitting in Washington on a mountain of BRPs and units, deciding which fronts in which theaters should receive the all too scarce resources. It's also interesting to see how the deployment of forces to an area tends to generate a strategic impetus which may not be in accord with a player's overall plan ("the units are here, let's use them"), as well as triggering demands for more and more resources ("if I had more air, I could really do something"). Throw in the personalities of the local commanders, and the game system successfully duplicates the situation which arose often during the real war, with regional commanders such as Douglas MacArthur clamoring for more of everything.

Research

RISING SUN probably would have been

released a year sooner had Dave Casper and I not come up with the idea of adding research to the game system. The original reason for the research rules was to create the possibility of a German atomic bomb in a Global War game - a nightmare which greatly influenced Western Allied strategic thinking. Only after the research rules were more or less fully developed were the additional *ADVANCED THIRD REICH* variants and simplified atomic research rules conceived. Had the variant-related atomic research table been thought of first, the research rules might never have come into being, but it's a little late to worry about that now.

It's no secret that I like the research rules. To me it is more challenging and interesting for strategy to shape variants than the other way around. I don't believe there's any "perfect plan" for research, because you can never be sure what will happen on the board, or what the other side will research. The player who best integrates research, including intelligence, with his military, naval, economic and diplomatic strategies should come out on top. I haven't played a game with variants since the research rules were first designed, but I know others swear by them. As a big fan of variants in the past, my only comment is enjoy them, and be sure everyone playing has agreed on whether to use research or variants!

Rule Changes

The subject of *ADVANCED THIRD REICH* rule changes has been extensively

discussed in *ULTRA*, and I won't repeat those discussions here. *RISING SUN* was the best opportunity to clean up some *ADVANCED THIRD REICH* loose ends, and therefore a modest number of rule modifications have been included in this game. The two main changes are aimed at two Axis "perfect plans" which were insufficiently considered during the original design of *ADVANCED THIRD REICH*: stockpiling submarines until 1941 to delay American entry into the war and maximum economic damage to Britain; and invading Russia in Winter 1940. Games in which the Axis would not have used either plan will be unaffected by these rule changes.

I assure the reader that I have no wish to see the rules to either *ADVANCED THIRD REICH* or *RISING SUN* in an unsettling state of flux. No one would rule out a second edition, but don't hold your breath.

Credit where Credit is Due

RISING SUN was a group effort, just as was *ADVANCED THIRD REICH*. Many of those involved in *ADVANCED THIRD REICH* were unable to spend as much time on *RISING SUN*, the main reason being Real Life. I certainly benefitted from their wisdom, and extend my thanks to Conrad Struckman, Greg Wilson, Joe Brophy and Mike Stone, who all were able to help me see the forest rather than the trees.

I also am indebted to my comrades in arms in Vancouver: Tor Abrahamsen, Lauren Banerd, Boyd Pyper, Kevin Ray and Peter Robbins, who played many Global

War games with me over the past few years and made suggestions too numerous to mention. The most feared player of this group, Tor Abrahamsen, made a special contribution by ruthlessly smashing me every time I tried a plan based on wishful thinking as to how a rule was meant to work, as opposed to how it really did work.

Finally, I must pay tribute to Dave Casper, who toiled endlessly in seclusion in Switzerland, devising, polishing and perfecting rule after rule. The *RISING SUN* naval combat rules are his more than anyone's, and I hope he sinks many enemy carriers (as long as they aren't mine). I also admire him for putting up with me through endless rule arguments via e-mail, not all of which he won.

And, just as with *ADVANCED THIRD REICH*, I willingly share the credit and gladly take the blame for any failings in *RISING SUN*.

Conclusion

RISING SUN has been a mammoth undertaking. I can only hope that it will live up to expectations. It is not, and was never intended to be, a second *ADVANCED THIRD REICH*. It is a unique game which uses the *ADVANCED THIRD REICH* game system. But for what it's worth, I still like *ADVANCED THIRD REICH*, and I like *RISING SUN* too, and I hope you do as well.

Empire of the Rising Sun

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Empire of the Rising Sun

EXAMPLES OF PLAY

Air Attack on Cairns - 1942

In summer 1942, the Japanese send a patrol to attack Australian forces in Cairns. The Japanese task force consists of 18 fleet factors, 6 CVs and 18 elite naval air factors. There are six Australian fleet factors and two Australian army air factors in Cairns.

Round 1

The Allies do not attempt to intercept the Japanese patrol en route to its patrol hex, (27.3195C). Once they have reached their patrol hex, three hexes from Cairns, the Japanese secretly assign all their naval air factors to the attack on Cairns (27.3195E). The Allies again do not attempt to intercept the Japanese task force.

The Japanese then roll one die to determine whether, and to what extent, they surprised the Australian forces in Cairns (27.5841). The Japanese player rolls a "5", which is reduced to a "3" (-1 for radar [27.5841B] and -1 for the Australian air in Cairns [27.5851B]). The surprise level of 3 results in the Australians forfeiting the +1 air combat DRM normally associated with combat air patrol (CAP) (27.582) and incurring a -1 DRM for their air defense dice rolls (27.583).

Both Australian army air factors fly CAP over their base (27.57733). The two army air factors are converted to six squadrons before they engage the attacking Japanese naval air factors (26.671). The Australian player decides to engage five attacking Japanese naval air factors with his six army air squadrons assigned to CAP.

The Allied air combat die roll of "3" is increased to "4" (+1 for size) and the Japanese air combat die roll of "3" is increased to "4" (+1 for having

elite naval air units). The air combat is tied. One die is rolled to determine the losses (26.64). A "3" is rolled. The Australians lose three army air squadrons, which converts back to one army air factor, and the Japanese lose three naval air factors.

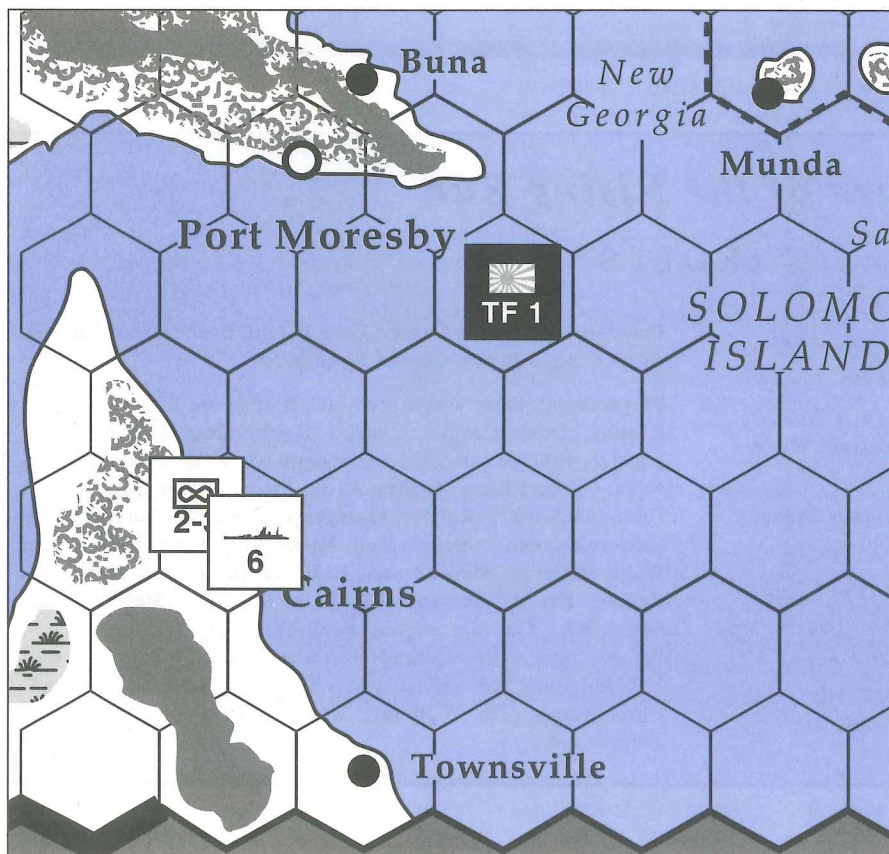
Before the 15 surviving Japanese naval air factors attack Cairns, the Allies make an air defense dice roll. The air defense level is four (2 for the port, 1 for the objective hex, and 1 for the fleet factors). The Allied player rolls a "10", which is reduced to "9" (-1 because of surprise), for a "2/1" result, which eliminates two Japanese naval air factors and forces one Japanese naval air factor to abort. 12 Japanese naval air factors complete their attack.

The Japanese player assigns five of his attacking naval air factors to attack the surviving Australian army air factor, while the remaining eight naval air factors attack the six Australian fleet factors.

The Japanese air attack dice roll for its five naval air factors attacking the Australian army air factor is a "9", which is increased to "10" (+1 for elite air units), for a "3/4" result, which eliminates three Australian army air squadrons, destroying the Australian army air factor (26.671).

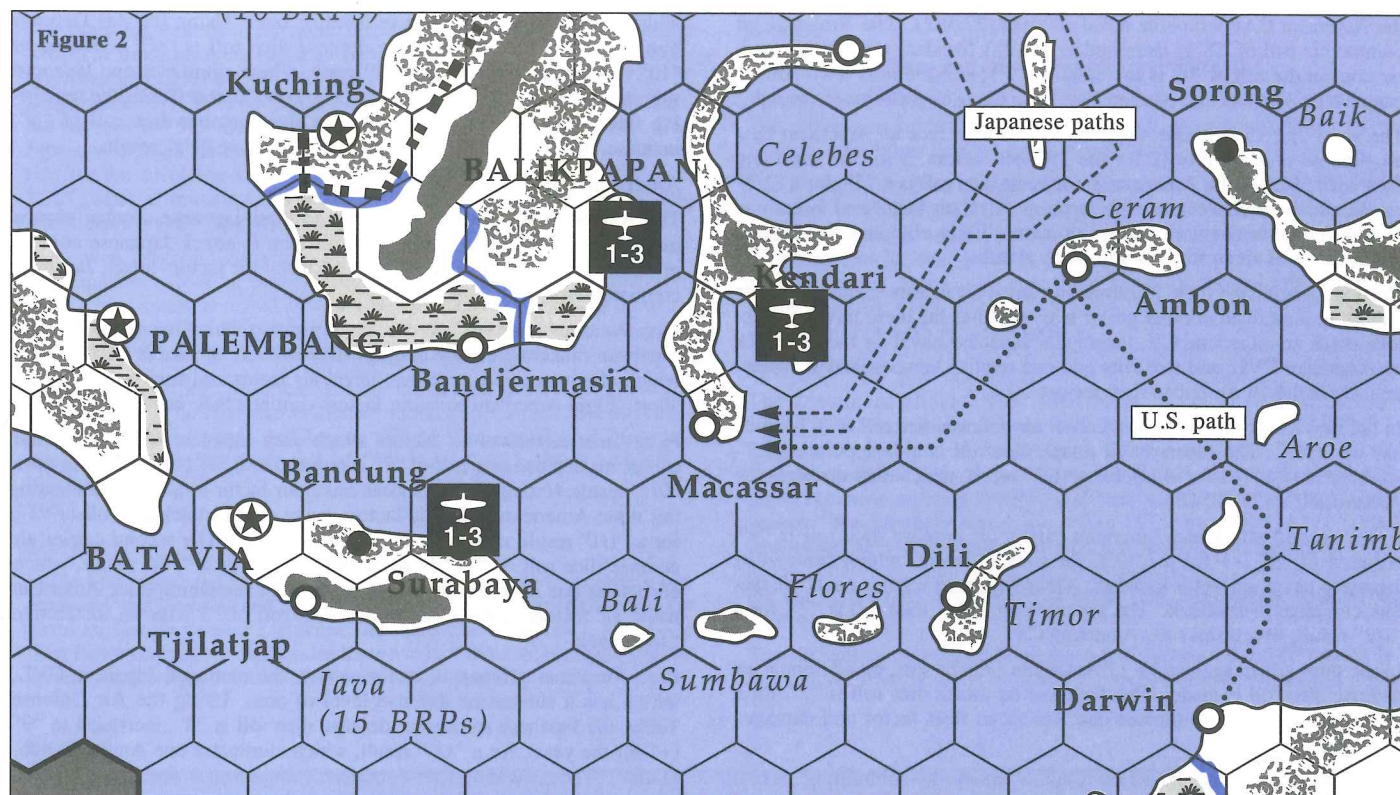
The Japanese air attack for its eight naval air factors attacking the six Australian fleet factors is a "9", which is increased to "10" (+1 for elite air units), for a "4/5" result, which sinks four fleet factors and damages five others. The excess damage (three hits) is applied to the two damaged fleet factors and results in their elimination (26.4546).

The first round ends with the Japanese losing five elite naval air factors and the Australians losing two army air factors and six fleet factors. No second Japanese attack against Cairns is required.



Composition of Japanese Task Force 1:

| | | | |
|---|--|--|--|
|  9 | Akagi  CV 3 | Kaga  CV 3 | Hiryu  CV 3 |
|  9 | Shokaku  CV 3 | Soryu  CV 3 | Zuikaku  CV 3 |
|  3-3 |  3-3 |  3-3 |  3-3 |
|  3-3 |  3-3 | | |



Interception at Macassar - 1944

Introduction

The United States attempts an invasion of Batavia and Palembang from Ambon, supported by a large force from Darwin. The Japanese make a supreme effort to resist, relying on a network of naval air bases in Kendari, Balikpapan and Soerabaja to assist their naval interceptions from Truk, Palau and other bases in the Carolines (Figure 2).

Had the American player first sent in a patrol to try to eliminate these Japanese naval air units, the battle would have developed in a different and unpredictable way. But the Americans are confident and don't fear a major battle, while the Japanese feel they will never have a better chance to inflict a defeat on the increasingly powerful U.S. Navy.

Order of Battle:

| UNITED STATES | JAPAN |
|----------------------|----------------------------|
| 39 fleet factors | 43 fleet factors |
| 9 CVs | 6 CVs |
| 3 CVLs | 4 CVLs |
| 33 naval air factors | 10 elite naval air factors |
| 1 2-2 infantry | 12 naval air factors |
| 1 1-2 marine | 3 land-based naval factors |
| 10 submarine factors | 5 submarine factors |
| 3 Magic | |

Round 1

Combat Groupings and Air Assignments (Figure 3)

The American plan is simplicity personified. Aware of his overall naval air superiority, the American player places the bulk of his forces (seven CVs, one CVL, 23 naval air factors, 13 fleet factors and the invading 2-2 infantry and 1-2 marine units) in his first combat group. The second American combat group is composed of two CVs, two CVLs 10 naval air factors and 17 fleet factors, while the third American combat group is composed of nine fleet factors (the smallest size allowed - 27.576A). Combat groups one and two fly strong CAP (eight and five naval air factors, respectively), in the hope of either defeating any Japanese air attacks or at least wearing down the Japanese naval air arm.

In what pundits later consider to have been an ill-considered decision, the Americans fail to assign any naval air units to attack the Japanese air bases in Kendari, Balikpapan and Soerabaja. Had they done so, the air strikes against the land bases would be resolved prior to both sides' air strikes against enemy naval units. This failure to eliminate an important Japanese search modifier turns to cause serious problems later on.

The Japanese split their force into four combat groups, hoping to maximize their search potential and catch part of the larger American force. The first Japanese combat group is bait, being composed of two CVLs without naval air and 10 fleet factors. The Japanese hope that the Americans will spot these two fast carriers and mistakenly believe they have located an important Japanese force (search results 7 to 11 reveal the number, but not the type, of fast carriers in various combat groups). The bulk of the Japanese offensive power is concentrated in combat group two (three CVs, four elite and five regular naval air factors, 11 fleet factors) and combat group three (two CVs, two CVLs, six elite and four regular naval air factors, 14 fleet factors). The fourth Japanese combat groups consists of one CV, three regular naval air factors and seven fleet factors. Three regular Japanese naval air factors fly CAP over combat groups two and three, and the remaining Japanese carrier-based naval air units are committed to attacks.

Search Rolls

The Americans allocate one Magic point against the Japanese search roll and one Magic point to support their own search roll. The American search die roll of "2" is increased to "6" (+3 for combat groups; +1 for Magic). The Americans locate all four Japanese combat groups and may attack with their first two combat groups. The Japanese search die roll of "3" is increased to "10" (+3 for land-based air; +4 for combat groups; +1 because one American combat group is carrying units; -1 for Magic). The Japanese learn how many fast carriers are in each American combat group, and may attack with all their combat groups.

The difference between the Japanese and American search results is 4, but the surprise level is actually 3 (-1 because of American radar). The Americans do not receive a +1 DRM for air combat involving CAP (surprise level 2) and the American air defense dice rolls are subject to a -1 DRM (surprise level 3), although as it happens this is offset by Allied variant 6.

Japanese Air Attacks

The Japanese decide to concentrate all their attacking naval air on American combat group two, which promises to be an easier target than American combat group one (the Japanese search result has told them how many fast carriers are in each American combat group). The Japanese announce that 10 elite and six regular naval air factors are attacking American combat group two.

The American player decides to engage four of the attacking Japanese naval air factors with his five naval air factors assigned to CAP. The CAP flying over American combat group one cannot contribute to the defense of American combat group two. The Japanese player engages

The Japanese complete their first round of attacks by committing all five of their submarines to an attack against the damaged American CV



Five American submarine factors attack the damaged Japanese CVL, which has a submarine defense level of one. Using the Air Defense Table, the Japanese submarine defense dice roll is "8", increased to "9" (+1 for the year), for a "1/0" result, which eliminates one American submarine. The remaining four American submarines make a fleet combat dice roll of "7" for a "1/0" result, which is ineffective.









The five remaining American submarine factors attack the damaged Japanese CV. The Japanese submarine defense dice roll is “5”, increased to “6” (+1 for the year), and has no effect. The American submarines make a fleet combat dice roll of “7” for a “1/1” result, which is ineffective.






In the first round, the Japanese lost three naval air factors, including two elite, and had one CV and one CVL damaged. The Americans lost six naval air factors, one CVL and one fleet factor, and had one CV and two fleet factors damaged. Both sides have used all their submarines, and the Americans have used two of their three Magic points.




The difference between the Japanese and American search results is 2, but the surprise level is actually 1 (−1 because of American radar).

Japan





| CAP | Air Strikes: | Naval | Land |
|---|--|-------|------|
|  CVL 2 |  10 | | |

| CAP | Air Strikes: | Naval | Land |
|--|---|---|--|
|  4-3 |  1-3  5-3 | | |
|  CV 3 |  CV 3 |  CVL 2  CVL 2 |  14 |








| CAP | Air Strikes: | Naval | Land |
|--|---|--|------|
| |  3-3  3-3 | | |
|  CV 3 |  CV 3 |  11 | |






| CAP | Air Strikes: | Naval | Land |
|--|---|-------|------|
| |  3-3 | | |
|  CV 3 |  7 | | |


Land-based air, subs

| | |
|---|---|
|  1-3 |  1-3 |
|  1-3 |  5 |

Allies










| CAP | Air Strikes: | Naval | Land |
|--|---|---|--|
|  6-3 | |  17-3 | |
|  C |  C |  C |  CVL 2  13 |

| CAP | Air Strikes: | Naval | Land |
|--|---|---|------|
|  2-3 | |  2-3 | |
|  CV 3 |  CVL 2 |  14 | |

| CAP | Air Strikes: | Naval | Land |
|---|--------------|-------|------|
| | | | |
|  9 | | | |

4

LOSSES

| Sunk | Damaged |
|---|---|
|  1 | |
|  CVL 2 |  2 |
|  2-3 |  CV 3 |
|  1-3 |  CVL 2 |
|  6-3 |  CV 3 |

There are thus no surprise effects, and the American air defense dice rolls receive a +1 DRM because of Allied variant 6.

Japanese Air Attacks

The Japanese concentrate all their attacking naval air factors on the second American combat group. The Japanese want to avoid the main American force in the hope of increasing their search advantage by reducing the second American combat group below nine naval factors. Had the Japanese obtained a slightly higher search result, they would have discovered the weakness of the third American combat group, and would probably have attacked that as well.

The Japanese attack by five elite and 10 regular naval air factors is met by two American naval air factors flying CAP. The American player decides to engage two attacking Japanese naval air factors, and the Japanese players elects to use elite naval air factors in the ensuing air combat. The American air combat die roll of "3" is increased to "4" (+1 for CAP) and the Japanese air combat die roll of "3" is increased to "4" (+1 for elite). The air combat is tied. A die roll determines both sides' losses. The result is "3", but neither side can lose more than they had engaged, so two American naval air factors and two Japanese elite naval air factors are eliminated.

The surviving 13 Japanese naval air factors then face an American fleet air defense level of two (for the 14 fleet factors). The American air defense dice roll of "5" is increased to "6" (+1 for Allied variant 6), for a "1/0" result, which eliminates one regular Japanese naval air factor. Three elite and nine regular Japanese naval air factors continue their attack.

The Japanese assign all their 12 remaining naval air factors to attack the 14 American fleet factors. No carrier air defense die rolls are made. The Japanese air attack dice roll of "9" is increased to "11" (+2 for size), for a "5/7" result, eliminating five American fleet factors and damaging seven more.

American Air Attacks

The Americans, for their part, simply want to attack the largest Japanese target. 19 American naval air factors attack Japanese combat group two.

The four Japanese naval air factors flying CAP engage three attacking American naval air factors. The Japanese air combat die roll of "4" is increased to "7" (+1 for CAP, +1 for size, +1 for elite), but the American air combat die roll is "6". Only one American naval air factor is eliminated, although the Japanese lose no naval air factors and as a result have a fleet air defense level of six (two for the 14 fleet factors and four for the surviving CAP) against the remaining 18 American naval air factors. The Japanese air defense dice roll is "11", for a "2/3" result, eliminating two American naval air factors and forcing three American naval air factors to abort.

Eight of the 13 surviving American naval air factors attack a Japanese CV. The Japanese carrier air defense dice roll is a dishonorable "2", which has no effect. The American air attack dice roll is an equally pathetic "2", for a "1/3" result, which damages the Japanese CV.

The other five American naval air factors attack the 14 Japanese fleet factors. No carrier air defense die rolls are made. The American air attack dice roll of "8", for a "2/4" result, eliminates two Japanese fleet factors and damages four more.

Scorecard

In the second round, the Japanese lose three naval air factors, including two elite, and two fleet factors, with one CV and four fleet factors damaged. The Americans lose five naval air factors and five fleet factors, with seven fleet factors damaged. In addition, the second American combat group, having been pummeled twice, withdraws at the end of the second round of naval combat, taking with it two more American fleet factors. The naval air from American combat group two lands on carriers in American combat group one and continues the battle. The Americans have used all three Magic points.

Summary

After two rounds, the Japanese have lost four elite and two regular naval air, two fleet factors, and have had two CVs, one CVL and four fleet factors damaged. The Americans have lost 11 naval air factors, one CVL and five fleet factors, and have had one CV and seven fleet factors damaged. One American combat group has also withdrawn.

By almost every measure, the Japanese are gaining the upper hand, except they began the battle with fewer naval air units, and have yet to achieve the surprise advantage they need to achieve a real victory. The Japanese cannot afford to withdraw, because then the American invasion will succeed. And, as is generally true at this point in the game, the United States can replace its losses, while Japan cannot. So both sides continue.

Round 3

Combat Groupings and Air Assignments (Figure 5)

The Japanese again switch the order of their second and third combat groups, keeping their first combat group (one CVL and 10 fleet factors) ready for fleet combat. The Americans do not reorder their combat groups.

The Japanese fly one elite naval air factor as CAP over combat group two and one elite naval air factor as CAP over combat group three, attacking with their remaining 14 carrier-based naval air factors. With the fate of the Empire at stake, it is not time to be cautious! The Americans fly six naval air factors as CAP over their first combat group and attack with 16 naval air factors. For the third round in a row, the Americans ignore the three land-based Japanese naval air factors.

Search Rolls

The American search die roll of "4" is increased to "6" (+2 for combat groups) and may attack with both their combat groups. The Japanese search die roll of "2" is increased to "10" (+3 for land-based air; +4 for combat groups; +1 because one American combat group is carrying units). The Japanese again learn how many fast carriers are in each American combat group, and may attack with all their combat groups.

The difference between the Japanese and American search result is 4, reduced to 3 (-1 because of American radar). The Americans do not receive a +1 DRM for air combat involving CAP (surprise level 2) and the air defense effect of Allied variant 6 is offset.

Japanese Air Attacks

The Japanese concentrate all 14 of their attacking naval air factors on the first American combat group, because fleet combat will occur after air attacks are resolved.

The Japanese attack by five elite and nine regular naval air factors is met by six American naval air factors flying CAP. The American player decides to engage three attacking Japanese naval air factors, and the Japanese players elects to use regular naval air factors in the resulting air combat. The American air combat die roll of "3" is increased to "6" (+3 for size) and the Japanese air combat die roll is "1". One American naval air factor and three regular Japanese naval air factors are eliminated.

The surviving 11 Japanese naval air factors then face an American fleet air defense level of seven (two for the 13 fleet factors and five for the surviving CAP). The American air defense dice roll is a "6", for a "2/1" result, which eliminates one elite and one regular Japanese naval air factor, and forces one regular Japanese naval air factor to abort. Eight Japanese naval air factors continue their attack.

The Japanese assign all eight remaining naval air factors to attack the 13 American fleet factors. The Japanese air attack dice roll is "5", for a "2/4" result, eliminating two American fleet factors and damaging four more. The American 1-2 marine is eliminated, as the remaining seven American fleet factors have insufficient carrying capacity for more than two ground factors.

American Air Attacks

The Americans also attack the first Japanese combat group, with 16 American naval air factors, to avoid a one-sided fleet combat.

The first Japanese combat group has faith in the Imperial dream, but no CAP. The Japanese fleet air defense level is two (for the 10 fleet factors). The Japanese air defense dice roll is "7", for a "1/0" result, eliminating one American naval air factor.

Five of the 15 surviving American naval air factors attack the Japanese CVL. The Japanese carrier air defense dice roll is a "5", reduced to "4" (-1 for CVLs), which has no effect. The American air attack dice roll of "8", for a "2/4" result, demolishes the hapless CVL.

The other 10 American naval air factors attack the 10 Japanese fleet factors. The American air attack dice roll of "6", for a "3/4" result, eliminates three Japanese fleet factors and damages four more.

Fleet Combat

The three surviving Japanese and seven surviving American fleet factors in the Japanese and American first combat groups (only - 27.591) engage in fleet combat. The Japanese fleet combat dice roll of "6" is increased to "7" (because the American fleets are encumbered by carriers and transports - either would be sufficient to trigger the modifier - 27.5913), for a "1/0" result, which eliminates one American fleet factor. The American fleet combat dice roll of "7" is reduced to "6" (also because the American fleets are encumbered), for a "1/2" result, which eliminates one Japanese fleet factor and damages the other two.

In the third round, the Japanese lose one elite and four regular naval air factors, one CVL and four fleet factors, with six fleet factors damaged. The Americans lose two naval air factors, three fleet factors and a 2-2 infantry unit, with four fleet factors damaged. The first Japanese combat group has been destroyed.

After three rounds, the Japanese have lost five elite and six regular naval air factors, one CVL and six fleet factors, and have had two CVs, one CVL and ten fleet factors damaged. The Americans have lost 13 naval air factors, one CVL and eight fleet factors, and have had one CV and 13 fleet factors damaged. One Japanese combat group has been eliminated and one American combat group has withdrawn.

The Americans still have 20 naval air factors, while the Japanese are down to 11, plus their three land-based naval air factors. But one of the American ground units has been eliminated, and the other (a 2-2 infantry unit) is being carried by only seven fleet factors. The Japanese must continue, although they will likely pay a high price for stopping the American invasion.

Combat Groupings and Air Assignments (Figure 6)

The Japanese keep the same order of combat groups, although with the elimination of their first combat group, all the others are promoted one level. The Americans keep their carrier force as combat group one, in case a poor search result restricts their attacks.

The Japanese fly three regular naval air factors as CAP over combat group one and one regular naval air factor as CAP over combat group

two, attacking with their remaining seven naval air factors. The Japanese hope is to fend off the American air attacks against their fleets in combat group one and win the fleet combat which will follow the resolution of air attacks. The Americans fly six naval air factors as CAP over their first combat group and attack with 14 naval air factors. Again, the Americans ignore the three land-based Japanese naval air factors.

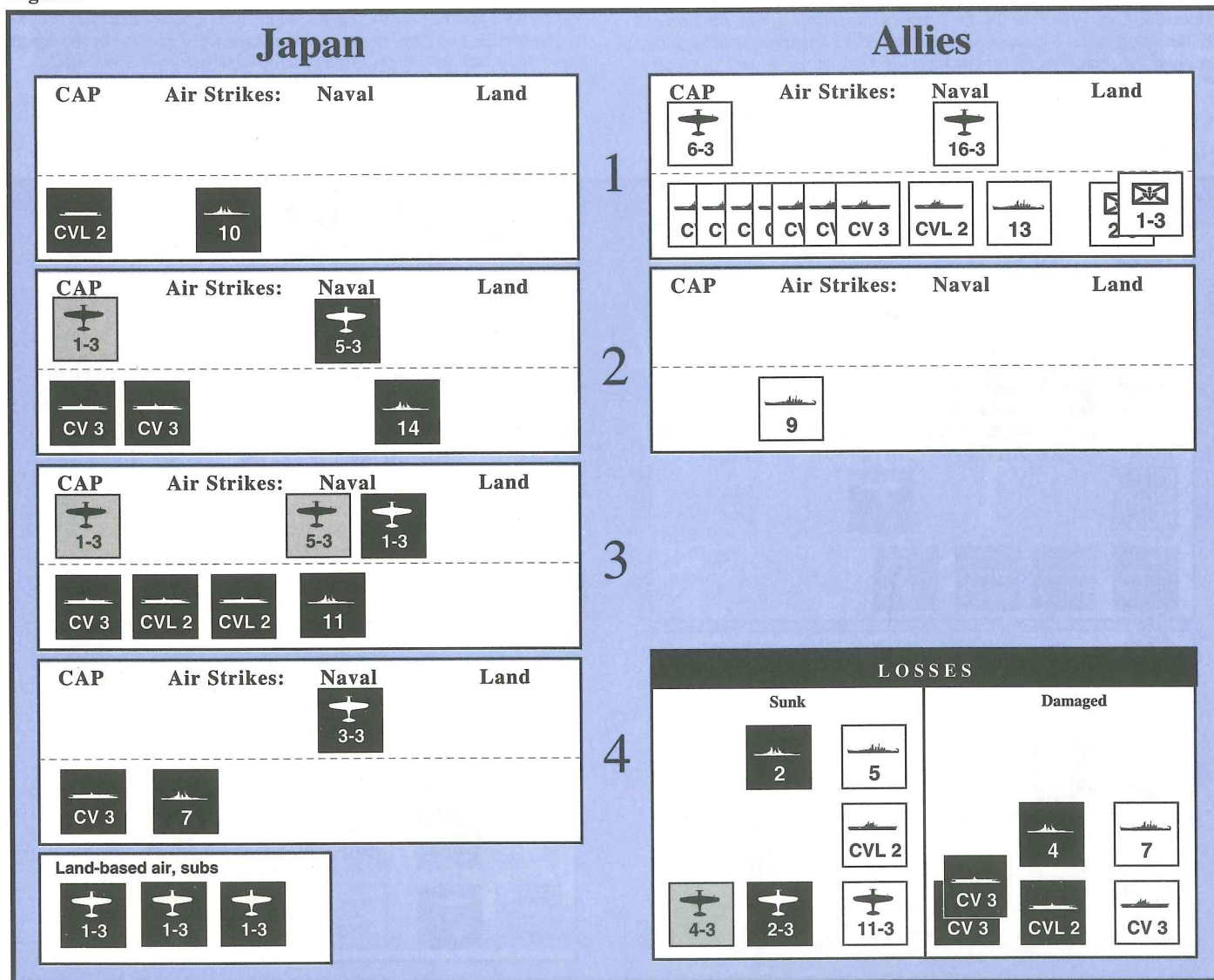
The American search die roll is “4” is increased to “6” (+2 for combat groups). The Americans locate all four Japanese combat groups and may attack with both their combat groups. The Japanese search die roll of “6” is increased to “13” (+3 for land-based air; +3 for combat groups; +1 because one American combat group is carrying units). The Japanese learn the exact composition of both American combat groups, and may attack with all their combat groups.

The difference between the Japanese and American search results is 7, reduced to 6 (–1 because of American radar). The radar prevents the Japanese from obtaining the important advantage of a surprise level of seven (damaged enemy naval units are eliminated). The surprise level achieved gives the Japanese a number of advantages in air attacks, or allows them to engage in fleet combat more effectively (but not both).

The Japanese concentrates all their attacking naval air factors on the second American combat group, to avoid the CAP likely flying over the first American combat group.

American combat group two has no CAP. The Americans make a fleet air defense dice roll of “2”, which has no effect. The Japanese jubilation is short-lived, as the air attack dice roll for the seven attacking Japanese naval air factors is a “3”, for a “1/3” result, which eliminates one American fleet factor and damages three more. The Japanese decide to use

Figure 5



their surprise advantage in fleet combat, so their air attack does not receive any surprise benefits.

American Air Attacks

The Americans again target the first Japanese combat group. 14 American naval air factors attack Japanese combat group two. The Japanese player decides to engage three attacking American naval air factors. The Japanese air combat die roll of "2" is increased to "4" (+1 for CAP, +1 for elite) and the American air combat die roll is "3". One American naval air factor is eliminated.

The surviving 13 American naval air factors then face a Japanese fleet air defense level of five (two for the 11 fleet factors and three for the surviving CAP). The Japanese air defense dice roll is an "8", for a "2/1" result, which eliminates two American naval air factors and forces one American naval air factor to abort. Ten American naval air factors continue their attack.

The ten remaining American naval air factors attack the 11 Japanese fleet factors. The American air attack dice roll is "7", for a "3/5" result, eliminating three Japanese fleet factors and damaging five more.

Land-based Air Attacks

Since the Japanese have already decided to break off naval combat at the end of this round, they finally commit their three land-based naval air factors to an attack on the surviving fleet factors in the second American combat group. The five American fleet factors have an air defense level of one, and make an air defense dice roll of "7", for a "0/1" result, forcing one Japanese naval air factor to abort. The remaining two Japanese naval air factors attack, with an air attack dice roll of "8", for a "1/1" result, which eliminates one American fleet factor and damages another.

Fleet Combat

Fleet combat now begins again, because in the previous round the first Japanese combat group was completely destroyed (27.59). The seven American fleet factors in the first American combat group are engaged by the three surviving Japanese fleet factors in Japanese combat group one and the nine fleet factors in Japanese combat group two (a surprise

level of six allows the Japanese to commit two combat groups to fleet combat rather than just one, as would normally be the case).

The Japanese fleet combat dice roll of "7" is increased to "9" (the American fleets are encumbered by carriers and transports, and surprise level 4), for a "2/3" result, which eliminates two American fleet factors and damages three more. The American fleet combat dice roll of "6" is reduced to "4" (for the same reasons), for a "1/1" result, which eliminates one Japanese fleet factor and damages another. The American 2-2 infantry unit is eliminated.

Scorecard

In the fourth round, the Japanese lose four fleet factors and have six fleet factors damaged. The Americans lose three naval air factors, four fleet factors and a 2-2 infantry unit, with seven fleet factors damaged.

Summary

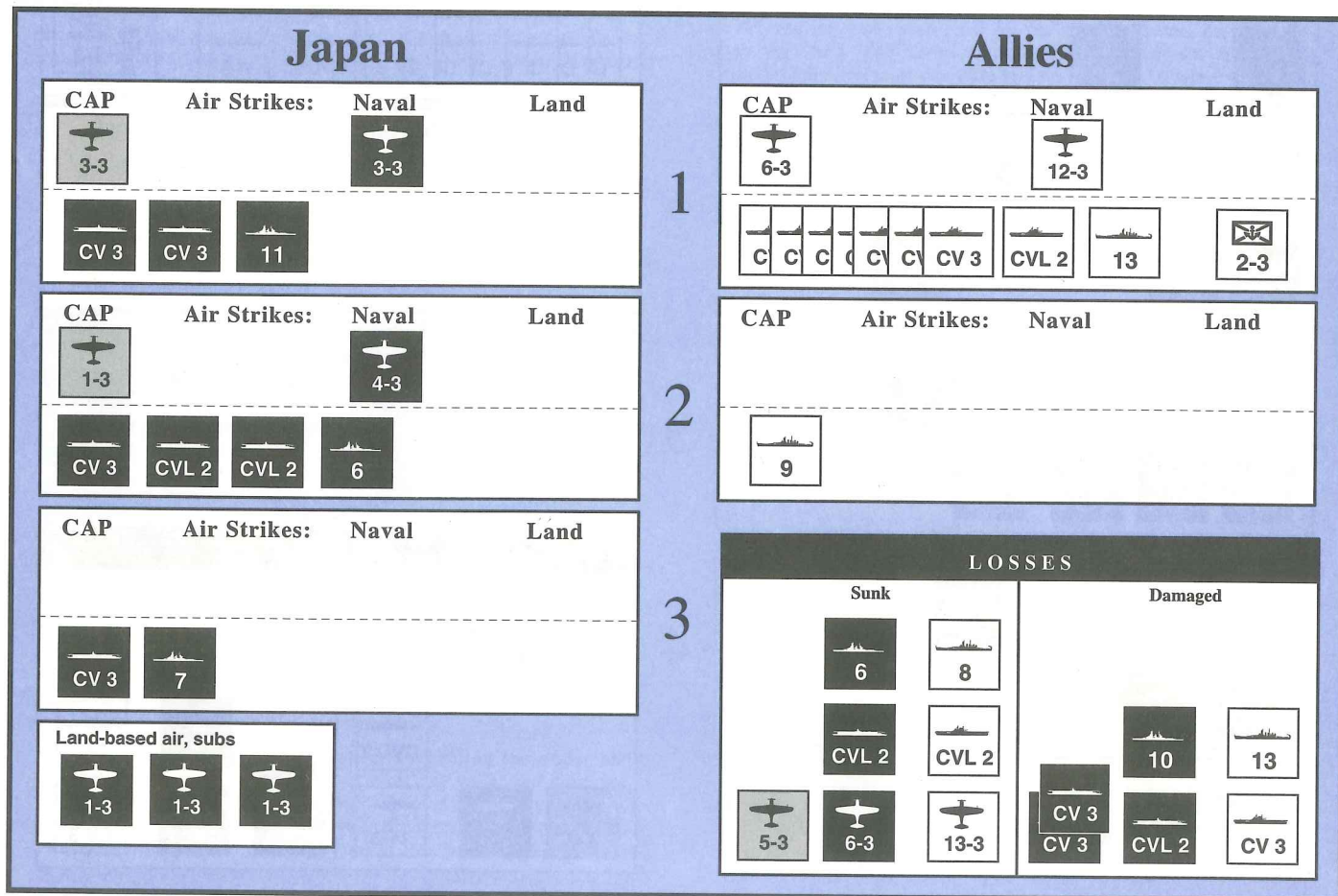
After four rounds, the Japanese have lost five elite and six regular naval air factors, one CVL and ten fleet factors, and have had two CVs, one CVL and 16 fleet factors damaged. The Americans have lost 16 naval air factors, one CVL, 12 fleet factors and a 2-2 infantry and 1-2 marine unit, and have had one CV and 20 fleet factors damaged.

The Japanese withdraw, as the American invasion force has been eliminated.

The Japanese lost 47 BRPs of units, and the Americans lost 63 BRPs of units. The Japanese also won a strategic victory, as the American invasion was foiled. The ultimate result is not completely favorable to the Japanese, however, as they cannot replace losses of this magnitude, while the larger American force pool and greater American production allows the United States to rebound quite quickly.

With the benefit of hindsight, both sides could have played better, but the main American mistake was to ignore the Japanese land-based air units. By diverting some of his naval air units to attacks on the Japanese air bases, the American player could have significantly reduced the Japanese search advantage. As the battle went, Magic compensated for the Japanese edge early on, then the Americans were lucky. In the fourth round, their luck ran out -but things could have been much worse!

Figure 6



Empire of the Rising Sun Conference Map

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RISING SUN YSS Record Sheet

Japan: _____ Allies _____ Date: _____

| | Japan | Britain | U.S. | China |
|--|-------|---------|------|-------|
| 19____ base | | | | 60 |
| Surplus/deficit | | | | |
| Growth/loss | | | | |
| 19____ base | | | | 60 |
| Conquests, active minor allies, associated minor countries and other BRP sources | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| | : | : | : | : |
| Total BRPs added to base | | | | |
| 19____ base (from row 4) | | | | |
| Total BRPs for 19____ | | | | |
| Strategic warfare | | | | |
| YSS total for 19____ | | | | |
| Spending limit | | | | |
| Research points | | | | |

RISING SUN BRP Expenditure Record Sheet





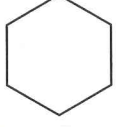
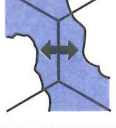

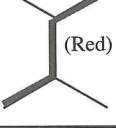
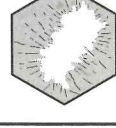

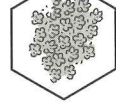
Japan: _____ Allies: _____ Date: _____

| | Japan | Britain | U.S. | China |
|----------------------|---|---|---|---|
| YSS total | ☞ | ☞ | ☞ | ☞ |
| Spending limit | | | | |
| _____ 19 _____ | | | | |
| SR level | (9) | 3 | () | 2 |
| BRP level | ☞ | ☞ | ☞ | ☞ |
| Additions | | | | |
| Offensive operations | Asia: Pacific: SE Asia: | Asia: Pacific: SE Asia: | Asia: Pacific: SE Asia: | Asia: Pacific: SE Asia: |
| Losses | | | | |
| Builds | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: |
| BRP grants | | | | |
| BRP level | ☞ | ☞ | ☞ | ☞ |
| SW losses | | | | |
| Surviving SW | | | | |
| BRP level | ☞ | ☞ | ☞ | ☞ |
| _____ 19 _____ | | | | |
| SR level | (9) | 3 | () | 2 |
| BRP level | ☞ | ☞ | ☞ | ☞ |
| Additions | | | | |
| Offensive operations | Asia: Pacific: SE Asia: | Asia: Pacific: SE Asia: | Asia: Pacific: SE Asia: | Asia: Pacific: SE Asia: |
| Losses | | | | |
| Builds | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: |
| BRP grants | | | | |
| BRP level | ☞ | ☞ | ☞ | ☞ |
| SW losses | | | | |
| Surviving SW | | | | |
| BRP level | ☞ | ☞ | ☞ | ☞ |


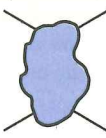



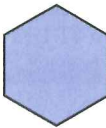
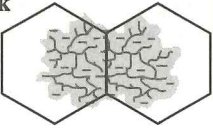

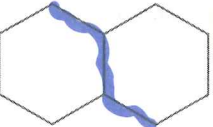


Explanation: Current BRP levels are recorded in boxes containing a "☞". "Builds" include other expenditures, such as the cost of constructing fortifications. For convenience, BRP losses are recorded in a single location each turn, but players must pay careful attention to the sequence of play to determine when losses actually occur (including losses which occurred during the opposing player's turn). The U.S. base, as distinct from the U.S. BRP level, should be recorded each turn.

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Terrain Effects Chart

| Terrain | Effect on Movement, Supply, Basing and SRs | Effect on Combat |
|--|--|--|
| Beach  | May be invaded by ground units. | Defending units receive a +1 DM when defending against seaborne invasion unless at least half the attacking ground factors engaged in invasion combat are marines. |
| Capital  | May be used as a base for air and naval units, limited or unlimited supply source. | May not be selected for attrition occupation; infantry and replacements are not subject to a -1 DM if attacked by exploiting armor. |
| Capital Port  | May be used as a base for air and naval units, limited or unlimited supply source. | May not be selected for attrition occupation; infantry and replacements are not subject to a -1 DM if attacked by exploiting armor. |
| City  | May be used as a base for air units. | None. |
| Clear  | None. | None. Defending units receive a basic +2 DM. |
| Crossing Arrow  | Ground units may cross in either direction. | May not be selected for attrition occupation; defending units receive a +1 DM against attacks across a crossing arrow hexside. |
| Fortress  | None. | Allied units defending in Singapore against seaborne invasion prior to its initial conquest by Japan receive a +2 DM. |
| Front Boundary  | Units entering a front must conform to the option selected for that front. | Attacking units must conform to the option selected for that front. |
| Himalayas  | Ground movement and supply prohibited across completely Himalaya hexsides. | Ground combat prohibited across completely Himalaya hexsides. |
| Islands  | One-hex islands may base nine naval factors and one naval air factor. | Defending units receive a +1 DM when defending against seaborne invasion unless at least half the attacking ground factors engaged in invasion combat are marines. |
| Jungle  | Ground units must end their movement (exceptions: Partisans, Japanese ground units, Australian units if Allied variant 7 has been played); armor units are in limited supply; ZoCs do not extend into or out of. See 31 for monsoon effects in Summer turns. | May not be selected for attrition occupation; defending units receive a +1 DM; breakthroughs prohibited. |

Terrain Effects Chart

| Terrain | Effect on Movement, Supply, Basing and SRs | Effect on Combat |
|---|---|---|
| Jungle/ Mountain  | All ground units must end their movement: armor units are in limited supply; airbase construction in jungle/mountain hexes are prohibited; ZoCs do not extend into or out of. See 31 for monsoon effects in Summer turns. | May not be selected for attrition occupation; defending units receive a +2 DM; breakthroughs prohibited. |
| Lake  | Movement prohibited across all-water hexsides. | Ground combat prohibited across all-water hexsides. |
| Mountain  | All ground units must end their movement when they enter; ZoCs do not extend into or out of. | May not be selected for attrition occupation; defending units receive a +1 DM; breakthroughs prohibited. |
| National Boundary  | In a Global War game, movement into neutral countries requires a declaration of war. | In a Global War game, attacks into neutral countries require a declaration of war. |
| Objective  | None, apart from attributes as a city or port. | May not be selected for attrition occupation; infantry and replacements are not subject to a -1 DM if attacked by exploiting armor. |
| Ocean  | Ground units may cross only with the assistance of fleets. | Air and naval combat is allowed. Ground combat may not occur. |
| Outback  | Ground movement and supply prohibited across completely outback hexsides. | None. |
| Port  | May base naval units. | In a Global War game may be invaded by commandos. |
| River  | ZoCs do not extend across. | May not be selected for attrition occupation; defending units receive a +1 DM against attacks across a river. |
| Start Lines  | Used to determine starting areas in some scenarios. | None. |
| Swamp  | All ground units must end their movement when they enter; ZoCs do not extend into or out of. See 31 for monsoon effects in Summer turns. | May not be selected for attrition occupation; defending units receive a +1 DM; breakthroughs prohibited. |

Effects generally refer to ground movement and combat. The defensive strength of a ground unit during an offensive or limited offensive option equals its printed combat strength times its net Defensive Multiplier (DM). Defending ground units receive a +2 DM (ie., have their combat strength at least doubled) regardless of terrain, subject to possible negative DMs (15.24).

EMPIRE OF THE

RISING SUN



Research



The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

Research

RULES AND TABLES

ALSO

Advanced Third Reich

RULE MODIFICATIONS

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ADVANCED THIRD REICH

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RESEARCH

RULES AND TABLES

Introduction

1. GENERAL

1.1 The research rules incorporate most of the published *ADVANCED THIRD REICH* variants (and then some). Accordingly, variants are not used when using the research rules. Instead, each major power receives Research Points (RPs) during the opening setup and each YSS. RPs are secretly assigned to specific areas and projects during the opening setup and each YSS. During the ensuing year, each player may activate his RPs, at the rate of no more than one target from each of the five areas of research (air, naval, military, atomic and intelligence) per turn. RPs in targets which are not selected accumulate and modify a die roll for that target in a subsequent year.

1.2 Throughout these rules, references to the research rules are preceded by an "R". Thus "R4.2" refers to research rule 4.2.

1.3 The research rules may be used both in *Global War* and in *ADVANCED THIRD REICH* and *RIISING SUN* played alone. All three games may also be played without research, using variants. The same general research rules apply to all games unless otherwise specified. The general research rules (R2 to R24) apply to *Global War*. Specific research rules applying to *ADVANCED THIRD REICH* (R25 to R30) and *RIISING SUN* (R31) then follow.

Mechanics

2. RESEARCH POINTS (RPs)

2.1 BASIC RP ALLOTMENTS: The basic allotment of RPs for each major power is: Germany: 5; Britain: 4; Russia and Japan: 3; Italy and France: 2; the U.S.: 10 (once the U.S. is at war with both Germany and Japan). During each YSS before it enters the war, the U.S. receives one RP for every ten U.S. - Axis and U.S. - Japanese tension points (combine both tension levels and round down).

EXAMPLE: At the end of 1941, the U.S. is at war with Japan and the U.S. - Axis tension level is 39. In the 1942 YSS, the U.S. receives five RPs for the Pacific and three RPs for Europe, in addition to the RPs it receives for its BRPs (R2.2).

2.2 ADDITIONAL RPs: In addition to its basic RP allotment, in each YSS (but not during the opening setup) each major power, including the U.S. before it is at war, receives, at no BRP cost, one RP for every 50 BRPs in its BRP total (prior to SW expenditures). American European and Pacific BRPs are combined for this calculation.

EXAMPLE: Germany begins the year with 340 BRPs. It receives six RPs, at no BRP cost, in addition to its basic five, for a total of 11 RPs. If Italy begins the year with 85 BRPs, it receives one RP, at no BRP cost, in addition to its basic two, for a total of three RPs.

2.3 USE OF DPs AS RPs FOR INTELLIGENCE: The intelligence category as a whole is considered an eligible target for DP allocation. DPs allocated to intelligence act as RPs. A player may therefore allocate up to half his RPs (R3.1A) and half his DPs (*ADVANCED THIRD REICH* rule 59.22) to intelligence. The limit of three points (either RPs or DPs) to each intelligence project, including general research, still applies (R3.1).

2.4 JAPAN: Japan does not receive DPs. During the opening setup and each YSS prior to the outbreak of war between Japan and the Western Allies, Japan receives one additional RP which must be allocated to intelligence. During each YSS after the outbreak of war between Japan and the Western Allies, Japan receives two additional RPs which must be allocated to intelligence.

3. ALLOCATION OF RPs

3.1 RPs may be allocated to the targets set out below as indicated, subject to the following restrictions:

A. No more than half (rounded up) of the available RPs may be placed in a single category of research (air, naval, military, atomic or intelligence) each year;

B. No more than three RPs may be placed in a single target (general research area or project) each year;

C. RPs may not be allocated to a project prior to the eligible dates indicated both in the research tables themselves and in the player aids. RPs may not be placed in shaded boxes or targets which are not listed on the applicable player aid.

4. EFFECTS OF GENERAL RESEARCH

4.1 Five of the targets represent general research areas (air, naval, military, atomic and intelligence). The remaining targets are specific projects, each of which is related to one of the five general research areas.

4.2 General research does not yield immediate dividends, but instead generates modifiers which increase the chances for success in related projects. This allows each player to channel his resources into one or more general areas, or into specific projects in the hope of a quick result which will yield immediate military, economic or political benefits. Breakthroughs in general research do not modify subsequent general research.

5. SECRECY

5.1 CODE NAMES: Each player must assign a code name to each research target in which he places one or more RPs. Each research target retains the code name it is assigned for the entire game. Once assigned, code names may not be changed. Die rolls are announced using this code name, and are open for all players to see. Thus a player might announce a die roll for project "Rattlesnake", after which he would roll one die openly (although the number of RPs he had allocated to that project would remain secret until the end of the game).

5.2 REVEALING RESULTS: Research results are announced when they actually affect play. The code name of the project and the exact numerical result achieved are not revealed. For example, force pool additions are revealed during the unit construction phase following the successful die roll, SW modifiers are revealed during the next SW phase in which they apply, and increases in SR and air supply levels are revealed when they are first used. If one side develops the atomic bomb, this becomes known to the other side only when an atomic attack is launched. For projects such as submarines and rockets, which are implemented gradually, the opponent learns of the ultimate result only when it comes into effect. General research breakthroughs are never revealed.

EXAMPLE: During the opening setup, Russia allocates 1 RP to covert operations (R23), secretly assigning the project the code-name "Beria." At the start of the Fall 1939 turn, he announces that he is rolling for project Beria and openly rolls a "5". The die roll of 5, plus 1 for the RP assigned to project Beria, yields a "6" result on the covert operations table, allowing Russia to negate one enemy DP. The Russian player does not reveal this result.

In Winter 1939, Germany announces a diplomatic roll for Belgium, where the Axis have 2 DPs and the Western Allies have 1 DP. The Russian player announces that he is using a covert operation to nullify one of the Axis DPs in Belgium. He does not reveal the code name for covert operations, nor the result he obtained for it. The Axis player therefore will not know whether Russia has a second covert operation in reserve.

In the 1940 YSS, Russia allocates 1 RP to covert operations. When the Russian player rolls for covert operations in Summer 1940, he again announces a roll for project Beria, without revealing any other information about the history of the project.

5.21 If a player is able to deduce the true nature of an opponent's projects from the pattern of die rolls, he may do so. A record sheet for enemy research is provided to assist in such detective work.

6. POOLING RPs

6.1 COOPERATION: German and Italian RPs are pooled and may be assigned to any eligible target. In some cases the benefits accrue to both Germany and Italy, while in other cases only one of the Axis major powers benefits. Similarly, Britain, France and the United States pool their RPs, with the benefits accruing to every Western Allied major power in some cases and to only one Western Allied major power in others. Russian and Japanese research is carried on separately.

6.11 The limits on the number of RPs which may be placed in any one category and any single project (R3.1) apply after RPs are pooled from the major powers in an alliance. Thus the Axis as a whole may never put more than half their RPs in one category, and are limited to three RPs per year in each project.

6.2 EFFECTS OF SURRENDER: RPs from major powers which surrender remain in play. France and Italy receive no RPs if they are conquered. Britain and Russia continue to receive RPs even after they surrender. Britain's BRPs, if any, are added to the U.S. BRP total, so any additional RPs from those BRPs would accrue to the U.S. Russia may conduct research normally while neutral, even after a surrender.

7. ACTIVATION OF RPs

7.1 Immediately before each diplomatic phase, the Axis, Western Allies, Russia and Japan may each select one target from each of the five research categories, for a maximum of five die rolls - one from each category - per turn.

7.11 A target may not be selected unless it has at least one RP in it.

7.12 Research rolls are made in initiative order. Thus if the Axis move first, Axis results may affect Allied results, although all Axis results are simultaneous, so one Axis result doesn't affect another Axis result until the following turn.

7.2 Any RPs which have not been activated by the end of the year remain in the assigned target and are carried over into the following year. All RPs in a target are eliminated when a die roll is made for that target.

7.3 Because only one target from each of the five categories may be selected each turn, a player may not make a die roll for general research and a project in that category in the same turn. It is also illegal to make more than one die roll for a target each year, because the first die roll eliminates all the RPs in the target, and a target may not be selected unless it contains RPs.

7.4 The above restrictions apply to each alliance as a whole, not to each major power within each alliance. For example, since the Axis is considered a single entity with respect to the selection of targets, it is illegal for Germany to select one air project and Italy another in the same turn.

7.5 MODIFICATIONS: Each research die roll is made with one die, and is increased by the number of RPs placed in the target. If the die roll is modified by a previous result for that target, the modifier is given in square brackets ("["]). If a player receives a favorable, but lesser, result (a result on the favorable side of a "no effect" result) for a target for

which he already has a favorable result, he retains the more favorable result if he wishes (R8.3).

7.51 Where results of research in other areas or the control of certain countries act as modifiers, these modifiers are set out in the applicable research table.

7.52 General research results increase the die roll for all projects in that category.

8. RESEARCH RESULTS

8.1 RESEARCH TABLES: A "*" by a result indicates that the project is completed and no further rolls may be made on the table by that major power. If a result for a project does not have a "*" by it, a player may continue research in that area in order to achieve additional results, although no favorable modifiers from previous successes would be carried over. Thus a player may make continual progress in general research, increase his air and fleet Nationality DRMs more than once, increase submarine design and ASW effectiveness repeatedly and generate plutonium and uranium for atomic bombs each year.

8.11 A "[+]" by a result indicates the DRM which applies to future die rolls for that target. Such DRMs are not cumulative - the most favorable DRM achieved applies to future die rolls.

8.2 IMPLEMENTATION OF RESULTS: Most results are implemented immediately. Results for rockets ("12-13" and greater), strategic bombers ("8-9" and greater), submarines ("8-10" and greater) and synthetic oil ("8-9" and greater) are implemented more gradually, at the rate of one level per turn of use until the highest result achieved takes effect. Thus if the German player rolled for rockets in Summer 1942 and achieved a "17" result, he could build rocket bases and use flying bombs (a "12-13" result) in Summer 1942, use improved flying bombs (a "14-15" result) in Fall 1942, and so on, until Spring 1943, when the "17" result would come into effect. Turns in which project results are not employed are not counted. A player may not suddenly unleash advanced submarines or long-range bombers on his opponent without employing the lesser versions of the final product on previous turns. This reflects the development aspect of research. The use of a single submarine factor or the deployment of one strategic bomber factor to the SW box (even though it could not reach an enemy target) is sufficient to comply with this requirement.

8.3 LESSER RESULTS: A player may choose to implement a lower-ranked research result if he wishes.

9. EFFECTS OF RESEARCH ON PLAY

9.1 In *ADVANCED THIRD REICH* and *RIISING SUN*, many of the effects of research are built into the rules. When the research rules are used, these effects no longer occur automatically, as the players select their own priorities. The following automatic effects are ignored when the research rules are used:

9.2 *ADVANCED THIRD REICH*:

- A. Yearly SW modifiers for submarines and strategic bombers.
- B. West Wall construction in Spring 1944.
- C. Yearly reduced Russian winter effects.
- D. Increased American naval reconstruction rate in 1943.
- E. Initial covert operation capabilities.

9.3 *RIISING SUN*:

- A. Yearly SW modifiers for submarines and strategic bombers.
- B. Japanese fortification capabilities.
- C. Increased American naval air reconstruction rates in 1943 and later.
- D. Increased American naval reconstruction rate in 1943.
- E. The Magic draw starts at three counters per turn in a Global War game.

Research Projects

10. AIR AND NAVAL NATIONALITY DRMS

10.1 When one side increases its Air or Naval Nationality DRM, it raises the DRM for all major powers, active minor allies and associated minor countries in that alliance. If both the Western Allies and the Axis increased their Air Nationality DRM by one, for example, there would be no net change in the air modifiers of the two alliances in air combat with one another (although the Russians would fall behind Germany, Italy and all Axis minors). Both Russian and Japanese DRMs are distinct from those of the Axis and Western Allies.

10.2 Increases in Air Nationality DRM increase the effectiveness of air attacks against naval units.

11. FORCE POOLS

11.1 FORCE POOL CHANGES: In the absence of research results which accelerate or modify force pool increases, naval, American, Japanese and Russian force pool increases occur normally (EXCEPTION: Russian airborne units). Other force pool increases require research. These changes are reflected in the Global War force pools set out in the Global War game rules and the Global War force pool cards. For clarity, the following *ADVANCED THIRD REICH* force pool increases now require research:

11.12 GERMANY:

- A. All 5-6 and 2-6 armor units.
- B. Spring 1944 3-3 and 1-3 infantry units.
- C. The second 3-3 airborne unit.

11.13 ITALY:

- A. Additional 2-5 armor units.
- B. Additional 3-3, 2-3 and 1-3 infantry units.
- C. Spring 1942 2-3 airborne unit.

11.14 BRITAIN:

- A. Summer 1942 4-5 armor unit.
- B. Additional 2-5 armor unit.
- C. Summer 1942 3-4 infantry unit.
- D. Additional 3-4 infantry unit.
- E. Summer 1942 3-3 airborne unit.

11.15 RUSSIA:

- A. Both 2-3 airborne units.

11.16 UNITED STATES:

- A. The second 3-3 airborne unit.

11.2 Force pool additions are announced during the unit construction phase following the result, whether or not they are constructed at that time.

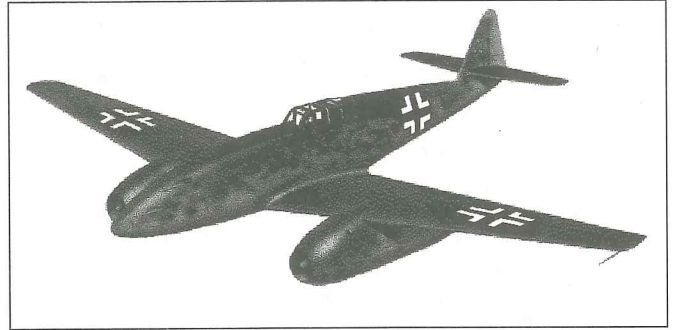
11.3 The size of ground unit force pool increases is limited by the counter mix, as indicated in the Global War game rules. There is no limit to the extent to which air and naval force pools may be expanded, other than the length of the game and the need to use RPs for other purposes (EXCEPTIONS: The number of American and Japanese fast carriers; jets).

12. RECONSTRUCTION RATES

12.1 NAVAL RECONSTRUCTION RATES: Each major power begins the Global War game with a naval reconstruction rate as set out in the Naval Reconstruction Table (27.82). All naval reconstruction rates, including the combined American rate of six factors per turn, remain fixed unless increased by research.

12.11 Increases in naval reconstruction rates by research are distinct for each major power. The British rate may also be increased by an "8+" result for Dominions.

12.2 NAVAL AIR RECONSTRUCTION RATES: The following per turn naval air reconstruction rates apply at the start of the Global War game: Japan: 3; the U.S.: 2; Britain: 1. The Japanese naval air reconstruction rate remains fixed at three unless increased by research. The American rate does not automatically increase and also must be increased by research. The British rate may not be increased.



13. JETS

13.1 CONSTRUCTION:

13.11 When a result of "13-14" for jets is achieved, one jet counter is added as an allowable build to that major power's force pool. After a result of "15+" for jets, two jet counters are added as allowable builds. The number of jet counters which may be constructed by each major power is limited as follows: Germany: 6; Britain, the U.S., Russia and Japan: 4.

13.12 Each jet counter costs three BRPs to build. If lost, jets may be rebuilt in the same manner as normal air factors.

13.13: RESEARCH RESTRICTIONS: RPs may not be placed in jets in 1939. This restriction is lifted in the 1940 YSS.

13.2 BASING:

13.21 Jets base as normal air factors, each jet counter being treated as one air factor.

13.22 Jets may base on super carriers (CVBs), but not on CVs or CVLs. Each super carrier has the capacity to base one jet counter.

13.3 EMPLOYMENT:

13.31 Jets have a range of four hexes in Europe and three hexes in the Pacific, and may stage in the same manner as other air units.

13.32 Jets may only be used against enemy air units by making counterair attacks, intercepting or protecting defensive air support, flying air cover or CAP, attacking enemy air bases from a CVB, or by being placed in the SW box to defend against strategic bombing.

13.33 Jets may not provide ground support, attack enemy naval units, bomb Britain, China, Australia or India, or fly defensive air support. They may accompany other air units while they carry out such activities in order to protect them from enemy air units.

13.34 For the purpose of determining air superiority for airdrops and air supply, each jet is the equivalent of three air factors.

13.4 COMBAT:

13.41 If both sides have jets in an air battle, air combat between the jets is resolved as a normal air battle, prior to the resolution of any other air combat.

13.42 The effect of jets against normal air factors is determined by an air attack dice roll (26.4543), modified by the Air Nationality DRMs of the countries involved. Each jet counter has an air attack level of three.

13.43 Once any jets involved in air combat have made their air attack dice roll, and the results have been implemented by eliminating or damaging (aborting) enemy air factors, normal air combat is resolved.

13.44 If jets counterair enemy air units and inflict excess damage, additional enemy air factors are eliminated in the same manner as air and naval factors attacked by carrier-based naval air units in their base (27.58451). Excess damage inflicted by jets in air combat against enemy air units which are on missions is disregarded.**13.45** Jets may only be eliminated in combat as a result of combat with enemy jets or if counterair while inverted. Jets are immune to attacks by normal enemy air units and to air defense dice rolls.

EXAMPLES: Four German air factors and one jet engage six Allied air factors in air combat. The jet makes an air attack dice roll, using the third row of the Air Attack Table, before normal air combat is resolved. After a dice roll of "7", one Allied air factor is eliminated and two Allied air factors return to base and are inverted, as is the jet. The four German air factors then engage in air combat with the remaining three remaining Allied air factors, receiving a +1 DRM for size.

Two German air factors and one jet counterair four Allied air factors.

The jet makes an air attack dice roll and one Allied air factor is eliminated and three Allied air factors are inverted. The German player receives a +2 DRM for size against the three inverted Allied air factors in the ensuing air combat.

13.5 STRATEGIC WARFARE:

13.51 If jets are assigned to the SW box, the defender makes an air attack dice roll against the enemy strategic bombers, as described above (R13.42), before SW is resolved, with the following effects:

A. Strategic bomber factors which are eliminated by jets (the number before the “/” on the Air Attack Table) are not counted when determining the SW ratio and do not bomb.

B. Strategic bomber factors which are forced to abort by jets (the number after the “/” on the Air Attack Table) are counted when determining the SW ratio and bomb, but at reduced effectiveness. Each such strategic bomber factor eliminates two BRPs fewer than it normally would. Strategic bomber factors which abort and which survive SW resolution may bomb in subsequent years.

13.52 In addition, for each jet counter used to defend against enemy strategic bombers, the attacker’s Strategic Effects dice roll incurs a -1 DRM. Jets are not counted when determining the SW ratio for strategic bombers.

EXAMPLE: Nine SAC factors, three German interceptors and two German jets are assigned to the SW box. Prior to SW resolution, the jets make an air attack dice roll using the sixth row of the Air Attack Table. A “9” is rolled (a “3/4” result), and three Allied SAC factors are eliminated and four abort. SW is then resolved, with six SAC factors against three interceptors. The three SAC factors eliminated by the jets do not bomb, the four which abort may each eliminate only one BRP instead of three BRPs, and the other two SAC factors may each eliminate three BRPs. The total potential effect of the Allied strategic bombers is thus $(4 \times 1 \text{ BRP}) + (2 \times 3 \text{ BRPs}) = 10 \text{ BRPs}$. The Allies receive a +3 DRM on the SW Effects Table for the favorable SW ratio, but Germany receives -2 DRM because of the two jets. The SW Effects dice roll is a “6”, increased to “7”, so the bombers are 50% effective and Germany loses five BRPs.

13.6 JETS AND FLYING BOMBS: Each jet counter in the SW box may be used to nullify one flying bomb attack (R19.42).

14. FORTIFICATIONS



14.1 CONSTRUCTION:

14.11 Fortifications are built during the unit construction phase, at a cost of five BRPs per fortification, on any fully supplied hex, not in an enemy ZoC, which was controlled by the constructing major power at the beginning of the player turn of construction.

14.12 No more than one fortification may be built per turn.

14.13 No more than one fortification may be built per hex (EXCEPTION: R14.42).

14.14 The existence of a fortification is indicated by the placement of a fortification counter on the hex in which it is constructed. Fortifications are eliminated if they come under enemy control.

14.2 EFFECTS:

14.21 A fortification is a limited supply source for the units in it.

14.22 Units defending in a hex containing a fortification receive a +1 DM (15.23F).

14.23 Fortifications may not be occupied by attrition advance (16.5).

14.24 Enemy ZoCs do not penetrate fortification hexsides.

14.3 GERMANY:

14.31 Germany may construct fortifications after a “7-8” or “9+” result for fortifications.

14.32 Germany may construct fortifications in hexes controlled by Italy.

14.33 THE WEST WALL: After a “6” or greater result for Germany for fortifications, the West Wall hexes become west-facing fortifications at no BRP cost. The German fortification table supersedes *ADVANCED THIRD REICH* rule 4.63 (which provides that the West Wall hexes

automatically become fortress hexes at the start of 1944). Germany must obtain at least a “6” result for fortifications to upgrade the West Wall hexes from clear hexes, and they become fortifications, not fortresses.

14.4 RUSSIA:

14.41 After a “6” or greater result for fortifications, Russia may build fortifications in Russian cities (only), provided there is a hostile Axis unit within five hexes of the city.

14.42 After a “7+” research result, Russia may upgrade such fortifications to fortresses.

14.5 JAPAN:

14.51 After a “5+” result for fortifications, Japan may build fortifications in one-hex islands or jungle or jungle/mountain hexes (only).

15. SYNTHETIC OIL

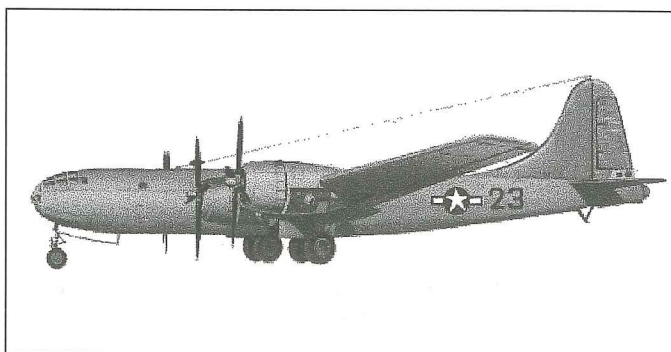
15.1 Germany may begin to construct synthetic oil plants, at no BRP cost, at the rate of one plant per turn once it achieves a synthetic oil research result of “8-9” or greater.

15.2 For each synthetic oil plant in production, the effects of an interruption of Axis oil supplies from Ploesti are delayed by one turn, and the Axis are immune to one oil effect. For example, if the Allies have the initiative, Germany has two synthetic oil plants in operation and Ploesti is captured by the Allies in Winter 1943, the first oil effect would be felt in Summer 1944, the second in Fall 1944 and the third and final effect in Winter 1944. In addition, oil shortages may not reduce the Italian SR level below the number of producing synthetic oil plants, and the German SR level below twice the number of producing synthetic oil plants (the German SR level may still be reduced by Allied strategic warfare, and in any event may rise above nine only after a “5+” result for Transport).

15.21 If synthetic oil plants come into operation after the Axis are suffering from oil effects, each plant offsets one oil effect.

15.3 For each producing synthetic oil plant not used to offset an oil effect, Germany receives five BRPs, both when the plant becomes operational and during each subsequent YSS (for a maximum benefit of 25 BRPs per YSS). For each such synthetic oil plant used to delay or offset an oil effect, Germany loses the five BRPs it gained during the YSS or when the plant became operational.

15.4 Synthetic oil plants are not represented on the mapboard and may not be captured or destroyed.



Strategic Warfare

16. CONSTRUCTION

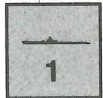
16.1 Absent research, Germany, Britain, the United States and Japan may build submarines, ASW and interceptors. Russia may build interceptors. Rockets and (for Germany, Russia and Japan) strategic bombers require a successful research result before they may be built.

16.11 France, Italy and China may never build SW units. For the other major powers, SW construction of all types of eligible SW units is limited to 10% of their total YSS BRP allotment (42.21), regardless of research results. Thus, if Germany is able to build strategic bombers, it still may spend, in total, no more than 10% of its YSS BRP allotment on submarines, strategic bombers, interceptors and ASW.

17. YEARLY MODIFIERS

17.1 SW Effects dice rolls (42.513) are not automatically modified according to the year - these modifiers now result from research (R9.2A, R9.3A).

18. SUBMARINES



18.1 EMPLOYMENT RESTRICTIONS: Submarines may not be used against Germany, Russia, France or Italy (EXCEPTION: British submarines in Malta operate normally), other than to conduct atomic attacks against coastal targets (R18.4).

18.2 RESEARCH RESTRICTIONS: RPs may not be placed in torpedoes, submarines and ASW in 1939. This restriction is lifted in the 1940 YSS.

18.3 MALTA: The effectiveness of British submarines in Malta is increased by improvements to the Western Allied Naval Nationality DRM, but is not increased by Western Allied research into torpedoes or submarines.

18.4 ATOMIC ATTACKS: Once a submarine result of "16" or greater is in effect, submarines may be used to deliver atomic warheads. The attacker designates a target for each atomic attack. Only coastal hexes may be attacked. Once the effectiveness of submarines has been determined, the defender rolls two dice for each atomic attack. If the defender's dice roll is greater than the attacker's modified SW Effects dice roll, the atomic warhead fails to reach its target and the atomic attack fails. Otherwise the atomic attack succeeds, with the results outlined in R21.4.



19. ROCKETS

19.1 ROCKET BASES:

19.11 When a research result of "12-13" is first achieved, one rocket base is placed on the board, at no BRP cost, for every 100 BRPs (round down) of the owning major power's YSS BRP total. Rocket bases must be placed on controlled, fully supplied hexes, not in an enemy ZoC, with no more than one rocket base per hex.

19.12 During each subsequent YSS, a new determination of the number of rocket bases is made based on the YSS BRP total of the owning major power, and new rocket bases are placed, at no BRP cost, or existing ones removed, as the case may be. Rocket bases which are eliminated from isolation, occupation of their hexes by enemy units, strategic bombing, or other enemy action are not replaced during the YSS free of charge and must instead be rebuilt during a unit construction phase at a cost of 10 BRPs per base.

19.13 Rocket bases may be SRed at a cost of one SR per base, require sea escort by a 9-factor fleet to cross water, and are eliminated if occupied by enemy units.

19.14 RESEARCH RESTRICTION: RPs may not be placed in rockets in 1939. This restriction is lifted in the 1940 YSS.

19.2 EMPLOYMENT:

19.21 Fully supplied rocket bases may be used to launch flying bombs (a research result for rockets of "12-13", "14-15" and "16") or rockets (a research result for rockets of "17" or greater) during the SW resolution phase, after strategic bombing is resolved. A player who has the ability to launch rocket attacks may instead elect to launch flying bomb attacks from some or all of his rocket bases, provided the rocket base in question is within range of the target.

19.22 Germany may use flying bombs and rockets against Britain and Russia, provided Germany has rocket bases within range of London, Manchester or Birmingham, or a Russian IC, as the case may be. Germany may use rockets against the United States only if it has developed a trans-Atlantic rocket (a research result of "22+" for rockets).

19.23 Japan may use flying bombs and rockets against China, Australia and India provided Japan has rocket bases within range any Chinese objective hex, the Indian hexes on the western edge of the board or the Australian hexes on the southern edge of the board, respectively.

19.24 The Western Allies and Russia may use flying bombs and rockets

against Germany, provided they have rocket bases within range of an Axis-controlled Ruhr (Bonn-Essen), Berlin or Ploesti. Similarly, the Western Allies and Russia may use rockets against Japan if they have rocket bases within range of any Japanese key economic area (RISING SUN rule 40.3).

19.25 SALVO COST: Each time a salvo of flying bombs or rockets is fired, the owning player must expend BRPs for each rocket base used, regardless of option selection. One BRP per base is expended for each flying bomb attack using a research result for rockets of "12-13", "14-15" or "16", two BRPs per base for each rocket attack using a "17" result, three BRPs per base for each rocket attack using an "18" result, four BRPs per base for each rocket attack using a "19-21" result, and five BRPs per base for each rocket attack using a "22+" result.

19.26 STRATEGIC BOMBER ATTACKS AGAINST ROCKET BASES: Rocket bases may be targeted by strategic bombers, using the procedure set out in R20.3. If a strategic bomber attack against a rocket base inflicts more than five BRPs of damage, that rocket base is neutralized and may not be used in the current SW resolution phase. In addition, the defender must immediately deduct the required number of BRPs or the rocket base is eliminated (R19.12). BRP losses from the strategic bombing of rocket bases do not affect enemy SR rates.

EXAMPLE: Germany has three rocket bases in Holland and western Germany, all within range of Allied strategic bombers. The Allies have four SAC factors and attack one of the German rocket bases. The strategic bombers achieve a modified result of "8" (60%) on their SW Effects dice roll, eliminating $4 \times 3 = 12 \times 60\% = 7.2 = 8$ BRPs, which neutralizes the base. Germany must either deduct 8 BRPs or the rocket base is eliminated. If the Allied strategic bombers had eliminated more than 10 BRPs, the German player might well elect to eliminate the rocket base and rebuild it, at a cost of 10 BRPs, during the following unit construction phase.

19.3 RESOLVING FLYING BOMB AND ROCKET ATTACKS:

19.31 Flying bomb and rocket attacks are resolved during the SW resolution phase, immediately following strategic bombing.

19.32 One flying bomb or rocket attack may be made from each rocket base. Each such attack may eliminate up to six enemy BRPs (EXCEPTION: Attacks against Japan - 19.321). A SW Effects dice roll (42.513) is made for each target to determine the effectiveness of each flying bomb or rocket attack, and the resulting number of defender BRPs are immediately eliminated (EXCEPTIONS: Ploesti (R20.8) and Russian ICs (R20.9)).

19.321 Flying bomb and rocket attacks against Japan may eliminate up to eight Japanese BRPs per rocket base.

19.33 RANGE EFFECTS: The SW Effects dice roll for flying bomb and rocket attacks is decreased according to the range: 1-3 hexes: no modifier; 4-6 hexes: -1; 7-9 hexes: -2; 10-12 hexes: -3; 13-15 hexes: -4; 16-18 hexes: -5; 19 or more hexes: -6. In the Pacific, these ranges are reduced, as set out in the SW Research Table (R19.35)

19.34 RESEARCH EFFECTS: The SW Effects dice roll for flying bomb and rocket attacks is increased according to the research result for rockets being used: "12-13": no modifier; "14-15": +1; "16": +2; "17": +3; "18": +4; "19-21": +5; "22+": +6.

19.35 These range and research effects are summarized in the SW Research Table.

19.4 FLYING BOMB ATTACKS:

19.41 Flying bomb attacks (rocket results "12-13", "14-15" and "16") consist mainly of guided missiles, against which conventional air defenses were reasonably effective. Flying bomb attacks may be nullified by jets, and the SW Effects dice roll for each such attack is modified according to the range (R19.33), the current research result for rockets (R19.34), the SW ratio (42.5122), the relative Air Nationality DRMs of both sides, the defender's air defense level and any applicable oil effect.

19.42 JETS: Each jet counter in the SW box may nullify a flying bomb attack from one rocket base. Flying bomb attacks which are nullified by jets do not inflict BRP losses on the defender and are not considered in determining the SW ratio for flying bomb attacks. Jets used to nullify flying bomb attacks may not have been used against enemy strategic bombers in the same SW resolution phase.

19.43 FLYING BOMB SW EFFECTS DRMs:

19.431 SW RATIO: The SW ratio for flying bomb attacks is determined by comparing the number of rocket bases firing at the target to the number of enemy air units and interceptors in the SW box assigned to

defend the target (R19.4311). Each rocket base is able to launch an attack which is the equivalent of two strategic bomber factors. Flying bomb bases neutralized by enemy strategic bomber attacks (R19.26) and nullified by jets (R19.42) are disregarded.

19.4311 DEFENDING AIR UNITS AND INTERCEPTORS: Before SW Effects dice rolls for flying bomb attacks are made, some, all or none of the air units and interceptors in the SW box may be assigned by the defender to the defense of each flying bomb target. Air units and interceptors in the SW box which have already been used to defend against enemy strategic bomber attacks may not be used to defend against flying bomb attacks, nor may air units on the mapboard.

19.4312 Western Allied air defenses may not be used to defend Russian targets, and vice versa.

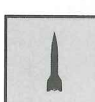
19.4313 Air units and interceptors in the SW box used to defend against flying bombs are not eliminated and may be used in the following turn (air units) or year (interceptors).

19.432 AIR NATIONALITY DRMs: The attacker's and defender's Air Nationality DRMs are compared and the difference applied as a modifier to the SW Effects dice roll for flying bomb attacks. A net modifier favorable to the attacker increases the SW Effects dice roll, and a net modifier favorable to the defender decreases the SW Effects dice roll.

19.433 AIR DEFENSE LEVELS: The SW Effects dice roll for flying bomb attacks is reduced by one for each level of air defense achieved by the defender's research.

19.434 OIL EFFECTS: If oil effect 30.2A applies, the German or Japanese air defense level against flying bomb attacks is reduced by two.

19.5 ROCKET ATTACKS:

 **19.51** Rocket attacks (launched after a rocket research result of "17" or greater) are not subject to interception or defense. A SW Effects dice roll is made for rocket attacks, as for flying bomb attacks, but this dice roll is not subject to any modification other than for range (R19.33) and the current research result for rockets (R19.34). Air Nationality DRMs, air defense and air units eligible to defend against flying bombs are disregarded, no SW ratio is calculated and no modifier is applied for the SW ratio.

19.6 RESULTS OF FLYING BOMB AND ROCKET ATTACKS:

19.61 BRP LOSSES: The SW Effects dice roll result for each flying bomb and rocket attack is applied to the maximum possible damage from the attacking rocket bases (six BRPs per base - R19.32) and the resulting number of BRPs are immediately subtracted from the defender's BRP total (EXCEPTIONS: Ploesti (R20.8) and Russian ICs (R20.9)).

19.62 AIR UNIT TRANSFERS: For every three BRPs lost to flying bomb attacks, the defender must immediately transfer one air factor from the mapboard to the SW box, up to a maximum of two air factors for each attacking rocket base. Air factors nearest the target are selected first. BRP losses from rocket attacks, to which there is no defense, do not trigger such transfers.

19.621 Air units already in the SW box may not be transferred to the mapboard during the SW deployment phase of a game turn in which the defender was compelled to transfer air factors into the SW box.

19.622 The defender may never be compelled to transfer or keep more than two air factors in the SW box for each attacking enemy rocket base.

19.623 Air units need not be transferred to the SW box in response to flying bomb attacks on a target which is no longer of value. A transfer of air units to the SW box is thus not compelled by a flying bomb attack against Ploesti which triggers a fifth oil effect, or by a flying bomb attack against an IC which Russia chooses to destroy.

EXAMPLE: Germany has achieved a research result for rockets of "18" and has three rocket bases along the French coast, all within three hexes of London. The Allies have four air factors in the SW box, and an air defense level of two.

Germany launches flying bomb attacks from all three rocket bases, using a "16" result, at a cost of one BRP per salvo. The SW ratio is 6 (2 for each rocket base x 3 rocket bases) to 4 (the 4 air factors), which reduces to 4:3. This yields a +1 DRM for the SW Effects dice roll. In addition, there is a +2 DRM (for the "16" rocket result employed) and a -2 DRM (for the Allied air defense), for a net modifier of +1. The SW Effects dice roll is "8", which is increased to "9", and the flying bombs are 70% effective. Each rocket base could eliminate six British BRPs, for a maximum damage of 3 x 6 BRPs = 18 BRPs. 70% x 18 BRPs = 12.6 BRPs, which rounds up to 13 BRPs.

Britain loses 13 BRPs and at least two Allied air factors must be transferred to the SW box in anticipation of rockets attacks in the following turn. The Allies are saved from having to transfer four air factors (one for every three BRPs lost), because the Germans only attacked with three rocket bases (19.62).

Germany could also have launched three rocket attacks, either using a "17" result, at a cost of two BRPs per salvo and a +1 modifier on the SW Effects dice roll or using an "18" result, at a cost of three BRPs per salvo and a +2 modifier on the SW Effects dice roll. Both options would likely eliminate more British BRPs than the flying bomb attacks, but at a higher salvo cost to Germany, and no Allied air units would be forced into the SW box.

Germany could also launch some flying bomb attacks and some rocket attacks, in any combination desired.

19.7 ATOMIC ATTACKS:

19.71 Once a rocket result of "17" or greater is in effect, rockets may be used to deliver atomic warheads. Once the effectiveness of the rocket attack bearing the atomic warhead(s) against the designated target is determined, the defender rolls two dice for each atomic attack. If the defender's dice roll is greater than the attacker's modified SW Effects dice roll, the rocket carrying the atomic warhead fails to reach its target and the atomic attack fails. Otherwise the atomic attack succeeds, with the results outlined in R21.4.

20. STRATEGIC BOMBERS



20.1 EMPLOYMENT:

20.11 The Western Allies may employ strategic bombers against Germany if there is a supplied, Western Allied-controlled air base within range of Berlin, the Ruhr or Ploesti. Similarly, the Western Allies may employ strategic bombers against Japan only if there is a supplied Western Allied air base with range of any Japanese key economic areas (40.3). Air bases in Nationalist China may be used, but they must be fully supplied from a British or American, not Chinese, supply source.

20.12 Subject to R16.1, Germany may employ strategic bombers against Britain and Russia, provided there is a supplied, Axis-controlled air base within range of a British objective hex or a Russian IC. Germany may only use strategic bombers against the United States after obtaining a research result of "22+" for strategic bombers.

20.13 Subject to R16.1, Russia may employ strategic bombers against Germany provided there is a supplied, Russian-controlled air base within range of an Axis-controlled Ruhr (Bonn/Essen), Berlin or Ploesti. Similarly, Russia may employ strategic bombers against Japan only if there is a supplied Russian air base with range of a Japanese key economic area (40.3).

20.14 Subject to R16.1, Japan may employ strategic bombers against China, Australia, India and Russia, provided there is a supplied, Japanese-controlled air base within range of Chungking, the Australian hexes on the southern edge of the mapboard, the Indian hexes on the western edge of the mapboard, or a Russian objective. Japan may only use strategic bombers against the United States after obtaining a research result of "22+" for strategic bombers.

20.2 RESOLVING STRATEGIC BOMBING:

20.21 Strategic bombing is resolved during the SW resolution phase, immediately before flying bomb and rocket attacks. Strategic bomber effects are determined according to 42.53, as elaborated below.

20.22 Each strategic bomber factor may eliminate up to three enemy BRPs (EXCEPTION: Strategic bomber factors used against Japan may eliminate up to four Japanese BRPs, to reflect the greater combustibility of Japanese cities). A SW Effects dice roll (42.513) is made to determine the effectiveness of strategic bombing against each enemy target, and that many defender BRPs are immediately eliminated (EXCEPTIONS: Ploesti (R20.8), Russian ICs (R20.9), attacks against enemy rocket bases (R19.26)).

20.3 TARGETING: Normally strategic bombing will be directed against a single enemy target, such as the Ruhr, and strategic bombing will be resolved in much the same manner as set out in *ADVANCED THIRD REICH* rule 42.53. However, situations may arise where different targets come under attack, such as enemy rocket bases in different locations, Russian ICs, Ploesti, or enemy targets subject to atomic attacks. In these situations, the following procedure is followed:

20.31 The attacker announces how many of his strategic bomber factors are attacking each enemy target.

20.32 The defender assigns some, all or none of the air units and interceptors he has in the SW box to the defense of each target.

20.33 Jet attacks on enemy strategic bombers are resolved (R13.5).

20.34 The SW ratio is calculated for each target and the results of the strategic bombing attack determined by a separate SW Effects dice roll for each target.

20.4 JETS: Jets in the SW box may be used to attack enemy strategic bombers before the SW ratio is determined (R13.5). Jets used against enemy strategic bombers may not be used to nullify flying bomb attacks in the same SW resolution phase.

20.5 SW EFFECTS DRMs: The SW Effects dice roll for strategic bombers is modified according to the range (R20.51), the current research result for strategic bombers (R20.52), the SW ratio (42.5122, R20.541), the relative Air Nationality DRMs of both sides, the defender's air defense level and any applicable oil effect.

20.51 RANGE EFFECTS: The SW Effects dice roll for strategic bombing is decreased according to the range: 1-3 hexes: no modifier; 4-6 hexes: -1; 7-9 hexes: -2; 10-12 hexes: -3; 13-15 hexes: -4; 16-18 hexes: -5; 19 or more hexes: -6. In the Pacific, these ranges are reduced, as set out in the SW Research Table (R19.35)

20.52 RESEARCH EFFECTS: The SW Effects dice roll for strategic bombing is increased according to the research result for strategic bombers: "8-9": -1, "10-11": no modifier; "12-13": +1; "14-15": +2; "16-17": +3; "18-21": +4; "22+": +5.

20.53 These range and research effects are summarized in the SW Research Table (R19.35).

20.54 STRATEGIC BOMBER SW EFFECTS DRMs:

20.541 SW RATIO: The SW ratio for strategic bombing is determined by comparing the number of strategic bomber factors being used against the target to the number of enemy air units and interceptors in the SW box assigned to defend the target. Strategic bombers eliminated by jets (R13.51A) are disregarded when determining the SW ratio for strategic bombers.

20.542 DEFENDING AIR UNITS AND INTERCEPTORS: Some, all or none of the air units and interceptors in the SW box may be assigned by the defender to the defense of each strategic bomber target. Air units and interceptors in the SW box used to defend against enemy strategic bomber attacks may not be used to defend against flying bomb attacks.

20.5421 Each air unit and interceptor used to defend against strategic bombers must be assigned to defend a specific target controlled by the defender. Western Allied air defenses may not be used to defend Russian targets, and vice versa.

20.5422 Each air factor and each interceptor used against strategic bombers eliminates one strategic bomber factor (42.534).

20.543 AIR NATIONALITY DRMs: The attacker's and defender's Air Nationality DRMs are compared and the difference applied as a modifier to the SW Effects dice roll for strategic bombing. A net modifier favorable to the attacker increases the SW Effects dice roll, and a net modifier favorable to the defender decreases the SW Effects dice roll.

20.544 AIR DEFENSE LEVELS: The SW Effects dice roll for strategic bombing is reduced by one for each level of air defense achieved by the defender's research.

20.545 OIL EFFECTS: If oil effect 30.2A applies, the German or Japanese air defense level against strategic bombing is reduced by two.

20.6 RESULTS OF STRATEGIC BOMBING:

20.61 BRP LOSSES: The SW Effects dice roll result for each target is applied to the maximum possible damage from the strategic bombers attacking the target and the resulting number of BRPs are immediately subtracted from the defender's BRP total (EXCEPTIONS: Ploesti (R20.8), Russian ICs (R20.9), strategic bomber attacks against rocket bases (R19.26).

20.62 AIR UNIT TRANSFERS: Rule 42.536 continues to apply - in any turn in which strategic bombers survive combat with the enemy air defenses, one army air factor must be transferred to the SW box.

20.7 RUSSO-ALLIED COOPERATION: If both the Western Allies and Russia are bombing an Axis target, the SW ratio (42.5122) is determined by adding the Western Allied and Russian strategic bomber factors, and a single Allied SW Effects dice roll (42.513) is made, but if different strategic bomber, nationality or range modifiers apply to the

Western Allies and Russia, those modifiers are applied separately to each bomber force. In almost all cases, the Western Allied strategic bombers will be more effective. This procedure is followed for each target.

20.71 While Western Allied and Russian SAC factors combine when bombing Germany, the Western Allies and Russia are considered to have separate SW boxes for purposes such as defending against German strategic bombers, flying bomb attacks or submarines. For example, Western Allied ASW factors could help defend against a German submarine-borne nuclear attack against New York, but not against Leningrad.

20.8 PLOESTI: If the Allies attack Ploesti with strategic bombers, flying bombs or rockets, Germany may decline to pay the BRP cost associated with such attacks and instead incur an oil effect at the start of the next Axis player turn. This decision is made once the extent of the BRP damage from the Allied attack is determined. This reflects a German decision not to repair the damage inflicted by the Allied attacks. If subject to atomic attack, Ploesti ceases to act as an oil supply source until the atomic attack marker on it is removed (R21.46).

20.9 ATTACKS AGAINST RUSSIAN ICs: Russia may choose to eliminate an IC subject to German rocket or strategic bomber attack rather than incur the BRP losses inflicted by the attack. The IC is immediately removed from the board and the Russian BRP level is reduced accordingly.

21. ATOMIC WARFARE



21.1 DELIVERY:

21.11 Atomic bombs may be developed by Germany, Russia and the U.S. They may be delivered to their target by strategic bomber, submarine or rocket (during the SW phase) or may be detonated in an enemy-controlled hex adjacent to a supplied ground unit, or a hex which is the target of a seaborne invasion, immediately prior to resolving regular or exploitation combat, or at the end of the combat phase.

21.2 INTERCEPTION:

21.21 Atomic bombs delivered by strategic bombers or submarines may be intercepted by enemy SW units. The attacker makes a Strategic Warfare Effects dice roll (42.5321), applying the normal modifiers. The defender then rolls two dice for each atomic attack. If the defender's dice roll is equal to or less than the Strategic Warfare Effects dice roll, the attack succeeds. If the defender's dice roll is greater than the Strategic Warfare Effects dice roll, the attack fails and the bomb is lost.

21.22 Atomic bombs delivered by rockets may not be intercepted, but may fail to reach their targets (R19.71).

21.23 Atomic bombs moved into position by ground units may not be intercepted.

21.3 TARGETS:

21.31 The United States may only make atomic attacks against hexes in Germany, in countries which are actively allied with Germany when the attack is made or which contain Axis units; or against hexes in Japan or which contain Japanese units.

21.32 There are no political restrictions on the hexes which may be attacked by Germany and Russia, other than that they must be enemy targets.

21.33 Atomic attacks by strategic bomber must be within bomber range of a supplied air base controlled by the attacker. Atomic attacks by submarine may only be made against coastal hexes or mapboard boxes. Atomic attacks by rocket must be within range of the rocket base from which the attack is launched.

21.4 EFFECTS OF ATOMIC ATTACK: A successful atomic attack results in the placement of an atomic attack marker on the target hex or mapboard box, with the effects outlined below. Atomic attacks which fail because of delivery problems or enemy interception have no effect.

21.41 MILITARY EFFECTS:

21.411 GROUND UNITS: One ground unit (attacker's choice) in the target hex or mapboard box is eliminated, and the remainder are subject to a -1 DM until the start of the defender's next player turn.

21.412 AIR AND NAVAL UNITS: The attacker makes two dice rolls using the "10+" row of the Air Attack Table, adds them together and applies the result as desired against any enemy air and naval units in the target hex or mapboard box. Air and naval units which are damaged are

inverted until the start of the defender's next player turn. Damaged naval units may be eliminated as per 26.4546.

21.42 POLITICAL EFFECTS:

21.421 PERMANENT EFFECTS: For each atomic attack against a hex in Britain, Russia or Japan, or containing a British, Russian or Japanese unit, the British, Russian or Japanese resistance level is permanently reduced by one. Similarly, for each atomic attack against the United States, a permanent U.S. election modifier of -1 is incurred, and for each atomic attack against a hex in Germany or containing a German unit, Germany incurs a permanent -1 modifier for its surrender.

21.422 TEMPORARY EFFECTS: In addition to the permanent effects outlined above, any hex containing an atomic attack marker is considered to be controlled by the attacker for the purposes of resistance level determination, DP calculations and surrender (but not for other purposes). In addition, the British, Russian and Japanese resistance levels incur a -2 modifier for each atomic attack marker in Britain, Russia or Japan, the U.S. election result is reduced by two and Germany's surrender level is reduced by two. These political effects last only until the atomic attack marker is removed, although this would be sufficient to trigger the surrender of an unconquered Italy, France or minor country were its capital to be subject to a successful atomic attack.

21.43 DIPLOMATIC EFFECTS: For each successful atomic attack against an enemy target, Germany, the United States and Russia, as the case may be, receives one DP in all future YSS.

21.44 ECONOMIC EFFECTS:

21.441 KEY ECONOMIC AREAS: If the target hex is a key economic area, such as London or Berlin, the BRPs for the area are immediately lost.

21.442 RUSSIA: Russia immediately loses the current production value of any IC subject to atomic attack.

21.443 THE UNITED STATES: The United States immediately loses 25 BRPs for each German atomic attack made against it.

21.444 OTHER TARGETS: Atomic attacks against conquered capitals eliminate the BRPs for the conquered nation when the attack is made, resulting in an immediate BRP loss to any major power benefitting from control of that country.

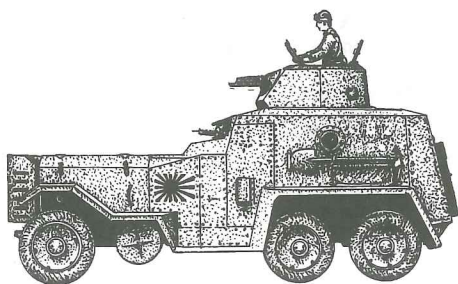
21.445 DURATION OF ECONOMIC EFFECTS: The economic effects of an atomic attack last until the applicable atomic attack marker is removed. In the YSS following the removal of the atomic attack marker, the target hex resumes normal production.

21.45 SUPPLY EFFECTS: A hex subject to atomic attack ceases to act as a supply source until the applicable atomic attack marker is removed. If a fortress, Berchtesgaden is immune from this effect.

21.46 OIL EFFECTS: If subject to atomic attack, Ploesti, Palembang and Brunei cease to act as oil supply sources until the applicable atomic attack marker is removed.

21.5 REMOVAL OF ATOMIC ATTACK MARKERS: During the unit construction phase of each game turn following a successful atomic attack, each major power which controls a hex containing an atomic attack marker removes one atomic attack marker of its choice. The temporary effects associated with that atomic attack marker are then negated.

21.6 Each German atomic attack in Europe causes a deterioration in its relations with the United States, as set out in the U.S. - Axis Tension Table.



Intelligence

22. CODEBREAKING

22.1 EUROPE:

22.11 A country's codebreaking capability may not exceed two. For example, if Britain obtained a "5-6" result for codebreaking, it could try to increase this capability to two by making another roll for codebreaking in a subsequent year, but a "7+" result would not give it a capability of three, nor would a second "5-6" result increase its capability from one to two. If Britain obtained a "7+" result for codebreaking, it could delay using this capability until a subsequent year, but could not roll to generate additional covert capabilities until it had used up what it had. However, the British could place RPs in codebreaking during the YSS, in anticipation of employing its codebreaking capability early in the year, then rolling for codebreaking later in that or a subsequent year.

22.12 COUNTER-INTELLIGENCE: A major power may only use a "5+" result for counter-intelligence to negate an enemy codebreaking result if it selected an offensive option for the front in question in the turn in which it wishes to use the result. Thus Britain may not use a "5+" result for counter-intelligence to negate a German codebreaking result directed against Russia, nor may Russia assist Britain by negating a German codebreaking result, unless both Britain and Russia have selected an offensive option for the front in question.

22.2 PACIFIC:

22.21 The American player draws three Magic counters each turn as soon as it is at war with Japan. This is increased or decreased accordingly by American and Japanese codebreaking research. These changes are not revealed until the first Magic draw is made.

22.22 American and Japanese codebreaking research is not affected by counter-intelligence results.

23. COVERT OPERATIONS

23.1 Covert operations allow a major power to negate either one or two enemy DPs during the diplomatic phase, immediately after the opponent has selected a target and announced how many DPs he placed in that target. Enemy diplomatic efforts in the United States or Japan and Russian subversion may be similarly opposed.

23.11 Covert operations are permitted in a target only if at least one friendly DP was placed in the target in the current year. Germany and neutral Italy, and the Western Allies and neutral Russia, are considered "friendly" for the purposes of covert operations. Thus Germany may conduct a covert operation based on a neutral Italian DP, and a neutral Russia may conduct a covert operation based on a Western Allied DP. Similarly, Britain and Russia may combine to negate Axis DPs in the same target if both have acquired the capability to carry out covert operations, provided at least one of them placed a DP in the target in the current year.

23.12 A country which has a covert operations capacity of two may choose to limit a covert operation to negating one enemy DP, so as to use its remaining capability elsewhere.

23.13 For the French and Italian surrender rolls, only the side which has fewer DPs in France or Italy, as the case may be, may utilize their covert operation capability to negate opposing DPs (in effect, the side with more DPs in the target is deemed to have named it).

23.14 DPs negated in Russia by covert operations are eliminated for the rest of the year. Only Germany may conduct a covert operation in Russia when Russia makes a reaction die roll.

23.15 If all the naming player's DPs in a target are negated by a covert operation, no diplomatic die roll is made for that target unless the opposing player wishes.

23.16 In targets in which DPs are doubled (Denmark, Axis DPs in Finland and the Balkans, Russian subversion), covert operations negate enemy DPs after the doubling has occurred. For example, if Germany has two DPs in Rumania, and Russia conducts a "7+" covert operation after Germany has selected Rumania as a diplomatic target, the German DPs are doubled to four, then reduced to two by the Russian covert operation.

23.2 Covert operations may not be used in targets named by a friendly country. A player may therefore not name a target, then use his covert operations capability to negate opposing DPs in order to increase his

chances of a successful result (although he could do so if his opponent named the target).

23.3 A country's capability to negate opposing DPs may not exceed two. For example, if Britain obtained a "5-6" result for covert operations, it could try to increase this capability to two by making another roll for covert operations in a subsequent year, but a "7+" result would not give it a capability of three, nor would a second "5-6" result increase its capability from one to two. If Britain obtained a "7+" result for covert operations, it could delay using this capability to negate enemy DPs until a subsequent year, but could not roll to generate additional covert capabilities until it had used up what it had. However, the British could place RPs in covert operations during the YSS, in anticipation of employing its covert operations capability early in the year, then rolling for covert operations later in that or a subsequent year.

24. ESPIONAGE

24.1 Successful research in espionage results in the immediate establishment of a friendly spy ring. The placement of spy rings may not be deferred. Spy rings may be established both in minor countries (after a "5-6" result for espionage) and in major powers (after a "7+" result for espionage).

24.2 ESTABLISHMENT OF SPY RINGS: The location of a spy ring is indicated by placing a variant counter of the appropriate nationality in the target country. Each major power may operate no more than one spy ring in a target minor country. The number of spy rings a major power may operate in an enemy major power is limited only by the number of enemy research categories. A player may not establish spy rings in a current or potential major power ally. Once established, spy rings continue to operate until eliminated, but may not be shifted from one country or research category to another.

24.21 Spy rings may be placed in the Ukraine prior to its activation. Japan is treated as a minor power in *ADVANCED THIRD REICH*, and as a major power in a Global War game.

24.3 ELIMINATION OF ENEMY SPY RINGS: Spy rings may be eliminated in two ways:

A. For spy rings operating in either a major power or a minor country, by an enemy "5+" counter-intelligence result.

B. For spy rings operating in a minor country only, by the placement of a spy ring in the same minor country by an enemy major power. Both spy rings are then eliminated.

24.31 When a spy ring is eliminated, the variant counter indicating its existence is removed.

24.4 EFFECTS OF SPY RINGS:

24.41 MINOR COUNTRIES: While a spy ring is operating in a minor country, all enemy DP allocations to that minor country are revealed, both when the spy ring is established and during each subsequent YSS, prior to DP allocation by the side operating the spy ring. In addition, any diplomatic die rolls for that minor country, including Russian subversion die rolls, receive a favorable modifier of one.

24.42 MAJOR POWERS: When a spy ring is established in an enemy major power, the player establishing the spy ring assigns it to one of the enemy major power's research categories. His opponent then reveals the code names of all projects, including general research, in the selected category to which RPs have been or are currently assigned. The actual names of the projects, number of RPs assigned to each project and current results are not revealed. In addition, the player establishing the spy ring gains a +1 modifier for his own die rolls for general research in the selected category, and inflicts a -1 modifier on the opponent's die rolls for general research in the selected category. A major power may not assign more than one spy ring to each enemy research category at any given time.

24.5 CONTINUING EFFECTS: The effects of spy rings continue until they are eliminated (24.3). Thus a spy ring placed in a minor country requires the opponent to reveal his DP allocation to that minor country in each subsequent YSS, and a spy ring placed in a major power requires the opponent to reveal the existence of new research projects in each subsequent YSS. Similarly, die roll modifiers continue indefinitely until the spy ring concerned is eliminated.

24.6 ESPIONAGE MODIFIERS: For each spy ring operating in a minor country or in a major power, the owning player receives a +1 modifier on future espionage die rolls. This modifier no longer applies if the spy ring is eliminated.

Advanced Third Reich Research Rules

The use of the research rules, whether in a Global War game or in ADVANCED THIRD REICH alone, requires changes to the German and, to a lesser extent, the British and Russian, surrender rules. In addition, the U.S. election rules and the Global War victory conditions are used in any ADVANCED THIRD REICH game played with research.

Additional official ADVANCED THIRD REICH rule modifications are printed in this booklet. They should be used in all ADVANCED THIRD REICH games, whether or not research is used.

25. GERMAN SURRENDER

25.1 The following supersedes *ADVANCED THIRD REICH* rule 47.3, which tends to break down in longer games involving atomic attacks.

25.2 Germany surrenders at the end of any game turn in which Berlin and, if Germany has constructed a fortress in Berchtesgaden following a research result of "9+" for fortifications, Berchtesgaden are either under Allied control or have atomic attack markers on them and Germany's DP total, if calculated at the end of the game turn according to Appendix I, would be zero or less.

25.3 All modifiers in Appendix I, including Germany's basic allotment of three DPs, are used in making this calculation. Germany's current BRP total is calculated according to *ADVANCED THIRD REICH* rule 33.5 by adding the listed BRP sources to Germany's current BRP base. Germany then receives one DP for every 100 BRPs (no limit). In addition, Germany gains one DP for each atomic attack it has made (R21.43) and has its surrender level reduced by two for each atomic attack marker on the board in Germany and one for each atomic attack previously made against it (R21.42). Italian DPs are ignored. If the net result is zero or less, Germany surrenders.

25.4 These modified DP calculations, which are only made at the end of a game turn in which Berlin (and possibly Berchtesgaden) are controlled by the Allies or contain an atomic attack marker, should not be confused with the normal DP calculations made during each YSS.

26. BRITISH AND RUSSIAN SURRENDERS

26.1 If Britain or Russia surrender to Germany, Japan may either end hostilities with Britain or Russia or continue fighting. The Japanese player makes this decision at the time of surrender.

26.2 If Japan adheres to the peace treaty, hex control is determined according to the applicable *ADVANCED THIRD REICH* surrender rules. Japan may later declare war on either Britain or Russia and resume fighting.

26.3 BRITISH SURRENDER EFFECTS IN THE FAR EAST:

26.31 No British concessions are made in the Far East. Australia and India become American minor allies, and British forces in Asia which are not included in the British Surrender Table are added to the American force pool.

26.32 If the U.S. and Germany are not at war, the U.S. may rebuild Australian and Indian units in Australia and India, respectively (*RIISING SUN* rule 19.33), but may only rebuild British units in the U.S. box.

26.33 Rebuilt Australian and Indian units may be repositioned in, and British forces rebuilt in the U.S. box SRed to, previously British-controlled territory in the Far East. Until the U.S. and Japan are at war, or U.S. - Japanese tensions have reached 45, American units may not enter these areas, nor may British, Australian or Indian units deploy in American-controlled areas.

26.4 If Japan declines to adhere to a German-British or German-Russian treaty, fighting between Japan and the surrendering major power continues indefinitely unless the surrendered major power reenters the European war and then surrenders to Germany a second time.

27. RESEARCH IN ADVANCED THIRD REICH

27.1 The research rules set out above may be used in *ADVANCED THIRD REICH* when played alone. The same research rules are used, but Japanese research tables are ignored.

27.2 To reflect the diversion of research resources to the Pacific theater, in *ADVANCED THIRD REICH* the number of RPs received by the U.S. is reduced as compared to a Global War game. Before it goes to war with Germany, the U.S. receives one RP for every ten U.S. - Axis tension points (round down) during each YSS plus one RP for every 50 BRPs in its base. Once it is at war with Germany, during each YSS the U.S. receives five RPs plus one RP for every 50 BRPs in its BRP total. The U.S. does not receive any RPs during the opening setup.

27.3 The American naval reconstruction rate remains at three unless increased by research.

28. VICTORY CONDITIONS

28.1 The Campaign Game Global War victory conditions must be used in any *ADVANCED THIRD REICH* game in which the research rules are used. The Japanese victory conditions are ignored.

29. U.S. ELECTION

29.1 The U.S. Election Table (*GW* Appendix IV) must also be used in any *ADVANCED THIRD REICH* game in which the research rules are used. The election result is calculated only for Europe, using all the American BRPs. The election result in the Pacific is considered to be zero, and thus has no bearing on U.S. policy in Europe one way or the other.

30. JAPANESE SURRENDER

30.1 Since an *ADVANCED THIRD REICH* game using the research rules and revised victory conditions may well continue beyond 1945, provision must be made for the effects of a Japanese surrender.

30.2 Japan is considered to surrender in Spring 1946. Japan's surrender is accelerated by one turn for each atomic bomb used against Japan, as follows: one atomic bomb: Winter 1945; two atomic bombs: Fall 1945; three atomic bombs: Summer 1945; and so on.

30.3 EFFECTS OF A JAPANESE SURRENDER:

30.31 FORCES: At the end of the second game turn following Japan's surrender, American forces begin to arrive in Europe from the Pacific. For four consecutive turns following the Japanese surrender, two 9-factor fleets, one 5-4 air unit and one 3-4 infantry unit are placed in the U.S. box each turn. These units may be employed in the turn following their placement.

30.32 STRATEGIC BOMBERS: In addition, in the YSS following the Japanese surrender, 16 additional SAC factors may be employed against Germany at no BRP cost to the U.S.

30.23 POLITICAL EFFECTS: A Japanese surrender modifies the U.S. election, and affects U.S. - Axis tension increases following an unfavorable election result in Europe.

Empire of the Rising Sun Research Rules

31. RESEARCH POINTS:

31.1 The *RISING SUN* Campaign Game and 1942 scenarios may be played with research rather than variants. The normal starting times set out in *RISING SUN* Appendices I and II are used, but both sides begin researching in Fall 1939, as follows:

31.2 JAPAN: Japan receives 3 RPs and 1 RP for intelligence in Fall 1939; 5 RPs and 1 RP for intelligence in the 1940 and 1941 YSS; and, in the 1942 scenario, 6 RPs and 2 RPs for intelligence in the 1942 YSS. Once play begins, research proceeds as in the Global War game.

31.3 WESTERN ALLIES: The Western Allies receive RPs as follows: 4 RPs in Fall 1939; 6 RPs in the 1940 YSS; 8 RPs in the 1941 YSS; 10 RPs in the 1942 YSS; 12 RPs in the 1943 YSS; 16 RPs in the 1944 YSS; and 20 RPs in the 1945 YSS. All normal research rules apply, with the exception that there is no limit on the total number of RPs which may be placed in atomic research (because some "European" RPs could also be used for atomic research). However, no more than three RPs may be placed in each atomic research category each year.

31.4 RUSSIA: Russia does not conduct research in a *RISING SUN* game.

31.5 Research may not be used in the *RISING SUN* 1944 or battle scenarios.

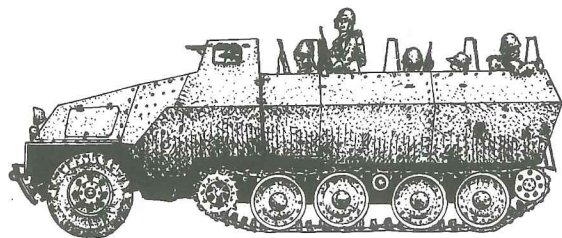
Research Tables

The research rules may be used when playing a Global War game or when playing *ADVANCED THIRD REICH* or *RISING SUN* alone.

The basic allotment of RPs for each major power is: the U.S.: 10 (once the U.S. is at war with both Germany and Japan); Germany: 5; Britain: 4; Russia and Japan: 3; Italy and France: 2. During each YSS before it enters the war, the U.S. receives one RP for every ten U.S. - Axis and U.S. - Japanese tension points (combine both tension levels and round down).

In addition to its basic RP allotment, in each YSS (but not during the opening setup) each major power receives, at no BRP cost, one RP for every 50 BRPs in its BRP total (prior to SW expenditures). American European and Pacific BRPs are combined for this calculation.

The intelligence category as a whole is considered an eligible target for DP allocation. DPs allocated to intelligence act as RPs. A player may therefore allocate up to half his RPs (R3.1A) and half his DPs (R2.3, 59.22) to intelligence. The limit of three points (either RPs or DPs) to each intelligence project, including general research, still applies (R3.1B). Japan does not receive DPs. During the opening setup and each YSS prior to the outbreak of war between Japan and the Western Allies, Japan receives one additional RP which must be allocated to intelligence. During each YSS after the outbreak of war between Japan and the Western Allies, Japan receives two additional RPs which must be allocated to intelligence.



General Research

(Air, Naval, Military, Atomic and Intelligence)

All five general research tables are identical, although they are distinct for the purposes of RP allocation and results, as indicated on the record sheets. When a "7+" result is achieved for a category of general research, further general research in that category starts from scratch.

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7+ Breakthrough.

Air Projects

Modifications to all projects related to Air Research:

- +1 For each "7+" result achieved for Air Research.

Air Nationality DRM

Results:

- 1-5 No effect.
- 6-7 [+1]
- 8 [+2]
- 9 [+3]
- 10+ Air Nationality DRM increases one level.

Force Pool

(Germany, U.S., Russia, Japan - 1943 or later)

Results:

- 1-4 No effect.
- 5 [+1]
- 6 [+2]
- 7 Add one air factor as an allowable build.
- 8 Add two air factors as allowable builds.
- 9 Add three air factors as allowable builds.
- 10 Add four air factors as allowable builds.
- 11+ Add five air factors as allowable builds.

Jets

(1940 or later)

Germany begins with a result of "7" (+2 DRM).

Results:

- 1-2 Disastrous test flight. [-2]
- 3-4 Explosive properties of jet fuel discovered. [-1]
- 5 No effect.
- 6 [+1]
- 7 [+2]
- 8 [+3]

- 9 [+4]
- 10 [+5]
- 11 [+6]
- 12 [+7]
- 13-14 Limited production of jet fighters. Add one jet counter as an allowable build. [+8]
- 15+ Increased production of jet fighters. Add two jet counters as allowable builds. [+9]

Explanation:

See R13 for details of jet operations.

Rockets (1940 or later)

Germany begins with a result of "7" (+2 DRM).

Results:

- 1-2 *Complete failure - project cancelled.
- 3 Serious setback. [-2]
- 4 Minor setback. [-1]
- 5 No effect.
- 6 [+1]
- 7 [+2]
- 8-9 [+3]
- 10-11 [+4]
- 12-13 Flying bomb developed with a range of 3 hexes (2 hexes in the Pacific). Salvo cost = one BRP. [+5]
- 14-15 Flying bomb range and guidance systems improved. Flying bomb attacks may be made at a range of 4 hexes (3 hexes in the Pacific) and receive a +1 SW Effects dice roll modifier. Salvo cost = one BRP. [+6]
- 16 Flying bomb range and guidance system reliability enhanced. Flying bomb attacks may be made at a range of 5 hexes (3 hexes in the Pacific) and receive a +2 SW Effects dice roll modifier. Salvo cost = one BRP. [+7]
- 17 Ballistic missiles operational. Rocket attacks may be made at a range of up to 6 hexes (4 hexes in the Pacific) and receive a +3 SW Effects dice roll modifier. Rockets may not be intercepted. Salvo cost = two BRPs. [+8]
- 18 Ballistic missile range increased to 9 hexes (5 hexes in the Pacific). Rocket attacks receive a +4 SW Effects dice roll modifier. Salvo cost = three BRPs. [+9]
- 19-21 Ballistic missile range increased to 12 hexes (7 hexes in the Pacific). Rocket attacks receive a +5 SW Effects dice roll modifier. Salvo cost = four BRPs. [+10]
- 22+ *Trans-oceanic rocket developed. Rockets may be fired at any target, including the U.S. Rocket attacks receive a +6 SW Effects dice roll modifier. Salvo cost = five BRPs.

Explanation:

Results for rockets are implemented gradually - see R8.2. Salvo cost refers to the cost of firing flying bombs or rockets from each base each turn (R19.25).

Strategic Bombers

The Western Allies begin with a result of "10-11" (+5 DRM).

Results:

- 1-4 No effect.
- 5-6 [+1]
- 7 [+2]
- 8-9 Construction of strategic bombers permitted up to 10% of YSS BRP allotment, subject to R16.11. Friendly SAC SW

Effects dice rolls are decreased by one. Bombers have a range of 7 hexes (4 hexes in the Pacific). [+3]

- 10-11 Friendly SAC SW Effects dice rolls are not modified. Bombers have a range of 7 hexes (4 hexes in the Pacific). [+5]
- 12-13 Friendly SAC SW Effects dice rolls are increased by one. Bomber range is increased to 10 hexes (6 hexes in the Pacific). [+7]
- 14-15 Friendly SAC SW Effects dice rolls are increased by two. Bomber range is increased to 13 hexes (7 hexes in the Pacific). [+9]
- 16-17 Friendly SAC SW Effects dice rolls are increased by three. Bomber range is increased to 16 hexes (9 hexes in the Pacific). [+11]
- 18-21 Friendly SAC SW Effects dice rolls are increased by four. Bomber range is increased to 19 hexes (10 hexes in the Pacific). [+13]
- 22+ *Friendly SAC SW Effects dice rolls are increased by five. Bomber range is unlimited.

Explanation:

Results for strategic bombers are implemented gradually - see R8.2. The SW Effects dice roll modifiers for bombers are not cumulative from year to year - only the current bomber result applies.

Air Defense

Results:

- 1-2 No effect.
- 3-4 [+1]
- 5 [+2]
- 6+ Friendly Air Defense dice rolls (26.4542) are increased by one; enemy SAC SW Effects dice rolls are decreased by one.

Naval Air Training (United States and Japan)

Results:

- 1-3 No effect.
- 4 [+1]
- 5 [+2]
- 6+ Increase Naval Air Reconstruction rate by one.

Air Supply (Germany, U.S., Russia)

Results:

- 1-2 No effect.
- 3-4 [+1]
- 5-6 The number of air factors which may be used to provide air supply is increased by one.
- 7+ The number of air factors which may be used to provide air supply is increased by two.

Explanation:

Each air factor used for air supply may provide limited supply to one ground unit each turn. The air factor must fly from a supplied city or airbase to the ground unit being supplied. The air factor may stage, then fly up to four hexes (three hexes in the Pacific) to provide supply. Air supply is an offensive air mission and may only take place during an offensive option or as a limited offensive operation. Air supply may not be intercepted, but may only be flown to a hex to which there are at least as many friendly available, uninverted air factors within range as there are uninverted enemy air factors.

Airborne (Germany - 1942 or later)

Results:

- 1-2 No effect.
- 3-4 [+1]
- 5 [+2]
- 6 [+3]
- 7+ *A second 3-3 airborne unit is immediately added to Germany's force pool as an allowable build.

Airborne (Britain, Italy - 1941 or later)

Results:

- 1-2 No effect.
- 3-4 [+1]
- 5 [+2]
- 6 The British or Italian airborne unit is immediately added to the British or Italian force pool as an allowable build. [+3]
- 7+ *The Italian airborne unit is immediately added to the Italian force pool as an allowable build and may drop even if not lent. Britain may construct its Chindit unit (*RISING SUN* rule 24.51).

Airborne (Russia)

Results:

- 1-2 *No effect.
- 3 *The first Russian airborne unit is added to the Russian force pool as an allowable build in one year, and the second is added as an allowable build three turns later.
- 4 *Same as "3", except the first Russian airborne unit is added to the Russian force pool in three turns.
- 5 *Same as "3", except the first Russian airborne unit is added to the Russian force pool in two turns.
- 6 *Same as "3", except the first Russian airborne unit is added to the Russian force pool in the following turn.
- 7+ *Same as "3", except the first Russian airborne unit is added to the Russian force pool immediately.

Airborne (U.S. - 1942 or later)

Results:

- 1-3 No effect. The American 3-3 airborne unit is added to the U.S. force pool as an allowable build one year after the U.S. goes to war with Germany.
- 4-5 [+1]
- 6 The American 3-3 airborne unit is immediately added to the U.S. force pool as an allowable build. [+2]
- 7+ *The American 3-3 airborne unit is immediately added to the U.S. force pool as an allowable build, and a second 3-3 airborne unit is added to the U.S. force pool as an allowable build one year later.

Naval Projects

Modifications to all projects related to Naval Research:

+1 For each "7+" result achieved for Naval Research.

Naval Nationality DRM

Results:

- 1-5 No effect.
- 6-7 [+1]
- 8 [+2]
- 9+ Naval Nationality DRM increases one level.

Force Pool - Fleets

(Germany, U.S., Japan - 1943 or later)

Results:

- 1-3 No effect.
- 4 [+1]
- 5 [+2]
- 6 [+3]
- 7 Add three fleet factors as allowable builds.
- 8 Add six fleet factors as allowable builds.
- 9+ Add nine fleet factors as allowable builds.

Force Pool - Carriers

(U.S., Japan - 1943 or later)

Results:

- 1-3 No effect.
- 4 [+1]
- 5 [+2]
- 6 [+3]
- 7 Add one light carrier (CVL) and two naval air factors as allowable builds.
- 8 Add one fleet carrier (CV) and three naval air factors as allowable builds.
- 9+ Add one super carrier (CVB) and four naval air factors as allowable builds.

Shipbuilding

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5+ Increase Naval Reconstruction rate by one for one major power.

Anti-Submarine Warfare

(Western Allies, Japan - 1940 or later)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7 Enemy submarine SW Effects dice rolls are decreased by one; friendly submarine defense dice rolls are increased by one.
- 8+ Enemy submarine SW Effects dice rolls are decreased by two; friendly submarine defense dice rolls are increased by two.

Torpedoes (1940 or later)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7+ Friendly submarine SW Effects and submarine attack dice rolls are increased by one.

Submarines (1940 or later)

Germany begins with a result of "6" (+2 DRM).

Results:

- 1-4 No effect.
- 5 [+1]
- 6 [+2]
- 7 [+3]
- 8-10 Improvements in submarines increase effectiveness. Friendly submarine SW Effects dice rolls are increased by one. [+4]
- 11-13 New design concepts implemented on a limited scale. Friendly submarine SW Effects dice rolls are increased by two. [+5]
- 14-15 Advanced submarine designs have practical applications. Friendly submarine SW Effects dice rolls are increased by three. [+6]
- 16 Prototypes of new submarine available. Friendly submarine SW Effects dice rolls are increased by four. Submarines may carry atomic weapons. [+7]
- 17 Limited production of new submarine types. Friendly submarine SW Effects dice rolls are increased by five. [+8]
- 18+ *Mass production of revolutionary new submarines. Friendly submarine SW Effects dice rolls are increased by six.

Explanation:

Results for submarines are implemented gradually - see R8.2.

Human Torpedoes (Italy)

Results:

- 1-3 No effect.
- 4-5 *The Italian player selects any port in the Mediterranean containing Allied naval units, makes a fleet combat die roll with one die using the "28-30+" category of the Fleet Combat Table, and implements the results. This attack is carried out during the Axis combat phase, at the same time as air attacks against naval units in port, regardless of the option selected by Italy, provided it is at war with Britain.
- 6-7 *Same as a "4-5" result, except two dice are rolled.
- 8+ *Same as a "4-5" result, except three dice are rolled.

Human Torpedoes (Japan)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5-6 *The Japanese player selects any port containing Allied naval units within ten hexes of a supplied, Japanese-controlled port, makes a fleet combat die roll with one die using the "28-30+" category of the Fleet Combat Table, and implements the results as per *RISING SUN* rule 27.592C. This attack is carried out during the Japanese combat phase, at the same time as air attacks against naval units in port, regardless of the option selected by Japan, provided it is at war with the attacked country.
- 7-8 *Same as a "5-6" result, except two dice are rolled.
- 9+ *Same as a "5-6" result, except three dice are rolled.

Commandos (Britain only - 1942 or later)

Results:

- 1-3 No effect.
- 4-5 [+1]
- 6 One commando is added to the British force pool as an allowable build. This unit has a construction cost of three BRPs, and may not be reconstructed in the game turn in which it is eliminated. Commandos may overstack, and may conduct seaborne invasions against any hex containing a port, whether or not it contains a beach. Other units may still only invade hexes containing beaches or one hex islands, even if accompanied by a commando. [+2]
- 7+ *Same as "6", but two commandos may be built.

Artificial Ports (U.S. only)

Results:

- 1-2 Failure. [-1]
- 3-4 No effect.
- 5-6 The U.S. may construct one artificial port. Artificial ports may be constructed during the Allied unit construction phase, at no BRP cost, in any fully supplied, controlled port, one-hex Pacific island or bridgehead placed by seaborne invasion. The hex is then treated as a port (or a double or triple port, if built in a hex which already contained a port or double port) for the remainder of the game. Artificial ports may not be moved or destroyed once built.
- 7+ Same as "5-6", except that two artificial ports may be constructed.

Flexible Deployment (U.S. only)

Results:

- 1-2 No effect.
- 3-4 [+1]
- 5-6 The number of units that may be flexibly deployed is increased by one.
- 7+ The number of units that may be flexibly deployed is increased by two.

Explanation:

Units initially deploying from the U.S. by flexible deployment may SR to any port in or bordering on the western front eligible to receive SR or to the South Africa box, or to the South Pacific box. A unit which initially deploys to a port may continue its SR by land at no additional SR cost. A unit which initially deploys to the South Africa box must end the SR phase in the South Africa box. A unit which initially deploys to the South Pacific box must end the SR phase in the South Pacific box.

Military Projects

Modifications to all projects related to Military Research:

- +1 For each "7+" result achieved for Military Research.

Force Pool - Infantry (Germany, U.S., Russia, Japan)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 Add one 3-3 (Germany, Russia), 3-4 (U.S.), or 3-2 (Japan) infantry unit as an allowable build.
- 7 Add two 3-3 (Germany, Russia), two 3-4 (U.S.) or two 3-2 (Japan) infantry units as allowable builds.
- 8+ Add three 3-3 (Germany, Russia), three 3-4 (U.S.) or three 3-2 (Japan) infantry units as allowable builds.

Explanation:

Germany may add three 1-3 infantry units to its force pool instead of a 3-3 infantry unit, subject to the overall limit on German force pool expansion. Russia, the U.S. and Japan may each add a total of nine infantry units to their force pools.

Force Pool - Armor (Germany, U.S., Russia, Japan - 1942 or later)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7 [+5]
- 8-9 Add one 5-6 (Germany, U.S.), 5-5 (Russia) or 3-3 (Japan) armor unit as an allowable build.
- 10+ Add two 5-6 armor units as allowable builds (Germany only).

Explanation:

Germany may add six 5-6 armor units to its force pool. Russia, the U.S. and Japan may each add a total of three armor units to their force pools.

Flexible Combat Groupings (Germany)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5+ *Add two 2-6 armor units to the German force pool as allowable builds. One unbuilt 4-6 armor unit is removed from the German force pool (if all German 4-6 armor units are on the board, one must be eliminated).

Additional Armor (Britain, Italy)

Results:

- 1-2 No effect.
- 3 [+1]

- 4 [+2]
- 5-6 One 2-5 armor unit is immediately added to the British or Italian force pool as an allowable build. If Britain has already added a 2-5 armor unit to its force pool after a "5-6" result, for Britain (only): [+3]
- 7+ One 4-5 (Britain) or two 2-5 (Italy) armor units are immediately added to the British or Italian force pool as allowable builds.

Explanation:

Britain may add a total of one 2-5 and one 4-5 armor unit to its force pool. Italy may add a total of two 2-5 armor units to its force pool.

Early Armor (Russia - 1941)

Results:

- 1-3 *No effect. The Russian 4-5 armor units are added to the Russian force pool as allowable builds at the rate of one per turn, beginning in Spring 1942.
- 4 *The Russian 4-5 armor units are added to the Russian force pool as allowable builds at the rate of one per turn, beginning in three turns or Spring 1942, whichever is earlier.
- 5 *The Russian 4-5 armor units are added to the Russian force pool as allowable builds at the rate of one per turn, beginning in two turns or Spring 1942, whichever is earlier.
- 6 *The Russian 4-5 armor units are added to the Russian force pool as allowable builds at the rate of one per turn, beginning on the following turn.
- 7+ *The Russian 4-5 armor units are immediately added to the Russian force pool as allowable builds at the rate of one per turn.

Additional Infantry (Britain, Italy)

Results:

- 1-2 No effect.
- 3 Add one 1-3 infantry unit to the Italian force pool as an allowable build. Britain (only): [+1]
- 4 Add two infantry factors to the Italian force pool as an allowable build. Britain (only): [+2]
- 5+ Add one 3-4 infantry unit to the British force pool or three infantry factors to the Italian force pool as an allowable build.

Explanation:

Britain may add a total of two 3-4 infantry units to its force pool. In a Global War game, after a "3" or "4" result, Britain may accept the +1 or +2 modifiers towards obtaining a 3-4 infantry unit or build a 1-2 or 2-2 infantry unit in India. These may later be combined into a 3-3 infantry unit and transferred to Europe as a 3-4 infantry unit. Italy may choose which types of units to add to its force pool (after a "4" result: two 1-3s or one 2-3; after a "5" result: three 1-3s, one 1-3 and one 2-3, or one 3-3), subject to the restriction that Italy may add no more than four 1-3, two 2-3 and three 3-3 infantry units to its force pool.

Early Infantry (Russia - 1941)

Results:

- 1-3 *No effect. The Russian 3-3 infantry units are added to the Russian force pool as allowable builds at the rate of three per turn, beginning in Spring 1942.
- 4 *The Russian 3-3 infantry units are added to the Russian force pool as allowable builds at the rate of three per turn, beginning in three turns or Spring 1942, whichever is earlier.

- 5 *The Russian 3-3 infantry units are added to the Russian force pool as allowable builds at the rate of three per turn, beginning in two turns or Spring 1942, whichever is earlier.
- 6 *The Russian 3-3 infantry units are added to the Russian force pool as allowable builds at the rate of three per turn, beginning on the following turn.
- 7+ *The Russian 3-3 infantry units are immediately added to the Russian force pool as allowable builds at the rate of three per turn.

Synthetic Oil (Germany)

Results:

- 1-2 Refinery explosion. [-2]
- 3-4 Viscosity breakdown. [-1]
- 5 No effect.
- 6 [+1]
- 7 [+2]
- 8-9 Experimental synthetic oil production achieved in one plant. [+3]
- 10-11 Limited synthetic oil production in two plants. [+4]
- 12 Expanded synthetic oil production in three plants. [+5]
- 13 Near-capacity synthetic oil production in four plants. [+6]
- 14+ *Full synthetic oil production achieved in five plants.

Explanation:

Results for synthetic oil are implemented gradually - see R8.2.

Five-Year Plan (Russia)

Results:

- 1-3 No effect.
- 4-5 [+1]
- 6 [+2]
- 7 [+3]
- 8 [+4]
- 9+ During its next unit construction phase, Russia may build, at no BRP cost, an additional IC in any fully supplied city in Russia, not in an enemy ZoC, which was controlled by Russia at the beginning of the player turn of construction. Russia receives 5 BRPs for the IC when it is built, and an additional 5 BRPs at the start of each subsequent unit construction phase until the new IC reaches the normal value of ICs for the year in question.

Transport (Germany, Italy and Russia)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5+ Increase SR level by one. For the Axis, this additional SR may be used by either Germany or Italy; for Russia it may be used in Europe, Siberia, or to SR an additional unit between the *ADVANCED THIRD REICH* and *RISING SUN* mapboards. In both cases, the manner in which the additional SR is used is determined each turn, without regard for its previous use.

Fortifications (Germany)

Results:

- 1-3 No effect.
- 4-5 [+1]
- 6 The West Wall hexes become west-facing fortifications. [+2]
- 7-8 In addition to a "6" result, Germany may construct one fortification per turn in any Axis-controlled hex at a cost of 5 BRPs per fortification. [+3]
- 9+ *In addition to a "6" and "7-8" result, Germany may construct a fortress in Berchtesgaden during any unit construction phase at a cost of 25 BRPs. Berchtesgaden then acts as an unlimited supply source and must be captured and held for one opposition combat phase in order to conquer Germany (in addition to the normal requirements).

Fortifications (Russia)

Results:

- 1-3 No effect.
- 4-5 [+1]
- 6 Russia may construct one fortification per turn, at a cost of 5 BRPs per fortification, in any city in Russia, provided Russia is at war with the Axis and an Axis unit is within five hexes of the city. No more than one fortification may be built in a hex. [+2]
- 7+ *Same as a "6" result, but Russia may also create fortresses by constructing a second fortification in any city containing an IC and a previously constructed fortification.

Fortifications (Japan)

Results:

- 1-2 No effect.
- 3-4 [+1]
- 5+ *Japan may construct one fortification per turn, at a cost of 5 BRPs per fortification, in any one-hex island, jungle or jungle/mountain hex. No more than one fortification may be built in a hex.

Winter Preparation (Germany)

Additional Modifications:

- +1 For each winter turn following the outbreak of war between Germany and Russia.

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5 [+3]
- 6 [+4]
- 7-8 All future Russian winter die rolls are reduced by one.
- 9+ All future Russian winter die rolls are reduced by two.

Atomic Research

Modifications to all projects related to Atomic Research:

- +1 For each "7+" result achieved for Atomic Research.

Controlled Reaction

Additional Modification (Germany only):

- 2 If Germany does not control Oslo.

Results:

- 1-3 Core meltdown. [-2]
- 4 Radiation sickness. [-1]
- 5 No effect.
- 6 [+1]
- 7 [+2]
- 8 [+3]
- 9 [+4]
- 10+ *Controlled chain reaction achieved.

Uranium Separation

Results:

- 1-3 Design problems. [-2]
- 4 Structural failure. [-1]
- 5 No effect.
- 6 [+1]
- 7 [+2]
- 8 [+3]
- 9-10 [+4]
- 11-12 Isolation of essential isotope achieved. Material for one bomb available. [+5]
- 13+ Sufficient uranium available for two bombs. [+6]

Plutonium Production

Restriction:

RPs may not be placed in plutonium production until a controlled reaction has been achieved.

Results:

- 1-5 Reactor difficulties. [-2]
- 6-7 Contamination. [-1]
- 8 No effect.
- 9 [+1]
- 10-11 Sufficient plutonium produced for one bomb. [+3]
- 12-14 Sufficient plutonium produced for two bombs. [+5]
- 15-18 Sufficient plutonium produced for three bombs. [+7]
- 19+ Sufficient plutonium produced for four bombs. [+9]

Triggering Mechanism

Results:

- 1-6 No effect.
- 7 [+1]
- 8 [+2]
- 9 [+3]
- 10 [+4]
- 11+ *Triggering mechanism produced.

Atomic Bomb

Preconditions:

Before RPs allocated to the atomic bomb may be activated, a player must have produced a controlled reaction and designed a triggering mechanism, and must also have the material for at least one bomb.

Results:

- 1-7 *Premature detonation. Project abandoned.
- 8 No effect.
- 9 [+1]
- 10 [+2]
- 11+ *Success. The number of atomic bombs which may be constructed and used is limited by the amount of available fissionable material. Bombs may be stockpiled before use.

Intelligence

Modifications to all projects related to Intelligence:

- +1 For each "7+" result achieved for Intelligence Research.

Counter-intelligence (Germany, Britain, Russia, Japan)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5+ Eliminate one enemy spy ring or negate one German, British or Russian codebreaking attempt. Counter-intelligence does not affect Magic interceptions (U.S. and Japanese codebreaking).

Explanation:

Counter-intelligence capabilities may not be accumulated.

Codebreaking (Germany, Britain, Russia)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5-6 Enemy codes broken. During the opponent's turn, immediately after any enemy airborne drops and prior to ground combat resolution, one ground unit may be SRed by land (sea escort is not permitted) to reinforce a threatened sector. This extraordinary deployment does not count against SR limits, but is subject to the normal SR rules. The unit being SRed may not deploy to a new front, or to a hex which is the target of an enemy sea invasion or airdrop. It may not deploy adjacent to a hex which is the target of an airdrop, but it may deploy adjacent to a hex on which the opponent has placed air units for counterair or ground support.

This result is negated if the opponent has achieved a "5+" result or greater for counter-intelligence and immediately announces this fact.
- 7+ Same as "5-6", above, except that two ground units may be SRed.

Explanation:

Codebreaking capabilities may not be accumulated - see R22.11.

Codebreaking (U.S., Japan)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5-6 [+3]
- 7+ One additional (American result) or one less (Japanese result) Magic counter is drawn each turn.

Covert Operations (Germany, Britain, Russia)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5-6 One enemy DP may be negated.
- 7+ Two enemy DPs may be negated.

Explanation:

Covert operation capabilities may not be accumulated - see R23.3.

Espionage (Germany, Britain, Russia, Japan)

Additional Modifications:

- +1 For each operational spy ring.

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5-6 Spy ring established in a minor country. While the spy ring is in operation, all enemy DP allocations to that minor country are revealed and all diplomatic die rolls for that minor country receive a favorable modifier of one. A major power may not operate more than one spy ring in a target minor country at one time, but may replace a spy ring which has been eliminated.
- 7+ Spy ring established in an enemy major power. When the spy ring is established, the player establishing the spy ring assigns it to one of the enemy major power's research categories. His opponent then reveals the code names of all projects, including general research, in the selected category to which RPs have been or are currently assigned. The actual names of the projects, number of RPs assigned to each project and current results are not revealed. In addition, the player establishing the spy ring gains a +1 modifier for his own die rolls for general research in the selected category, and inflicts a -1 modifier on the opponent's die rolls for general research in the selected category. A major power may not assign more than one spy ring to each enemy research category at any given time.

Explanation:

See R24 for espionage details.

Varied Occupation Policies (Germany)

Additional Modification:

- +2 If the Ukraine has activated as a German minor ally.

Results:

- 1-4 No effect.
5 [+1]
6 [+2]
7 Germany varies its occupation policies in Russia. Russia may build one fewer partisan than normal in Russia. [+3]
8 Russia may build two fewer partisans than normal in Russia. [+4]
9+ *In addition to an "8" result, once Germany and Russia are at war, for every ten Russian ground factors eliminated since the previous Axis unit construction phase, Germany may construct one infantry factor (using 1-3 or 2-3 counters) at the normal BRP cost. These units may be constructed in any fully supplied city in Russia or pre-war Poland controlled by the Axis at the start of their player turn, may only operate in those countries and may not be rebuilt if eliminated. Such units are subject to a -1 DM if attacked by exploiting enemy armor units (15.24A), but are considered to be in their home country even when in Poland (15.24B).

"Free Russian" units must be constructed at the first available opportunity. Russian casualties may not be accumulated for future turns, although remnants are carried over and counted in the total for the next turn.

Germany receives a +2 modifier for the Ukraine diplomatic die roll.

Ethiopia (Italy)

Restriction:

May be selected only on the first, second or third turn following the outbreak of war between Italy and Britain, but no later than Spring 1941.

Results:

- 1-3 No effect.
4 [+1]
5 [+2]
6+ *The Axis undermine Allied authority in the Sudan and activate the Italian army in Ethiopia. This is announced at the end of the Axis player turn following a successful result for Ethiopia.

To counter this result, the Allies must move or SR six Western Allied ground/air factors off the board from hexes NN27-NN30, Suez, Basra or the South Africa or India boxes and keep them there for one complete game turn, returning them to the board at one or more of these locations no earlier than the SR phase of the second game turn following their departure.

Until this force is sent to Ethiopia, Britain incurs a five BRP penalty at the end of each Allied combat phase, Suez ceases to act as an Allied supply source and Allied SRs to and from Suez off the southern edge of the board are prohibited. In addition, if the six Allied factors are not sent to Ethiopia by the end of the Allied turn following this result, Italy may place four additional 1-3 infantry units, at no BRP cost, on any of hexes NN27-NN30. These units are placed at the start of the Axis movement phase following this result, and draw limited supply from hexes NN27-NN30. They may move on the turn following placement. If eliminated, they are added to the Italian force pool only if able to draw supply from some other source. If Britain meets the six-factor requirement after these Italian units have appeared, hexes NN27-NN30 cease to act as an Axis supply source.

Moslem Unrest (Italy)

Results:

- 1-2 No effect.
3 [+1]
4 [+2]
5-6 *Moslem fundamentalists increase anti-British agitation. All diplomatic die rolls for Persia, Iraq and Egypt are increased by one for the remainder of the game. This result is announced when it occurs.
7+ *All diplomatic die rolls for Persia, Iraq and Egypt are increased by two for the remainder of the game.

Subversion (Russia)

Results:

- 1-2 No effect.
3 [+1]
4 [+2]
5 Russia may subvert any one of Hungary, Rumania, Bulgaria, Yugoslavia or Greece, provided the target is not currently associated with or allied to any major power. Rumania may not be selected if Russia has sought to occupy Bessarabia. If subversion is successful, the minor country targeted for subversion immediately declares its neutrality.
6 Same as "5", except that if subversion is successful the target becomes a Russian associated minor country at the start of the next Allied player turn in which it contains no Axis units.
7+ Same as "5", except that if subversion is successful the target becomes a Russian minor ally at the start of the next Allied player turn in which it contains no Axis units.

Explanation:

If Russian acquires the ability to subvert, it chooses a target at the start of any subsequent diplomatic phase (prior to normal diplomatic die rolls) and rolls one die. The number of Russian DPs are doubled, and the combined total of Axis and Western Allied DPs are subtracted. The resulting number is subtracted from a die roll. On a result of "1" or less the target is subverted, becoming neutral, associated with Russia or a Russian minor ally, depending on the Russian subversion result.

During the Axis player turn immediately following a successful subversion die roll, the Axis must remove all their units from the target country or declare war on it. If the Axis declare war, Russia may intervene only if allowed to do so by the current Russian diplomatic result. Whether or not the Axis declare war, a successful subversion die roll prevents any further diplomatic die rolls for the target.

Anglo-French Cooperation (Britain)

Results:

- 1-2 No effect. Rule 49.1 applies normally.
3 [+1]
4-5 Hex restrictions in France and British and French colonies are lifted at the start of the next Allied player turn. [+2]
6 In addition to a "4-5" result, Anglo-French stacking and combat restrictions relating to ground and air units are lifted at the start of the next Allied player turn. [+3]
7+ *All Anglo-French cooperation restrictions are lifted at the start of the next Allied player turn. Britain receives a -1 modifier for the French diplomatic die roll.

Dominions (Britain)

Results:

- 1-3 No effect.
- 4 [+1]
- 5 [+2]
- 6 Increased commitments from the Dominions. Britain adds one 3-4 infantry unit to its force pool as an allowable build and receives a +1 modifier on the British Resistance Table. [+3]
- 7 In addition to a "6" result, Britain also adds one 2-5 armor unit to its force pool as an allowable build and increases its growth rate to 50%. [+4]
- 8+ *In addition to a "6" and "7" result, Britain may rebuild two fleet factors each turn in Canada (27.82).

Partisans (Western Allies)

Results:

- 1-3 No effect.
- 4-5 [+1]
- 6 Greater resources diverted to partisans. Partisans may be constructed whether or not Russia is at war with Germany. [+2]
- 7+ *Resistance in occupied Europe better organized. Partisans may be constructed whether or not Russia is at war with Germany. In addition, the Western Allies may construct additional partisans as follows: one in each of Belgium, Holland and Norway, two in Poland, and one in each other country in which the Western Allies may already construct partisans.

Partisans (Russia)

Results:

- 1-3 No effect.
- 4-5 Partisan activities better organized in Russia. One additional partisan may be built in Russia. Partisans constructed in Russia are free - no BRP expenditure is required. [+1]
- 6+ *Partisan activities expanded in Russia. Three additional partisans may be built in Russia, two partisans may be built in Russia each turn, and partisans constructed in Russia are free - no BRP expenditure is required.

Chinese Occupation Policies (Japan)

Results:

- 1-4 No effect.
- 5 [+1]
- 6 [+2]
- 7 Japan varies its occupation policies in China. One fewer Nationalist and one fewer Communist Chinese partisan than normal may be built in China. [+3]
- 8 No Nationalist and two fewer Communist Chinese partisans than normal may be built in China. [+4]
- 9+ *In addition to an "8" result, Japan may immediately construct three pro-Japanese Chinese 1-2 infantry units at the normal BRP cost, and may build an additional Chinese 1-2 infantry unit for every ten Chinese ground factors eliminated once this result is achieved. Remnants are carried over from turn to turn. These units may be constructed in any fully supplied city in China or Manchuria controlled by the Japanese at the start of their player turn, may only operate in those countries and may not be rebuilt if eliminated.

"Chinese puppet" units must be constructed at the first available opportunity. Chinese casualties may not be accumulated for future turns, although remnants are carried over and counted in the total for the next turn.

Indian Subversion (Japan)

Results:

- 1-2 No effect.
- 3 [+1]
- 4 [+2]
- 5-6 Indian nationalists increase anti-British agitation. Japan may construct one Indian partisan in India or the India box, whether or not Japan and Britain are at war. [+3]
- 7-8 Serious unrest in India. Japan may construct two Indian partisans in India or the India box, at the rate of one per turn, whether or not Japan and Britain are at war. [+4]
- 9+ *In addition to an "8" result, once Japan and Britain are at war, Japan may immediately construct three pro-Japanese Indian 1-2 infantry units at the normal BRP cost, and may build an additional Indian 1-2 infantry unit for every five Indian ground factors eliminated once this result is achieved. Remnants are carried over from turn to turn. These units may be constructed in any fully supplied city in India or Burma controlled by the Japanese at the start of their player turn, may only operate in those countries and may not be rebuilt if eliminated.

"Indian Nationalist" units must be constructed at the first available opportunity. Indian casualties may not be accumulated for future turns, although remnants are carried over and counted in the total for the next turn.

Advanced Third Reich

RULE MODIFICATIONS

1. APPLICATION

1.1 The following rule modifications should be used in all *ADVANCED THIRD REICH* games, whether or not the research rules are used, and whether or not the game is played in conjunction with *RISING SUN* as part of a Global War game.

1.2 *RISING SUN* rules do not apply to *ADVANCED THIRD REICH* unless specifically stated. Thus the *RISING SUN* movement restrictions (4.431), restrictions on ZoCs across rivers (4.45) and similar rules only apply in *RISING SUN*, and do not affect play in *ADVANCED THIRD REICH*.

2. MECHANICS

2.1 HEX CONTROL: Isolated hexes pass to control of the opponent at the end of his post-combat supply determination phase (*RISING SUN* rule 11.5).

2.2 UNIT CONSTRUCTION:

2.21 Units may be constructed only on supplied hexes controlled from the start of the player turn, not the game turn (*RISING SUN* rule 19.3).

2.22 Britain may construct up to three BRPs of infantry and replacements in the India box each turn; Russia may construct up to three BRPs of infantry in the Siberia box each turn (*RISING SUN* rules 19.35, 19.36).

2.3 AIRBASE PLACEMENT: Airbases may be placed on the board only during the movement, unit construction and SR phases of the placing player's turn (*RISING SUN* rule 26.121).

2.4 FINNS AND SWEDES: As an exception to 15.24B, Finnish and Swedish units are not automatically subject to a -1 DM when defending outside their home countries.

2.5 NAVAL INTERCEPTIONS AND AIR ATTACKS: The defender announces and commits to naval interceptions before resolving any air attacks against the attacker's naval activities. If the attacker's naval force turns back after undergoing air attack, the defender's intercepting naval force does not engage the attacker's naval activity, returns to port and is inverted.

3. ECONOMICS

3.1 SUBMARINE WARFARE:

3.11 All German submarines *must* be deployed to either the SW box or the Murmansk box in the year in which they are built. Similarly, submarines which survive SW resolution (*ADVANCED THIRD REICH* rule 42.7) must be employed in the following year. Germany is not allowed to leave submarines unused in Germany (as originally permitted by *ADVANCED THIRD REICH* rule 42.42). Similarly, all ASW factors must be deployed to the SW box or the Murmansk box (contrary to *ADVANCED THIRD REICH* rule 42.44). This compulsory deployment does not apply to interceptors and SAC factors.

3.12 If Germany wishes to avoid increasing U.S. - Axis tensions in a year in which it is employing submarines, it may do so by declaring restricted submarine warfare. Each German submarine then eliminates a maximum of one British BRP, the normal +1 tension increase for submarine warfare does not occur, and submarines may not be placed in the Murmansk box. Restricted submarine warfare is announced at the same time as, and replaces, the suspension of submarine warfare previously allowed by *ADVANCED THIRD REICH* rule 42.43. Every turn Germany has submarines available for use, either normal, unrestricted submarine warfare or restricted submarine warfare must be carried out. If Germany has no submarines available for use, the German player must

inform the Allied player of this as well, before the Allies assign fleets to the SW box.

3.13 Germany may construct submarines only if it is at war with either Britain or the U.S., or if the U.S. - Axis tension level is 37 or greater. This situation may arise after an early British surrender, when U.S. - Axis tensions have not yet reached 37, or after German forbearance which reduces the U.S. - Axis tension level below 37. It may also arise after a British surrender and a pro-Axis U.S. election result. This prohibition against submarine construction is considered to be a term of the settlement between Germany and the Western Allies, and is lifted in the first YSS in which U.S. - Axis tensions are 37 or greater. Submarines built while Germany is still at war with the Western Allies, or during a YSS in which U.S. - Axis Tensions are 37 or greater after an early British surrender or a pro-Axis U.S. election result, remain available for use if and when war breaks out between Germany and the U.S.

3.14 The SW ratio for submarines and ASW (*ADVANCED THIRD REICH* rule 42.5123) in the SW box is determined each turn by comparing the total number of German submarines operating in that turn, including those deployed to the Murmansk box but not used against a Murmansk convoy that turn (although such submarines operate at a reduced level of effectiveness - *ADVANCED THIRD REICH* rule modification 3.15), and the total number of ASW and 9-factor fleets deployed to the SW box that turn.

3.15 Each German submarine factor in the Murmansk box has the potential to eliminate only one Western Allied BRP if used in the Atlantic. German submarine factors used to attack a Murmansk convoy may not be used in the Atlantic and are not considered in determining the SW ratio in the Atlantic.

3.16 After submarine effects have been determined during the SW resolution phase, each 9-factor fleet in the SW box and each ASW factor eliminates one German submarine factor. The location of the Allied ASW factors and the German submarine factors has no effect on this elimination procedure. At the end of most turns, either all the German submarines or all the Allied ASW deployed during that turn will be eliminated. Where the competing forces are balanced, both the German submarines and the Allied ASW would be eliminated. German submarines and Allied ASW may both survive the SW resolution phase only if Germany is not at war with the Western Allies.

EXAMPLE: The Allies have three 9-factor fleets and two ASW factors in the SW box. The Germans have ten submarine factors and control the French ports. Germany puts six submarine factors in the SW box and four submarine factors in the Murmansk box. The Allies do not send a Murmansk convoy.

The SW ratio in the Atlantic is still 10:5 (2:1), for a +3 modifier on the SW Effects dice roll, but the result is applied to 6×3 BRPs (= 18 BRPs) + 4×1 BRP (= 4 BRPs) = 22 BRPs maximum damage, rather than 10×3 BRPs = 30 BRPs maximum damage.

Had a Murmansk convoy been sent by the Allies and all the German submarines in the Murmansk box been used to attack it, the SW ratio in the Atlantic would have been 6:5 (1:1). Since no Murmansk convoy was sent, the deployment of German submarines to the Murmansk box affected the total number of Allied BRPs eliminated in the Atlantic, but did not affect the SW ratio in the Atlantic. When submarines do not engage in combat with a Murmansk convoy, the number of submarine factors which survive the turn is the same as though all the German submarines were in the Atlantic.

3.2 RAIDERS: Naval units in the SW box may be broken down into smaller pursuit groups to chase raiders (*RISING SUN* rule 44.41).

3.3 AMERICAN ECONOMIC GROWTH: The U.S. calculates BRP growth normally during the 1943 and subsequent YSS, whether or not it is at war with the Axis (*ADVANCED THIRD REICH* rule 33.83).

3.4 RUSSIAN ICs:

3.41 The increases in Russian production which normally occur in 1942 and 1943 may be triggered sooner by an early Axis declaration of war on Russia. If the Axis attack Russia in 1939, the production value of each IC under Russian control increases to 15 BRPs in the 1940 YSS and 20 BRPs in the 1941 YSS. Similarly, an Axis attack in 1940 triggers a production increase in the 1941 and 1942 YSS. A Russian declaration of war on the Axis in 1939 or 1940 does not trigger this production increase.

3.42 In a Global War game, the outbreak of war between Japan and Russia has no effect on the production value of Russia's ICs.

3.5 VOLUNTARY ELIMINATION OF BRPs:

3.51 NOT SUBJECT TO SPENDING LIMITS: The voluntary elimination of BRPs is *not* limited by spending limits (*ADVANCED THIRD REICH* rule 19.4). An opponent therefore may never be forced to take a double move, although his only alternative may be to "voluntarily" eliminate an unacceptably large number of BRPs. A major power belonging to the side which held the initiative may not voluntarily eliminate BRPs.

3.52 SCORCHED EARTH: A major power which voluntarily eliminates BRPs may specify that the BRPs eliminated are those of a particular conquest or colony. The major power must have received the BRPs from the conquest or controlled the colony in the previous YSS, and may not have lost the BRPs for the conquest or colony since the previous YSS. Should the conquest or colony then be lost later in the year, no additional BRP losses are incurred. BRPs from minor allies, associated, economically penetrated or diplomatically co-opted minor countries, and friendly key economic areas may not be so designated. The designation of BRPs from a specific conquest or colony has no effect on control of that conquest or colony or on the BRP value of the conquest or colony in subsequent years (*RISING SUN* rules 19.41, 33.61).

EXAMPLE: Russia conquers the Baltic States in 1940. Germany attacks Russia in Summer 1941, but does not gain control of the Baltic States. To avoid an unwanted double move, Russia voluntarily eliminates 20 BRPs during its Summer 1941 player turn. The Russian player may specify that 15 of these BRPs are from the Baltic States, so that Russia will not incur any additional BRP loss if Germany captures the Baltic States in Fall 1941.

4. WEATHER

4.1 A Russian winter die roll is made at the beginning of every Winter game turn, whether or not Germany and Russia are at war (*ADVANCED THIRD REICH* 31.2).

4.2 If the Axis player has successfully conducted winter preparation research or holds Axis variant 19, he may modify the result of a Russian winter die roll made before Germany and Russia are at war or withhold the winter preparation effect for later use, at his option. Once Germany and Russia are at war, these modifiers are applied normally to the Russian winter die roll.

4.3 Russian winter die rolls for game turns prior to the outbreak of war between Germany and Russia do not modify future Russian winter die rolls (games without research) or German winter preparation research (games with research). A winter turn in which war breaks out between Germany and Russia is counted, as are winter turns after a Russian surrender.

4.4 Russian winter results, including results "1", "2" and "3", do not apply west of the Nazi-Soviet Pact line. The Axis may always declare an offensive option and conduct full offensive operations in areas west of the Pact line, including against Poland in Winter 1939, should this be necessary. If there are Axis units east of the Pact line, their activities must be consistent with those conducted by Axis units on the eastern front west of the Pact line. For example, if Axis offensive options east of the Pact line are prohibited by a Russian winter result and the Axis wish to select an offensive option for their units west of the Pact line, Axis units east of the Pact line would have to pass. Similarly, if the Axis select an attrition option after a Russian winter result of "1" or "2", no more than 14 BRPs could be spent on limited offensive operations on the eastern front as a whole.

5. DIPLOMACY

5.1 PURCHASING DPs: As set out in *ADVANCED THIRD REICH* rule 59.11, each major power receives an additional DP for every 100

BRPs available to it during the YSS, subject to the limit that the number of DP's so acquired may not exceed the major power's basic DP allocation. *The acquisition of these additional DP's is automatic and does not require any BRP expenditure.*

5.2 COVERT OPERATIONS:

5.21 Covert operations allow a major power to negate either one or two enemy DP's during the diplomatic phase, immediately after the opponent has selected a target and announced how many DP's he placed in that target. Enemy diplomatic efforts in the United States and Russian subversion may be similarly opposed.

5.22 Covert operations are permitted in a target only if at least one friendly DP was placed in the target in the current year. Germany and neutral Italy, and the Western Allies and neutral Russia, are considered "friendly" for the purposes of covert operations. Thus Germany may conduct a covert operation based on a neutral Italian DP, and a neutral Russia may conduct a covert operation based on a Western Allied DP. Similarly, Britain and Russia may combine to negate Axis DP's in the same target if both have the capability to carry out covert operations, provided at least one of them placed a DP in the target in the current year.

5.23 A country which has a covert operations capacity of two may choose to limit a covert operation to negating one enemy DP, so as to use its remaining capability elsewhere.

5.24 For the French and Italian surrender rolls, only the side which has fewer DP's in France or Italy, as the case may be, may utilize their covert operation capability to negate opposing DP's (in effect, the side with more DP's in the target is deemed to have named it).

5.25 DP's negated in Russia by covert operations are eliminated for the rest of the year. Only Germany may conduct a covert operation in Russia when Russia makes a reaction die roll.

5.26 If all the naming player's DP's in a target are negated by a covert operation, no diplomatic die roll is made for that target unless the opposing player wishes.

5.27 In targets in which DP's are doubled (Denmark, Axis DP's in Finland and the Balkans, Russian subversion), covert operations negate enemy DP's after the doubling has occurred. For example, if Germany has two DP's in Rumania, and Russia conducts a covert operation using its full covert operation capability after Germany has selected Rumania as a diplomatic target, the German DP's are doubled to four, then reduced to two by the Russian covert operation.

5.28 Covert operations may not be used in targets named by a friendly country. A player may therefore not name a target, then use his covert operations capability to negate opposing DP's in order to increase his chances of a successful result (although he could do so if his opponent named the target).

5.29 COVERT OPERATION CAPABILITIES:

5.291 In a non-research game, beginning in Spring 1940, Germany, Italy and Britain each have a covert operations capability of one, and Russia has a covert operations capability of two. This capability is *not* renewed



each year. Once a player uses a covert operation to negate enemy DPs, the capability is exhausted for the remainder of the game.

5.292 In a research game, covert operation capabilities must be acquired by research. All major powers begin the game with no covert operations capacity.

5.3 VICHY COLONIES:

5.31 Britain may attack Vichy colonies without paying 10 BRPs for a declaration of war on Vichy France, and without triggering a decrease in U.S. - Axis tensions.

5.32 For each Vichy colony attacked by Britain, a +1 modifier for the Vichy diplomatic die roll is triggered. In addition, Germany may make a Vichy reaction die roll in the diplomatic phase of the turn following such an Allied attack. This roll may be made even in the year in which France falls, and even if a diplomatic die roll has already been made for Vichy earlier in the year, whether or not there are any Axis DPs in Vichy, and whether or not other diplomatic targets are named by Germany that turn.

5.33 Vichy forces in a colony attacked by Britain may be used to defend the colony, but Vichy forces outside the colony take no part in the fighting and may not be used to reinforce the colony. Vichy infantry and replacement units eliminated during an Allied attack on a Vichy colony may be rebuilt in Vichy France, as per *ADVANCED THIRD REICH* rule 53.51 (one unit per turn, but Germany must pay the BRP cost of such reconstruction). Axis forces may be used to reinforce the colony, although this may trigger a -3 modifier for future Vichy diplomatic die rolls.

5.34 Tunisia, Algeria and Morocco are treated as separate colonies for the purposes of this rule. French Indochina may not be attacked by Britain until Britain and Japan are at war (*RISING SUN* rule 46.4), so this rule has no application to the Pacific.

5.4 U.S. - AXIS TENSIONS: The U.S. - Axis tension table set out in *RS* Appendix III supersedes the U.S. - Axis tension table in Appendix III of the *ADVANCED THIRD REICH* rules.

5.5 BRP GRANTS:

5.51 AMERICAN BRP GRANTS: Prior to U.S. entry into the war against Germany, the U.S. may grant up to 20 BRPs per turn to Britain or France, as allowed by the U.S. - Axis tension level (*ADVANCED THIRD REICH* rule 36.4). Once the U.S. is at war with Germany, the U.S. may grant 30 BRPs per turn until 1943, and may grant an additional 10 BRPs per turn each year thereafter (40 BRPs per turn in 1943; 50 BRPs per turn in 1944; and so on).

5.52 BRITISH BRP GRANTS TO FRANCE: Britain may not grant BRPs to France until all Anglo-French cooperation limits are lifted.

6. ATOMIC WARFARE

6.1 *ADVANCED THIRD REICH* rule 45 is superseded by research rule 21.

6.2 *ADVANCED THIRD REICH* Allied variant 25 still gives the Allies atomic bombs for use in Europe. However, in an *ADVANCED THIRD REICH* game using additional variants and atomic research, Allied variant 25 must be cashed in to modify the atomic research die roll.

THOSE BRITISH CARRIERS

The *RISING SUN* counter mix includes extra British light carriers and naval air units. These units allow players to experiment with fast carriers while playing *ADVANCED THIRD REICH*. Rules governing the use of carriers in Europe have yet to be fully developed and thus were not included in *RISING SUN*.

ULTRA

No *EMPIRE OF THE RISING SUN* enthusiast will want to be without *ULTRA*, the quarterly newsletter devoted exclusively to *ADVANCED THIRD REICH* and *EMPIRE OF THE RISING SUN*.

ULTRA is edited by Bruce Harper (the designer of both games) and is published in a professional looking 16-page booklet. *ULTRA* has steadily grown in popularity and now has more than 400 subscribers in some 20 countries. Since the first issue, *ULTRA* has dealt with the following topics:

| | |
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Advanced Third Reich

ADDITIONAL VARIANTS

AND

ATOMIC RESEARCH

Much time and energy can be spent debating whether it's better to play with variants or research. Ultimately the answer is a question of taste. The Global War game was designed with research in mind, but it can also be played with variants. To that end an additional twenty *ADVANCED THIRD REICH* variants, based largely on the research rules, are set out below.

These variants may also be used in *ADVANCED THIRD REICH* when played alone.

The Atomic Research Table may also be used in both Global War and *ADVANCED THIRD REICH* played alone, and should be used in conjunction with variants. A draw of around five or six variants per side makes atomic research more interesting, as it allows players to give atomic research a higher priority by "cashing in" variants in exchange for atomic research modifiers. The same effects occur in a more subtle fashion when the research rules are used.

It is a short step from the Atomic Research Table to the U.S. Election Table and the other *ADVANCED THIRD REICH* rule modifications set out in R.25 - R.30, including the revised Campaign Game victory conditions. The intended effect of the additional variants and the Atomic Research Table is to give *ADVANCED THIRD REICH* the same balance as when the research rules are used.

Axis Variants

26. The Axis establish a spy ring, with one of the following effects:

- a. A spy ring is established in a minor country, with the results set out in the "5-6" research result for Espionage; or
- b. Allied variant 20 (Hitler assassinated) is neutralized; or
- c. Allied variant 29 or 30 (spy ring) is neutralized; or
- d. Germany receives a +2 DRM when rolling for the atomic bomb.

Play (a) in the 1941 or any subsequent YSS; (b) when Allied variant 20 is played; (c) at any time; or (d) during the 1944 YSS.

Not applicable to the 1939 scenario.

27. The Italian shipbuilding rate is increased to two per turn. Play in the Spring 1941 Axis unit construction phase or at the start of the 1942 scenario.

Not applicable to the 1939/44 scenarios.

28. Germany develops strategic bombers. Beginning in the 1942 YSS, Germany may construct strategic bombers which operate at the "10-11" level on the Strategic Bomber research table.

Play during any SW resolution phase in 1942 or later, when Germany first employs strategic bombers.

Not applicable to the 1939/44 scenarios.

29. Germany upgrades its transportation network. Germany's SR level immediately increases by one, to a maximum value of 10, and in the following year increases by an additional one, to a maximum value of 11.

Play during any Axis SR phase, but not prior to Spring 1942.

Not applicable to the 1939/44 scenarios.

30. Fascists tighten their control over Italy. Italy surrenders only if Rome is captured and held for one turn as per *ADVANCED THIRD REICH* rule 47.412. In addition, the Axis receive a +1 DRM on the Italian surrender die roll. This variant may instead be played to neutralize Allied variant 23 (Italian general strike).

Play for immediate effect when Italy would otherwise surrender, or when

Allied variant 23 is played, but not before Spring 1942.

Not applicable to the 1939 scenario.

31. Germany employs chemical warfare. Germany may make one chemical warfare attack per turn in the same manner as atomic attacks (R21.11). The defending units in the target hex are subject to a -1 DM until the start of the defender's next player turn. Once Germany plays this variant, the target (the Western Allies or Russia) may also make one chemical attack per turn, beginning in the second Allied player turn after the first German chemical attack.

Play during any Axis combat phase in Spring 1943 or later.

Not applicable to the 1939 scenario.

32. Germany develops synthetic oil plants: Germany receives one synthetic oil plant immediately and an additional plant in each of the two unit construction phases following play of the variant. Effects are as set out in R15.

Play in the any Axis unit construction phase, but not before Spring 1943.

Not applicable to the 1939 scenario.

33. German fortifications: Germany may build one fortification each turn as per R14.

Play in the Axis Spring 1943 unit construction phase.

Not applicable to the 1939 scenario.

34. Germany increases rocket research. This variant has the same effect as Axis variant 24, but may be played in addition to Axis variant 23 (Jets). If played in addition to Axis variant 24, Germany receives an "18" effect as set out in the research table for rockets (implement as per R8.2). This allows rockets to deliver atomic warheads.

Play during the 1944 YSS for immediate effect.

Not applicable to the 1939 scenario.

35. German atomic research. Germany receives a +3 DRM on all atomic die rolls.

Play in the 1945 or any subsequent YSS.

Not applicable to the 1939 scenario.

Allied Variants

26. Allied intelligence obtains detailed plans for Germany's Winter 1939 offensive. Germany is forced to revise its plans and may make no western front DoWs or take a western front offensive option in Winter 1939. In addition, a -1 DRM applies if a diplomatic die roll is made for Belgian/Luxembourg in Winter 1939.

Play prior to the Winter 1939 diplomatic phase.

Not applicable to the 1941/42/44 scenarios.

27. British intelligence obtains and publishes documentary proof of German atrocities. U.S. - Axis tensions are increased by three.

Play in the Spring 1941 diplomatic phase for immediate effect.

28. British submarine force increased. Britain may build three additional submarine factors, for a total of eight. Up to five British submarine factors may operate from Gibraltar or Scapa Flow in addition to or in place of Malta. All Malta submarine rules apply to submarines operating from these additional bases. If a British submarine base is occupied by the Axis, British submarines are displaced, without the risk of interception, to the nearest Allied-controlled submarine base.

Play in any Allied unit construction phase, but not before Spring 1941, or at the start of the 1942 scenario.

Not applicable to the 1944 scenario.

29. Britain establishes a spy ring, with one of the following effects:

- A spy ring is established in a minor country, with the results set out in the "5-6" research result for Espionage; or
- Axis variant 26 (spy ring) is neutralized; or
- The U.S. receives a +2 DRM when rolling for the atomic bomb.

Play (a) in the 1941 or any subsequent YSS; (b) at any time; or (c) during the 1944 YSS.

Not applicable to the 1939 scenario.

30. Russia establishes a spy ring, with one of the following effects:

- A spy ring is established in a minor country, with the results set out in the "5-6" research result for Espionage; or
- Axis variant 26 (spy ring) is neutralized.

Play (a) in the 1941 or any subsequent YSS; or (b) at any time.

Not applicable to the 1939 scenario.

31. Russia develops an air supply capacity. Russia may provide air supply to ground units as described in Axis variant 16.

Play in any Allied initial supply determination phase, but not before Spring 1942.

Not applicable to the 1939 scenario.

32. Allies coordinate partisan activities. All Allied partisans eliminate two Axis BRPs each turn, and Western Allied and Russian-controlled partisans may ignore Russo-Allied cooperation restrictions. These effects continue for two turns only.

Play at the start of any Allied player turn, provided the Allies have the initiative.

Not applicable to the 1939 scenario.

33. American armored forces increased. Add one 5-6 armor unit to the U.S. force pool as an allowable build at DoW +6, and a second 5-6 armor unit as an allowable build at DoW +8, for a total of seven 5-6 armor units.

Play during the applicable Allied unit construction phase, or at the start of the 1944 scenario.

Not applicable to the 1939 scenario.

34. American airborne forces increased. Add a second 3-3 airborne unit to the U.S. force pool as an allowable build at DOW +8.

Play during the applicable Allied unit construction phase, or at the start of the 1944 scenario.

Not applicable to the 1939 scenario.

35. Russian heavy tanks available. Add one 5-5 armor unit to the Russian force pool as an allowable build in Spring 1943, and an additional 5-5 armor unit as an allowable build in Spring 1944, for total of two 5-5 armor units.

Play during the Allied Spring 1943 unit construction phase, or at the start of the 1944 scenario.

Not applicable to the 1939 scenario.

Atomic Research Table

During the 1944 and each subsequent YSS, Germany and the U.S. may each attempt to produce one or more atomic bombs by rolling one die. After applying the modifiers set out below, the results of the Atomic Research Table are implemented. Certain variants may be used for atomic research. It is suggested that at least five variants be drawn per side when using the Atomic Research Table.

When using the Atomic Research Table, Allied variant 25 is comparable to Axis variant 35, and may only be used to give the U.S. a +3 modifier for its atomic research die rolls.

| Atomic Research Table | | |
|---|-------------------|-----|
| Die Roll | Result | DRM |
| 1-7 | Project cancelled | - |
| 8-9 | No effect | - |
| 10 | No effect | +1 |
| 11 | No effect | +2 |
| 12 | No effect | +3 |
| 13 | One bomb | +4 |
| 14 | Two bombs | +5 |
| 15 | Three bombs | +6 |
| 16 | Four bombs | +7 |
| 17 | Five bombs | +8 |
| 18+ | Six bombs | +9 |
| <i>"Die Roll" refers to the die roll made during each YSS, as modified by BRP levels, variants and successes from previous years.</i> | | |
| <i>"DRM" indicates the modifier which applies to the atomic die roll made during the next YSS.</i> | | |

Modifiers:

- +1 for every 100 BRPs in the European Axis or Western Allied YSS total, prior to SW expenditures (in an *ADVANCED THIRD REICH* game played alone (but not in a Global War game), add an additional +2 DRM for the U.S. Pacific BRPs).

- 1 if the Axis do not control Oslo (Germany only)

Variant Modifiers:

Germany:

- +1 2 (Z-plan); 5 (intelligence); 10 (submarines); 16 (air supply); 19 (winter preparation); 21 (heavy tanks); 22 (extra airborne); 29 (increased SR level); 31 (chemical warfare).

- +2 23 (jets); 24 (V-weapons); 25 (Berchtesgaden); 28 (strategic bombers); 29 (spy ring); 32 (synthetic oil); 34 (increased rocket research).

- +3 35 (atomic research).

United States:

- +1 1 (French armor); 2 (extended Maginot); 3 (French prewar preparation); 5 (intelligence); 10 (ASW); 19 (Hitler assassinated); 24 (critical industry); 33 (extra armor); 34 (extra airborne).

- +2 21 (bomber penetration); 29 (spy ring).

- +3 25 (atomic research).

Explanation: Each player makes his atomic die roll secretly. This may be done by secretly drawing one of six counters, numbered one to six, to allow for later verification. Variants cashed in to modify an atomic die roll are not revealed to the opponent until the results of the atomic die roll are revealed by the use of an atomic bomb. Such variants may not have been played earlier in the game and if used for atomic research their only effect is to modify the current and subsequent atomic die rolls. The state of each side's atomic research, including the applicable modifiers, thus remains secret (other than the modifiers for BRPs and Oslo) until an atomic bomb is actually used, although a player might deduce that his opponent is working on the atomic bomb if he has played few variants.

ADVANCED THIRD REICH - GLOBAL WAR

Western Allied Research Record Sheet (1)

| | | | | | | | | | | | |
|----------------------------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| British RPs | 4 | | | | | | | | | | |
| American RPs | - | | | | | | | | | | |
| French RPs | 2 | | | | | | | | | | |
| | Code | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 | 1946 | 1947 | 1948 |
| Air | | | | | | | | | | | |
| Nationality DRM (<i>All</i>) | | | | | | | | | | | |
| Force Pool (<i>US</i>) | | | | | | | | | | | |
| Jets (<i>A</i>) | | | | | | | | | | | |
| Rockets (<i>A</i>) | | | | | | | | | | | |
| Strategic Bombers (<i>A</i>) | | [+5] | | | | | | | | | |
| Air Defense (<i>All</i>) | | | | | | | | | | | |
| Naval Air Training (<i>US</i>) | | | | | | | | | | | |
| Air Supply (<i>US</i>) | | | | | | | | | | | |
| Airborne (<i>B</i>) | | | | | | | | | | | |
| Airborne (<i>US</i>) | | | | | | | | | | | |
| Naval | | | | | | | | | | | |
| Nationality DRM (<i>All</i>) | | | | | | | | | | | |
| Force Pool Fleet (<i>US</i>) | | | | | | | | | | | |
| Force Pool Carrier (<i>US</i>) | | | | | | | | | | | |
| Shipbuilding (<i>B</i>) | | | | | | | | | | | |
| Shipbuilding (<i>US</i>) | | | | | | | | | | | |
| ASW (<i>A</i>) | | | | | | | | | | | |
| Torpedoes (<i>A</i>) | | | | | | | | | | | |
| Submarines (<i>A</i>) | | | | | | | | | | | |
| Commandos (<i>B</i>) | | | | | | | | | | | |
| Artificial Ports (<i>US</i>) | | | | | | | | | | | |
| Flexible Deploy. (<i>US</i>) | | | | | | | | | | | |
| Notes | | | | | | | | | | | |
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ADVANCED THIRD REICH - GLOBAL WAR

Western Allied Research Record Sheet (2)

| | Code | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 | 1946 | 1947 | 1948 |
|--|------|------|------|------|------|------|------|------|------|------|------|
| Military | | | | | | | | | | | |
| Force Pool Infant. (US) | | | | | | | | | | | |
| Force Pool Armor (US) | | | | | | | | | | | |
| Additional Armor (B) | | | | | | | | | | | |
| Additional Infantry (B) | | | | | | | | | | | |
| Atomic | | | | | | | | | | | |
| Controlled Reaction | | | | | | | | | | | |
| Uranium Separation | | | | | | | | | | | |
| Plutonium Production | | | | | | | | | | | |
| Triggering Mechanism | | | | | | | | | | | |
| Atomic Bomb (US) | | | | | | | | | | | |
| Intelligence | | | | | | | | | | | |
| Counter-intelligence (B) | | | | | | | | | | | |
| Codebreaking (B) | | | | | | | | | | | |
| Codebreaking (US) | | | | | | | | | | | |
| Covert Operations (B) | | | | | | | | | | | |
| Espionage (B) | | | | | | | | | | | |
| Anglo-French Coop. (B) | | | | | | | | | | | |
| Dominions (B) | | | | | | | | | | | |
| Partisans (All) | | | | | | | | | | | |
| Results apply to: (All) = All Western Allied countries; (A) = Britain, U.S. and France only; (B) = Britain only; (US) = U.S. only. | | | | | | | | | | | |
| Notes | | | | | | | | | | | |
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ADVANCED THIRD REICH - GLOBAL WAR

Axis Research Record Sheet (1)

1948

| | | | | | | | | | | | |
|-----------------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| German RPs | 5 | | | | | | | | | | |
| Italian RPs | 2 | | | | | | | | | | |
| | Code | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 | 1946 | 1947 | 1948 |
| Air | | | | | | | | | | | |
| Nationality DRM (A) | | | | | | | | | | | |
| Force Pool (G) | | | | | | | | | | | |
| Jets (G) | | | [+2] | | | | | | | | |
| Rockets (G) | | | [+2] | | | | | | | | |
| Strategic Bombers (G) | | | | | | | | | | | |
| Air Defense (A) | | | | | | | | | | | |
| Air Supply (G) | | | | | | | | | | | |
| Airborne (G) | | | | | | | | | | | |
| Airborne (I) | | | | | | | | | | | |
| Naval | | | | | | | | | | | |
| Nationality DRM (A) | | | | | | | | | | | |
| Force Pool Fleet (G) | | | | | | | | | | | |
| Shipbuilding (G) | | | | | | | | | | | |
| Shipbuilding (I) | | | | | | | | | | | |
| Torpedoes (G) | | | | | | | | | | | |
| Submarines (G) | | | [+2] | | | | | | | | |
| Human Torpedoes (I) | | | | | | | | | | | |
| Notes | | | | | | | | | | | |
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ADVANCED THIRD REICH - GLOBAL WAR

Axis Research Record Sheet (2)

| | Code | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 | 1946 | 1947 | 1948 |
|---|------|------|------|------|------|------|------|------|------|------|------|
| Military | | | | | | | | | | | |
| Force Pool Infantry (G) | | | | | | | | | | | |
| Force Pool Armor (G) | | | | | | | | | | | |
| Combat Groupings (G) | | | | | | | | | | | |
| Additional Armor (I) | | | | | | | | | | | |
| Additional Infantry (I) | | | | | | | | | | | |
| Synthetic Oil (G) | | | | | | | | | | | |
| Transport (G) | | | | | | | | | | | |
| Fortifications (G) | | | | | | | | | | | |
| Winter Preparation (A) | | | | | | | | | | | |
| Atomic | | | | | | | | | | | |
| Controlled Reaction | | | | | | | | | | | |
| Uranium Separation | | | | | | | | | | | |
| Plutonium Production | | | | | | | | | | | |
| Triggering Mechanism | | | | | | | | | | | |
| Atomic Bomb (G) | | | | | | | | | | | |
| Intelligence | | | | | | | | | | | |
| Counter-intelligence (A) | | | | | | | | | | | |
| Codebreaking (A) | | | | | | | | | | | |
| Covert Operations (G) | | | | | | | | | | | |
| Espionage (A) | | | | | | | | | | | |
| Occupation Policies (G) | | | | | | | | | | | |
| Ethiopia (I) | | | | | | | | | | | |
| Moslem Unrest (I) | | | | | | | | | | | |
| Results apply to: (A) = All Axis countries; (G,I) = both Germany and Italy; (G) = Germany only; (I) = Italy only. | | | | | | | | | | | |
| Notes | | | | | | | | | | | |
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ADVANCED THIRD REICH - GLOBAL WAR

Japanese Research Record Sheet

| Japanese RPs | 3 | | | | | | | | | | |
|----------------------|------|------|------|------|------|------|------|------|------|------|--|
| Code | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 | 1946 | 1947 | 1948 | |
| Air | | | | | | | | | | | |
| Nationality DRM | | | | | | | | | | | |
| Force Pool | | | | | | | | | | | |
| Jets | | | | | | | | | | | |
| Rockets | | | | | | | | | | | |
| Strategic Bombers | | | | | | | | | | | |
| Air Defense | | | | | | | | | | | |
| Naval Air Training | | | | | | | | | | | |
| Naval | | | | | | | | | | | |
| Nationality DRM | | | | | | | | | | | |
| Force Pool Fleet | | | | | | | | | | | |
| Force Pool Carrier | | | | | | | | | | | |
| Shipbuilding | | | | | | | | | | | |
| ASW | | | | | | | | | | | |
| Torpedoes | | | | | | | | | | | |
| Submarines | | | | | | | | | | | |
| Human Torpedoes | | | | | | | | | | | |
| Military | | | | | | | | | | | |
| Force Pool Infantry | | | | | | | | | | | |
| Force Pool Armor | | | | | | | | | | | |
| Fortifications | | | | | | | | | | | |
| Intelligence | | | | | | | | | | | |
| Counter-intelligence | | | | | | | | | | | |
| Codebreaking | | | | | | | | | | | |
| Espionage | | | | | | | | | | | |
| Chinese Occupation | | | | | | | | | | | |
| Indian Subversion | | | | | | | | | | | |

ADVANCED THIRD REICH - GLOBAL WAR

Russian Research Record Sheet

| Russian RPs | 3 | | | | | | | | | | |
|----------------------|------|------|------|------|------|------|------|------|------|------|------|
| | Code | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 | 1946 | 1947 | 1948 |
| Air | | | | | | | | | | | |
| Nationality DRM | | | | | | | | | | | |
| Force Pool | | | | | | | | | | | |
| Jets | | | | | | | | | | | |
| Rockets | | | | | | | | | | | |
| Strategic Bombers | | | | | | | | | | | |
| Air Defense | | | | | | | | | | | |
| Air Supply | | | | | | | | | | | |
| Airborne | | | | | | | | | | | |
| Military | | | | | | | | | | | |
| Force Pool Infantry | | | | | | | | | | | |
| Force Pool Armor | | | | | | | | | | | |
| Early Armor | | | | | | | | | | | |
| Early Infantry | | | | | | | | | | | |
| Five-year Plan | | | | | | | | | | | |
| Transport | | | | | | | | | | | |
| Fortifications | | | | | | | | | | | |
| Atomic | | | | | | | | | | | |
| Controlled Reaction | | | | | | | | | | | |
| Uranium Separation | | | | | | | | | | | |
| Plutonium Production | | | | | | | | | | | |
| Triggering Mechanism | | | | | | | | | | | |
| Atomic Bomb | | | | | | | | | | | |
| Intelligence | | | | | | | | | | | |
| Counter-intelligence | | | | | | | | | | | |
| Codebreaking | | | | | | | | | | | |
| Covert Operations | | | | | | | | | | | |
| Espionage | | | | | | | | | | | |
| Subversion | | | | | | | | | | | |
| Partisans | | | | | | | | | | | |

ADVANCED THIRD REICH - GLOBAL WAR

Yearly Research Record Sheet

[illegible]

ADVANCED THIRD REICH - GLOBAL WAR

Axis: _____ Allies: _____ Date: _____

[illegible]

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Air N

Force

Jets

Rocke

Strate

Air D

Air S

Airbo

Naval

Force

Shipb

Naval

Anti-s

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Huma

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Artifi

Flexib

Force

Force

Flexib

Early

Early

Synth

Trans

Fortif

Winter

Other

1

Note:

© Copy

Research Results - Summary

| Project | Germany | Italy | Japan | Russia | Britain | U.S. |
|----------------------------|---------|-------|-------|--------|---------|------|
| Air Nationality Modifier | 0 | -1 | 0(+1) | -1 | 0 | 0 |
| Force Pool (Air) | 30 | | 20 | 20 | | 50 |
| Jets | [+2] | | | | | |
| Rockets | [+2] | | | | | |
| Strategic Bombers | | | | | [+5] | [+5] |
| Air Defense | | | | | | |
| Air Supply | | | | | | |
| Airborne | | | | | | |
| Naval Nationality Modifier | 1 | 4 | 2 | | 2 | 2 |
| Force Pool (Naval) | 36 | | 81 | | | 153 |
| Shipbuilding | 2 | 1 | 3 | | 3 | 3 |
| Naval Air Training | | | 3 | | | 2 |
| Anti-submarine Warfare | | | | | | |
| Torpedoes | | | +1 | | | -1 |
| Submarines | [+2] | | | | | |
| Human Torpedoes | | | | | | |
| Commandos | | | | | | |
| Artificial Ports | | | | | | |
| Flexible Deployment | | | | | | |
| Force Pool (Infantry) | 28 | | 10 | 20 | | 23 |
| Force Pool (Armor) | 12 | | | | | 5 |
| Flexible Combat Groupings | | | | | | |
| Early/additional Armor | | 2 | | | 3 | |
| Early/additional Infantry | | 2,4,6 | | | 8 | |
| Synthetic Oil/5-Year Plan | | | | | | |
| Transport | 9 | | | 6/3 | | |
| Fortifications | | | | | | |
| Winter Preparation | | | | | | |
| Other: | | | | | | |
| | | | | | | |

Note: Atomic and Intelligence results are intentionally omitted.

ADVANCED THIRD REICH - GLOBAL WAR

Research Results Summary

| | | | | | | | | | | | | | | | | | | | | | | |
|----------------------------|-----------|---|----|----|----|----|--------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| General | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| General Research | NE | | +1 | +2 | +3 | +4 | Breakthrough | | | | | | | | | | | | | | | |
| Air | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| Nationality DRM | NE | | | | | +1 | | +2 | +3 | R | | | | | | | | | | | | |
| Force Pool | NE | | | | +1 | +2 | R1 | R2 | R3 | R4 | R5 | | | | | | | | | | | |
| Jets | -2 | | -1 | | NE | +1 | +2 | +3 | +4 | +5 | +6 | +7 | R1 | | R2 | | | | | | | |
| Rockets | Cancelled | | -2 | -1 | NE | +1 | +2 | +3 | | +4 | | R1 | | R2 | | R3 | R4 | R5 | R6 | | R7 | |
| Strategic Bombers | NE | | | | +1 | | +2 | R1 | | R2 | | R3 | | R4 | | R5 | | R6 | | | R7 | |
| Air Defense | NE | | +1 | | +2 | R | | | | | | | | | | | | | | | | |
| Naval Air Training (US, J) | NE | | | +1 | +2 | R | | | | | | | | | | | | | | | | |
| Air Supply (G, US, R) | NE | | +1 | | R1 | | | R2 | | | | | | | | | | | | | | |
| Airborne (G) | NE | | +1 | | +2 | +3 | R | | | | | | | | | | | | | | | |
| Airborne (B, I) | NE | | +1 | | +2 | R1 | R2 | | | | | | | | | | | | | | | |
| Airborne (R) | NE | | R1 | R2 | R3 | R4 | R5 | | | | | | | | | | | | | | | |
| Airborne (US) | NE | | | +1 | | R1 | R2 | | | | | | | | | | | | | | | |
| Naval | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| Nationality DRM | NE | | | | | +1 | | +2 | R | | | | | | | | | | | | | |
| Force Pool Fleet | NE | | | +1 | +2 | +3 | R1 | R2 | R3 | | | | | | | | | | | | | |
| Force Pool Carrier | NE | | | +1 | +2 | +3 | R1 | R2 | R3 | | | | | | | | | | | | | |
| Shipbuilding | NE | | +1 | +2 | R | | | | | | | | | | | | | | | | | |
| ASW | NE | | +1 | +2 | +3 | +4 | R1 | R2 | | | | | | | | | | | | | | |
| Torpedoes | NE | | +1 | +2 | +3 | +4 | R | | | | | | | | | | | | | | | |
| Submarines | NE | | | | +1 | +2 | +3 | R1 | | | R2 | | | R3 | | R4 | R5 | R6 | | | | |
| Human Torpedoes (I) | NE | | | R1 | | R2 | | R3 | | | | | | | | | | | | | | |
| Human Torpedoes (J) | NE | | +1 | +2 | R1 | | | R2 | | R3 | | | | | | | | | | | | |
| Commandos (B) | NE | | | +1 | | R1 | R2 | | | | | | | | | | | | | | | |
| Artificial Ports (US) | -1 | | NE | | R1 | | R2 | | | | | | | | | | | | | | | |
| Flexible Deployment (US) | NE | | +1 | | R1 | | R2 | | | | | | | | | | | | | | | |

[illegible]

[illegible][illegible]

ADVANCED THIRD REICH YSS Record Sheet

Axis: _____ Allies _____ Date: _____

| | Germany | Italy | Russia | France | Britain | U.S. |
|--|---------|-------|--------|--------|---------|------|
| 19__ base | | | | | | |
| Surplus/deficit | | | | | | |
| Growth/loss | | | | | | |
| 19__ base | | | | | | |
| Conquests, active minor allies, associated minor countries, ICs and other BRP sources | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| | : | : | : | : | : | : |
| Total BRPs added to base | | | | | | |
| 19__ base (from row 4) | | | | | | |
| Total BRPs for 19__ | | | | | | |
| Strategic warfare | | | | | | |
| YSS total for 19__ | | | | | | |
| Spending limit | | | | | | |
| Diplomatic points | | | | | | |
| Research points | | | | | | |

ADVANCED THIRD REICH BRP Expenditure Record Sheet

Axis: _____ Allies: _____ Date: _____

| | Germany | Italy | Russia | France | Britain | U.S. |
|----------------------|---|---|---|---|---|---|
| YSS total | | | | | | |
| Spending limit | | | | | | |
| 19 | | | | | | |
| SR level | (9) | (5) | (6) | 5 | (9) | () |
| BRP level | | | | | | |
| Additions | | | | | | |
| DoW costs | | | | | | |
| Offensive operations | West: East: Med: | West: East: Med: | West: East: Med: | West: East: Med: | West: East: Med: | West: East: Med: |
| Losses | | | | | | |
| Builds | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: |
| BRP grants | | | | | | |
| BRP level | | | | | | |
| SW losses | | | | | | |
| Surviving SW | | | | | | |
| BRP level | | | | | | |
| 19 | | | | | | |
| SR level | (9) | (5) | (6) | 5 | (9) | () |
| BRP level | | | | | | |
| Additions | | | | | | |
| DoW costs | | | | | | |
| Offensive operations | West: East: Med: | West: East: Med: | West: East: Med: | West: East: Med: | West: East: Med: | West: East: Med: |
| Losses | | | | | | |
| Builds | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: |
| BRP grants | | | | | | |
| BRP level | | | | | | |
| SW losses | | | | | | |
| Surviving SW | | | | | | |
| BRP level | | | | | | |

Explanation: Current BRP levels are recorded in boxes containing a "". "Builds" include other expenditures, such as the cost of moving ICs. For convenience, BRP losses are recorded in a single location each turn, but players must pay careful attention to the sequence of play to determine when losses actually occur (including losses which occurred during the opposing player's turn). The U.S. base, as distinct from the U.S. BRP level, should be recorded each turn.

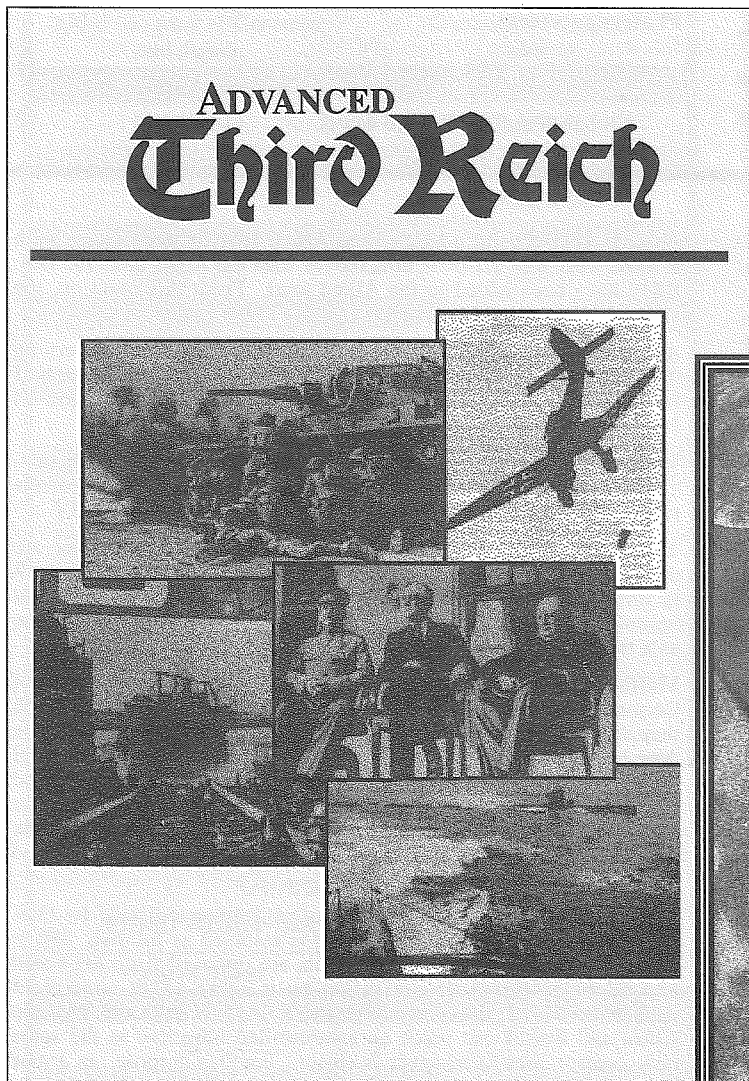
ADVANCED THIRD REICH - Global War Diplomatic Record Sheet

Axis: _____ Allies: _____ Date: _____

| | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945-8 | U.S. Involvement | | |
|---|------|------|------|------|------|------|--------|------------------|-----------|--------|
| | | | | | | | | Pacific | Turn | Europe |
| Belgium/Luxembourg | | | | | | | | | | |
| Bulgaria* | | | | | | | | | Fal 1939 | |
| Denmark | | | | | | | | | Win 1939 | |
| Egypt | | | | | | | | | Spr 1940 | |
| Finland* | | | | | | | | | Sum 1940 | |
| France | | | | | | | | | Fal 1940 | |
| Greece* | | | | | | | | | Win 1940 | |
| Hungary* | | | | | | | | | Spr 1941 | |
| Iraq | | | | | | | | | Sum 1941 | |
| Ireland | | | | | | | | | Fal 1941 | |
| Italy | | | | | | | | | Win 1941 | |
| Japan*‡ | | | | | | | | | Spr 1942 | |
| Persia* | | | | | | | | | Sum 1942 | |
| Poland | | | | | | | | | Fal 1942 | |
| Rumania* | | | | | | | | | Win 1942 | |
| Russia* | | | | | | | | | Spr 1943 | |
| Spain | | | | | | | | | Sum 1943 | |
| Sweden*† | | | | | | | | | Fal 1943 | |
| Turkey* | | | | | | | | | Win 1943 | |
| Ukraine* | | | | | | | | | Spr 1944 | |
| United States | | | | | | | | | Sum 1944 | |
| Vichy France | | | | | | | | | Fal 1944 | |
| Yugoslavia*† | | | | | | | | | Win 1944 | |
| Intelligence | | | | | | | | | Spr 1945 | |
| * Russian DPs may be placed in the country. | | | | | | | | | Sum 1945 | |
| † May not be named by Russia until Germany is at war with Russia. | | | | | | | | | Fall 1945 | |
| ‡ Neutral Russian DPs are combined with Western Allied DPs. | | | | | | | | | Win 1945 | |
| Record important diplomatic developments below | | | | | | | | | Spr 1946 | |
| | | | | | | | | | Sum 1946 | |
| | | | | | | | | | Fall 1946 | |
| | | | | | | | | | Win 1946 | |
| Record U.S. - Axis and U.S. - Japanese tensions, then force pool additions, in the U.S. Involvement section of this Record Sheet. | | | | | | | | | | |

GLOBAL WAR

ADVANCED Third Reich



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Global War

RULES AND SCENARIOS

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Introduction: The Global War game combines *ADVANCED THIRD REICH* and *RISING SUN* into a single game which recreates all of World War II. Whether played as a two-sided or a multi-player game, a Global War game is best played with four or five players, one playing each of the European Axis, Japan, Russia and the Western Allies (who can easily be split between two players). In a two-sided game, the Russian player should play the Chinese as well, although in a multi-player game this could ultimately create a conflict of interest, so the Nationalist Chinese should be controlled by the player who plays the Western Allies in the Pacific, and the Communist Chinese should be controlled by the Russian player.

Research, Variants and Force Pools: Before beginning a Global War game, players must decide whether or not they will use the research rules. The research rules are recommended, but the Global War game can be played without them, using variants and the Atomic Research Table. Force pools are listed by units where indicated. "Arm", "Inf", "NAF" and "AAF" refer to factors.

If the research rules are used, the force pools set out in this booklet are used, with additional forces normally added to the force pools in *ADVANCED THIRD REICH* being added only when the applicable research results are achieved.

If the research rules are not used, the *ADVANCED THIRD REICH* Campaign Game force pools are used, as is the Atomic Research Table.

Duration: The Global War game begins in Fall 1939 and ends at the end of 1948 or when:

- Germany and Japan surrender; or
- The United States signs a peace treaty with all surviving Axis major powers as a result of an adverse U.S. election result and neither France, Britain nor Russia is at war with Germany; or
- One side or the other concedes defeat.

Situation: Germany is at war with Britain, France and Poland. Italy is neutral. Russia is neutral and begins with a diplomatic result of "3-5". Finland begins with a diplomatic result of "1-2". The U.S. is neutral and U.S. - Axis tensions are at zero. Germany begins the game with a free offensive option on the eastern front.

In the Pacific, Japan is at war with China and U.S. - Japanese tensions are at zero.

Order of Deployment: Poland, Germany, Italy, France, Britain, Russia, U.S., Japan, China.

Order of Movement: In Fall 1939, Germany and Italy move first, even though Italy is not at war with the Allies. The Allies, including neutral Russia and the U.S., move second. Japan then moves, followed by China.

Once Japan is at war with a major power other than China, Japan's BRPs are added to the Axis total and thereafter Japan moves with the

Axis. U.S. BRPs are added to the Allied total in accordance with *RISING SUN* rule 9.143. China moves with the Allies once the U.S. BRPs have been added to the Allied total. From this point on, the initiative is determined globally.

Allied Unpreparedness and Pearl Harbor: The rules governing Allied unpreparedness on the first turns of a Japanese attack apply if Japan declares war on Britain or the U.S. (*RISING SUN* rule 66). If Japan attacks Pearl Harbor, *RISING SUN* rule 67 applies.

Victory Conditions: The victory conditions are similar in a two-sided or multi-player game, and are the same whether or not the research rules are used.

Two-sided game: The victory levels for the Global War game are determined by comparing the victory levels in both theaters, which in turn depend on when Germany and Japan surrender, as set out below. In a two-sided game, the Axis and the Allies win or lose as a team.

Multi-player game: In a multi-player game, the victory levels of Germany and Japan are determined separately by the turn in which they surrender (so whichever one lasts longer is considered to have done better than the other). If the Allies attain a higher victory level than both Germany and Japan, the number of objectives controlled by the Western Allies and Russia after Germany's and Japan's defeat is used to determine the ultimate winner. The victory levels of the Western Allies, Russia, Germany and Japan are then compared to determine the ultimate winner.

Disputed Objectives: The control of objectives still held by Germany and Japan when they surrender is resolved as follows. When Germany or Japan surrenders, its units are removed from the board and all objectives still controlled by it come under control of whichever Allied player occupies them first. If both the Western Allies and Russia can reach an uncontrolled objective in the same turn, control goes to whoever is closer. For this purpose, an armor unit two hexes from an objective is considered to be the same distance away from the objective as an infantry unit one hex away. If opposing units are an equal distance from an uncontrolled objective, the objective goes to whichever side has the more powerful units nearest the objective (further ties are broken by a die roll).

An alternative method of resolving control of disputed objectives is for the Western Allies and the Russians to fight over them. All players should agree that this rule is to be used well before it is invoked. Open conflict over objectives is not permitted until both Germany and Japan have surrendered, after which the game continues as a war between the Western Allies and Russia. The game then ends when one side or the other acquires control of enough objectives to achieve a 10 level victory.

Diplomacy: In a Global War game, the diplomatic table for Japan is not used, nor may Japan place DPs in any target. DPs may be placed in Japan in 1941, as in *ADVANCED THIRD REICH*, and may be triggered to increase or decrease U.S. - Japanese tensions. DPs placed

in Japan may not be triggered once an oil embargo is in effect against Japan.

The diplomatic result for Russia affects whether Russia may declare war on Japan, but Russian units in Siberia are not subject to the -1 DM associated with a Russian diplomatic result of "3-5" or more.

Inter-theater transfer of units: Axis units may not be transferred from one theater to another. Allied units which transfer from one theater to another always do so by means of SRs via mapboard boxes. When in such boxes, ground units are converted between their European and Pacific forms (to reflect the difference in scale between the two mapboards). Carriers are permitted in Europe only in the U.S., SW and South Africa boxes and in Britain in their turn of construction (*RISING SUN* rule 27.14).

Global War Game Victory Conditions

| Allied conquest of Germany and Japan | VL | German and Japanese survival |
|--------------------------------------|----|------------------------------|
| Winter 1943 or earlier | 10 | Winter 1948 |
| Spring 1944 | 9 | Fall 1948 |
| Summer 1944 | 8 | Summer 1948 |
| Fall 1944 | 7 | Spring 1948 |
| Winter 1944 | 6 | Winter 1947 |
| Spring 1945 | 5 | Fall 1947 |
| Summer 1945 | 4 | Summer 1947 |
| Fall 1945 | 3 | Spring 1947 |
| Winter 1945 | 2 | Winter 1946 |
| Spring 1946 | 1 | Fall 1946 |
| Summer 1946 | 0 | Summer 1946 |

VL = Victory Level. For rating purposes, the value of an Allied victory depends on when Germany and Japan surrender (left column). If Germany and Japan survive past Summer 1946, the victory level they achieve depends on how long they survive (right column). The Axis achieve a level 20 victory (the equivalent of a decisive victory in *Advanced Third Reich*) if they both survive until the end of 1948. They may ensure their survival (and a level 20 victory) by defeating the Allies. The overall victory level is determined by comparing the results in both theaters.

EXAMPLE: German surrenders in Fall 1944, giving the Allies a level 7 victory in Europe. Japan surrenders in Summer 1947, giving the Axis a level 4 victory in the Pacific. The Allies win an overall level 3 victory.

Global War Game Allied Multi-player Victory Conditions

| Western Allied | VL | Russian |
|----------------|----|------------|
| 60 or more | 10 | 28 or more |
| 58 | 9 | 27 |
| 56 | 8 | 26 |
| 54 | 7 | 25 |
| 52 | 6 | 24 |
| 50 | 5 | 23 |
| 48 | 4 | 22 |
| 46 | 3 | 21 |
| 44 | 2 | 20 |
| 42 | 1 | 19 |
| 40 | 0 | 18 |

VL = Victory Level. Numbers in the left and right columns refer to the number of objectives controlled by the Western Allies (including Nationalist China) and Russia (including Communist China) at the end of the game.

GERMANY

BRP Level (1939): 150 (Base: 150)

Growth Rate: 50%

SR Limit: 9. See 20.11 (*ADVANCED THIRD REICH* rules) for possible reduction.

Basic DP allocation: 3.

Research: Germany begins with the following results, each of which gives Germany a [+2] modifier: jets ("7"), rockets ("7") and submarines ("6").

Global War Game German Force Pool

| | 9FF | AAF | 5-6 | 4-6 | 2-6 | 3m3 | 3-3 | 1-3 | R |
|-----------|------|--------|------|-------|------|------|--------|------|------|
| At Start | [2] | [20] | [-] | [4] | [-] | [-] | [8] | [-] | [-] |
| Fall 1939 | 1[3] | 10[30] | [-] | 8[12] | [-] | 1[1] | 20[28] | [-] | 8[8] |
| Spr 1942 | 1[4] | [30] | [-] | [12] | [-] | [1] | [28] | [-] | [8] |
| Maximum | [4+] | [30+] | 6[6] | [12] | 2[2] | 1[2] | 12[40] | 9[9] | [8] |

Airbases: 4. One may be deployed at the start of the game.

Bridgeheads: 3.

Deployment Limits: None.

Control: Germany, including East Prussia.

ITALY

BRP Level (1939): 75 (Base: 75)

Growth Rate: 20%

SR Limit: 5. See 20.12 (*ADVANCED THIRD REICH* rules) for possible reduction.

Basic DP allocation: 2.

Global War Game Italian Force Pool

| | 9FF | AAF | 2-5 | 2m3 | 3-3 | 2-3 | 1-3 | R |
|-------------|------|-------|------|------|------|------|-------|------|
| At Start | [3] | [5] | [1] | [-] | [2] | [-] | [6] | [-] |
| Fall 1939 | 1[4] | [5] | 1[2] | [-] | [2] | 4[4] | [6] | 6[6] |
| Spring 1941 | 1[5] | 5[10] | [2] | [-] | [2] | [4] | [6] | [6] |
| Maximum | [5] | [10] | 2[4] | 1[1] | 3[5] | 2[6] | 4[10] | [6] |

Airbases: 2. One may be deployed at the start of the game.

Bridgeheads: 1.

Deployment Limits: At least one 1-3 infantry unit in Albania and two 1-3 infantry units in Libya.

Control: Italy, Sicily, Sardinia, Albania, Libya, Rhodes.

JAPAN

BRP Level (1939): 60

BRP Level (1940 YSS): 120 (Base: 100; Conquests: 20 [Peking, Nanking, Shanghai, Canton]) plus any conquests made in 1939 and 40% of any BRPs left over from 1939.

Growth Rate: 40%

1939 Spending Limit: 60

SR Limit: 9 See 20.11 for possible reduction.

Research: Japan begins with a +1 DRM for its submarine warfare SW Effects dice rolls, as a result of torpedo research.

| Global War Game Japanese Force Pool | | | | | | | | |
|--|------|------|------|-------|-------|-------|-------|-------|
| Naval and Air Units | | | | | | | | |
| | 9FF | CV | CVL | NAF | AAF | | | |
| At Start | [5] | [3] | [2] | [15] | [10] | | | |
| Fall 1939 | 1[6] | 1[4] | [2] | 3[18] | [10] | | | |
| Tensions: 15 | 1[7] | 1[5] | [2] | 3[21] | 5[15] | | | |
| Tensions: 25 | 1[8] | 1[6] | 1[3] | 4[25] | [15] | | | |
| DoW +1 | [8] | [6] | 1[4] | 5[30] | 5[20] | | | |
| DoW +2 | [8] | [6] | 1[5] | 2[32] | [20] | | | |
| DoW +5 | 1[9] | [6] | 2[7] | 4[36] | [20] | | | |
| DoW +9 | [9] | [6] | 2[9] | 4[40] | [20] | | | |
| Maximum | [9+] | [6+] | [9+] | [40+] | [20+] | | | |
| Ground Units | | | | | | | | |
| | 3-3 | 2-3 | 1-3 | 1m2 | 1n2 | 3-2 | 2-2 | 1-2 |
| At Start | [-] | [3] | [1] | [-] | [1] | [5] | [10] | [20] |
| Fall 1939 | [-] | [3] | 1[2] | [-] | [1] | [5] | [10] | 5[25] |
| Tension: 15 | [-] | [3] | 1[3] | [-] | [1] | 5[10] | [10] | [25] |
| Tension: 25 | [-] | [3] | [3] | 1[1] | [1] | [10] | [10] | [25] |
| DoW +1 | [-] | [3] | [3] | [1] | 1[2] | [10] | 5[15] | [25] |
| DoW +5 | [-] | [3] | [3] | [1] | 1[3] | [10] | [15] | 5[30] |
| Maximum | 3[3] | [3] | [3] | [1] | [3] | 9[19] | [15] | [30] |
| “DoW” refers to either the turn in which war breaks out between Japan and either the United States or Britain or when U.S. - Japanese tensions reach 42, whichever happens first. “Tensions” refers to the U.S. - Japanese Tension Level. If war breaks out between Japan and the U.S. before Japan has received its prewar builds, they are added to the Japanese force pool at that time. Japan may acquire super carriers (CVBs) by research. These are not listed in the force pool above. | | | | | | | | |

Airbases: 3. All may be deployed at the start of the game.

Bridgeheads: 3. Japan begins the game with one bridgehead in Canton and one in Foochow.

Deployment Limits: At least one 2-3 armor, one 1-3 armor, one 3-2 infantry, two 2-2 infantry and two 1-2 infantry units and five army air factors in Manchuria. Once the game begins, Japan need not maintain forces in Manchuria, although the withdrawal of Japanese units from Manchuria may free Russian units in Siberia for use against Germany (65.5). Before it is at war with Germany, Russia may declare war on Japan only if the number of Japanese ground factors in Manchuria is less than that required for the German eastern front garrison (as determined by the current Russian diplomatic result).

Control: Japan, Manchuria, Korea, Taiwan, China east of the Chinese start line, Hainan, Okinawa, Iwo Jima, Saipan, Marcus, west Caroline Islands, east Caroline Islands, Marshall Islands, Kuriles.

Thailand: Thailand becomes a Japanese associated minor country when war breaks out between Japan and Britain.

BRITAIN

BRP Level (1939): 125 (Base: 125)

Growth Rate: 40%

SR Limit: Europe: 9. See 20.15 (ADVANCED THIRD REICH rules) for possible reduction. Asia: 3.

Basic DP allocation: 3.

| Global War Game British Force Pool | | | | | | | |
|---|-------|-------|------|-------|-------|-----|------|
| Naval and Air Units | | | | | | | |
| | 9FF | CVL | NAF | AAF | Subs | | |
| At Start | [7] | [1] | [2] | [12] | [5] | | |
| Fall 1939 | 3[10] | [1] | [2] | 5[17] | [5] | | |
| Spring 1940 | [10] | [1] | [2] | 5[22] | [5] | | |
| Spring 1942 | 1[11] | [1] | [2] | [22] | [5] | | |
| Spring 1943 | 1[12] | 1[2] | 3[5] | 1[23] | [5] | | |
| Maximum | [12] | [2] | [5] | [23] | [5] | | |
| Ground Units | | | | | | | |
| | 4-5 | 2-5 | 3m3 | 1n3 | 3-4 | 1-3 | R |
| At Start | [1] | [2] | [-] | [-] | [4] | [3] | [2] |
| Fall 1939 | 2[3] | [2] | [-] | [-] | 3[7] | [3] | 6[8] |
| Maximum | 1[4] | 2[4]* | 1[1] | 2[2] | 3[10] | [3] | [8] |
| * Including contributions from the Dominions. | | | | | | | |

Airbases: Europe: 3. Asia: 1. One airbase may be deployed in both Europe and Asia at the start of the game.

Bridgeheads: Europe: 3. Asia: 1.

Submarines: The five British submarines must base in Malta (ADVANCED THIRD REICH rule 64).

Deployment Limits (Europe): At least 18 fleet factors and one air factor in Gibraltar, one 1-3 infantry unit, one air factor and five submarines in Malta, one 2-5 armor and one 1-3 infantry unit, nine fleet factors and two air factors in Egypt, one 1-3 infantry unit in Palestine and one air factor in Iraq.

Deployment Limits (Asia): Of the starting British forces, the following forces must begin the game in Asia and remain there until Britain and Japan are at war. Of those forces, one 2-3 armor unit and two army air factors must remain in India.

| Global War Game British Deployment Limits - Asia | | | | | | | |
|---|-----|-----|-----|-----|-----|-----|-----|
| | 9FF | CVL | NAF | AAF | 2-3 | 3-2 | R |
| At Start | [1] | [1] | [2] | [2] | [1] | [1] | [2] |
| The three British infantry factors may begin the game broken into smaller units if desired. | | | | | | | |

Control (Europe): Britain, including Ulster, Iraq, Kuwait, Palestine, Transjordan, Egypt, Malta, Gibraltar, Cyprus.

Control (Asia): India, Ceylon, Burma, Malaya, Sarawak, Singapore, Hong Kong, Solomon Islands, Gilbert Islands, Ellice Islands, New Hebrides, Fiji, Australia, Nauru, Samoa, Santa Cruz, Christmas, Andaman, Tonga, and the eastern half of New Guinea.

India: India activates as a British minor ally worth 25 BRPs at the start of the Allied player turn following the outbreak of war between Britain and Japan. Four Indian infantry factors must begin the game in India or Burma and remain there until the outbreak of war between Britain and Japan. The remaining six Indian infantry factors may begin in India, Burma, Malaya or Singapore. Indian units may not be used in Europe.

Australia: Australia activates as a British minor ally worth 25 BRPs at the start of the Allied player turn after the outbreak of war between

Britain and Japan. Four Australian infantry factors, two army air factors and six fleet factors must begin the game in Australia. All Australian units must remain in the Pacific until the outbreak of war between Britain and Japan. The six remaining Australian infantry factors may begin in Australia or any British possession on the Pacific front.

Dutch East Indies: The Dutch East Indies are an inactive British associated minor country. The three Dutch 1-2 infantry units must begin the game in Batavia, Palembang and Balikpapan, respectively, and remain there until war breaks out between Britain and Japan. The Dutch army air factor and two fleet factors may begin the game in any one of Batavia, Palembang and Balikpapan, and are free to move to any of these three cities prior to the outbreak of war between Britain and Japan. British units may not enter the Dutch East Indies before Britain and Japan are at war.

FRANCE

BRP Level (1939): 80 (Base: 80)

Growth Rate: 30%

SR Limit: 5.

Basic DP allocation: 2.

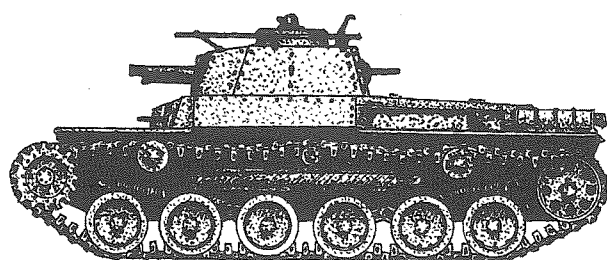
| Global War Game French Force Pool | | | | | | |
|--------------------------------------|-----|-------|------|-------|-----|------|
| | 9FF | AAF | 3-5 | 2-3 | 1-3 | R |
| At Start | [3] | [5] | [1] | [14] | [3] | [2] |
| Fall 1939 | [3] | [5] | 2[3] | 2[16] | [3] | 2[4] |
| Summer 1940 | [3] | 5[10] | [3] | [16] | [3] | [4] |

Airbases: 2. One may be deployed at the start of the game.

Bridgeheads: 1.

Deployment Limits: At least two 1-3 infantry units in Tunisia, Algeria or Morocco; one 1-3 infantry unit in Lebanon-Syria.

Control: France, including Corsica, Tunisia, Algeria, Morocco, Lebanon-Syria, French Indochina, New Caledonia, Wallis Island, Society Islands. With the exception of French Indochina, French possessions in the Pacific become Free French and pass to British control if France is conquered.



RUSSIA

BRP Level (1939): 90 (ICs: 90; Base: 0)

Growth Rate: 30%

Industrial Centers (ICs): One in each of Moscow, Leningrad, Stalin-grad, Kharkov, Rostov, Grozny, Kiev, Gorki and Kuibyshev. Each IC is worth 10 BRPs (raised to 15 BRPs in 1942, 20 BRPs in 1943). An additional IC is placed at Sverdlovsk during the 1940 YSS.

SR Limit: Europe: 6. See 20.14 (*ADVANCED THIRD REICH* rules) for possible reduction due to loss of Moscow. Siberia: 3.

Basic DP allocation: 2.

| Global War Game Russian Force Pool - Europe | | | | | | | | | |
|--|-----|-------|------|------|------|------|-------|-------|-------|
| | 9FF | AAF | 5-5 | 4-5 | 3-5 | 2m3 | 3-3 | 2-3 | 1-3 |
| At Start | [2] | [10] | [-] | [-] | [3] | [-] | [-] | [5] | [12] |
| Fall 1939 | [2] | 5[15] | [-] | [-] | 3[6] | [-] | 5[5] | 5[10] | 3[15] |
| Win 1941* | [2] | [15] | [-] | [-] | 1[7] | [-] | 3[8] | [10] | [15] |
| Spr 1942 | [2] | [15] | [-] | 1[1] | [7] | [-] | 3[11] | [10] | [15] |
| Sum 1942 | [2] | [15] | [-] | 1[2] | [7] | [-] | 3[14] | [10] | [15] |
| Fall 1942 | [2] | [15] | [-] | 1[3] | [7] | [-] | 3[17] | [10] | [15] |
| Win 1942 | [2] | [15] | [-] | 1[4] | [7] | [-] | 3[20] | [10] | [15] |
| Spr 1943 | [2] | [15] | [-] | 1[5] | [7] | [-] | [20] | [10] | [15] |
| Spr 1944 | [2] | 5[20] | [-] | [5] | [7] | [-] | [20] | [10] | [15] |
| Maximum | [2] | [20+] | 3[3] | [5] | [7] | 2[2] | 9[29] | [10] | [15] |

*Free Siberian transfer (see below). Otherwise maximum totals do not include Siberian units which might be transferred to Europe.

| Global War Game Russian Force Pool - Siberia | | | | | | |
|---|-----|-----|-----|-----|-----|-----|
| | 9FF | AAF | 3-3 | 3-2 | 2-2 | 1-2 |
| At Start | [1] | [5] | [2] | [3] | [3] | [3] |

Siberian Garrison: The above units include the 3-5 (3-3) armor units and three 3-3 (3-2) infantry units which are used for the Siberian transfer. The remaining units must be kept in Siberia provided the Japanese have corresponding units in Manchuria. For example, if the Japanese withdrew three army air factors and a 3-2 infantry unit from Manchuria, Russia could transfer three air factors and three infantry factors from Siberia to Europe.

Airbases: Europe: 3. Asia: 1. One airbase may be deployed in Europe and one in Asia at the start of the game.

Bridgeheads: Europe: 3. Asia: 1.

Deployment Limits: Siberia: At least five army air factors, two 3-3 armor, three 3-2 infantry, three 2-2 infantry and three 1-2 infantry units in Siberia. Of these, one 3-3 armor and three 3-2 infantry units must remain in Siberia until the Siberian transfer is invoked, and the remaining units may only be transferred to Europe if Japan withdraws comparable forces from Manchuria (65.5).

Declaration of War on Japan: Before it is at war with Germany, Russia may declare war on Japan only if the number of Japanese ground factors in Manchuria is less than that required for the German eastern front garrison (as determined by the current Russian diplomatic result).

Siberian Transfer: On the first turn of the Siberian transfer, the Russian player removes one 3-3 armor and three 3-2 infantry units from Siberia and places one 3-5 armor and three 3-3 infantry units on the board in Europe at the start of his movement phase. During the following three turns the Russian player may similarly place unbuilt units on the board in Europe prior to movement as follows: second turn: one 4-5 armor and two 3-3 infantry units; third turn: one 4-5 armor and one 3-3 infantry unit; fourth turn: one 3-3 infantry unit. These subsequent transfers come from Russian allowable builds. For the timing of the Siberian transfer, see *ADVANCED THIRD REICH* rule 65 and *RIISING SUN* rule 65.6.

Control: Russia, Mongolia, Tannu Tuva, Northern Sakhalin, Kamchatka.

UNITED STATES

BRP Level (1939): Europe: 150 (Base: 150); Pacific: 75 (Base: 75) - see 33.8.

Growth Rate: 50%

BRP Grants: The U.S. may grant BRPs as allowed by the U.S. - Axis Tension Table (GW Appendix III) and the U.S. - Japanese Tension Table (GW Appendix IV).

SR Limit: One SR for every 20 BRPs in the current U.S. BRP base, with possible reduction (*ADVANCED THIRD REICH* - 20.16; *RIISING SUN* - 20.12).

Basic DP allocation: 3. See GW Appendix III for DP allocation prior to U.S. entry.

Research: The U.S. begins with a -1 DRM for its submarine warfare SW Effects dice rolls, as a result of poor prewar torpedo research.

Initial Deployments: Half of the available SRs (20.71).

| Global War Game U.S. Force Pool - Europe | | | | | | |
|---|------|-------|------|------|-------|------|
| | 9FF | AAF | 5-6 | 3m3 | 3-4 | R |
| U.S. Entry | [4] | [10] | [1] | [-] | [5] | [-] |
| DoW +2 | 1[5] | 5[15] | 1[2] | [-] | 3[8] | 2[2] |
| DoW +4 | 1[6] | 5[20] | 1[3] | 1[1] | 3[11] | 2[4] |
| DoW +8 | 1[7] | 5[25] | 2[5] | [1] | 4[15] | 3[7] |
| Maximum | [7+] | [25+] | 3[8] | 1[2] | 9[24] | [7] |
| "DoW" refers to the turn in which war breaks out between Germany and the United States. Maximum totals do not include Pacific forces. | | | | | | |

| Global War Game U.S. Force Pool - Asia | | | | | | |
|--|-------|-------|------|-------|--------|-------|
| Naval and Air Units | | | | | | |
| | 9FF | CV | CVL | CVE | NAF | AAF |
| U.S. Entry | [5] | [6] | - | - | [20] | [5] |
| DoW +2 | 1[6] | [6] | - | 3[3] | [20] | 5[10] |
| DoW +4 | 1[7] | [6] | 3[3] | 4[7] | 10[30] | 5[15] |
| DoW +6 | 1[8] | 3[9] | 3[6] | 5[12] | 15[45] | 5[20] |
| DoW +8 | 1[9] | 3[12] | 2[8] | 6[18] | 15[60] | 5[25] |
| DoW +10 | 1[10] | 3[15] | [8] | [18] | 10[70] | [25] |
| Maximum | [10+] | [15+] | [8+] | [18] | [70+] | [25+] |
| Ground Units | | | | | | |
| | 1n2 | Inf | R | | | |
| U.S. Entry | [1] | [12] | [4] | | | |
| DoW +2 | 1[2] | 3[15] | [4] | | | |
| DoW +4 | 1[3] | 3[18] | [4] | | | |
| DoW +6 | 1[4] | 3[21] | [4] | | | |
| DoW +8 | 1[5] | 3[24] | [4] | | | |
| DoW +10 | 1[6] | [24] | [4] | | | |
| Maximum | [6] | [24] | [4] | | | |
| “DoW” refers to either the turn in which war breaks out between Japan and the United States or when U.S. - Japanese tensions reach 42, whichever happens first. The U.S. may acquire super carriers (CVBs) by research. These are not listed in the American force pool. | | | | | | |

Airbases: Europe: 3. Asia: 3. No airbases may be placed in Europe until the U.S. is at war with Germany; no airbases may be placed in the Pacific until the U.S. is at war with Japan or U.S. - Japanese tensions have reached 45.

Bridgeheads: Europe: 3. Asia: 3.

Deployment Limits (Europe): With the exception of American fleets, as allowed by the U.S. - Axis Tension Table (GW Appendix III), American units may not leave the U.S. box until the U.S. is at war with the Axis. Two CVs begin the game in the U.S. box (Atlantic).

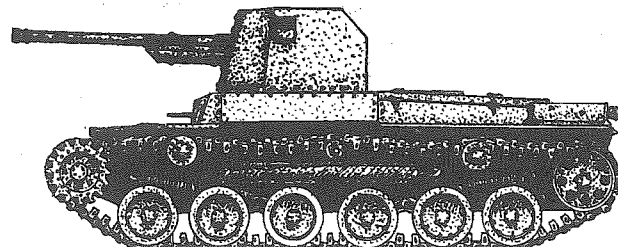
Deployment Limits (Asia): Three infantry factors, one army air factor and 9 fleet factors in Pearl Harbor; one replacement in Dutch Harbor; one replacement in American Samoa (Tutuila); one replacement and one naval air factor in Midway; one 1-2 marine unit in Wake; two infantry factors, one replacement and two Filipino 1-2 infantry units in the Philippines; seven infantry factors, four army air factors, 36 fleet factors, four CVs and thirteen naval air factors in the U.S. box (Pacific). Additional units may be deployed to the Pacific as allowed by the U.S. - Japanese tension level. One CV and four naval air factors must remain in the U.S. box (pacific) until U.S. - Japanese tensions reach 45 or Japan attacks the U.S. The remaining two CVs and their six naval air factors begin the game in the U.S. box (Atlantic).

Philippines: The Philippines are an American associated minor country worth 10 BRPs. Filipino forces (two 1-2 infantry units) must begin the scenario in the Philippines.

American Carriers: The U.S. begins the game with six CVs, each of which has a complement of three naval air factors. Three American CVs are assigned to the Pacific Fleet (which may be stationed in either the U.S. Box (Pacific) or at Pearl Harbor). One American CV begins the game in the U.S. box (Pacific), and may be initially deployed to the Pacific in the SR phase of the first Allied player turn after U.S. - Japanese tensions reach 45 or Japan attacks the U.S. The two remaining American CVs begin the game in the U.S. box (Atlantic). One of these CVs may be SRed to the U.S. box (Pacific) during the SR phase of the Allied player turn after U.S. - Japanese tensions reach 45 or Japan attacks the U.S., and the other may be SRed to the U.S. box (Pacific) in the following turn. In most games, one American CV, with its complement of three naval air factors, will be initially deployed to Pearl Harbor in each of the three turns following the outbreak of war with Japan.

Control: U.S. boxes, Hawaiian Islands, Johnston, Midway, Wake, Guam, Philippines, Alaska, American Samoa.

U.S. Presidential Election: Immediately after the 1945 YSS, a determination is made whether the course of the war has adversely affected President Roosevelt's reelection campaign in the 1944 presidential election (Appendix V).



CHINA

BRP Level (Fall 1939): 10.

BRP Level (1940 YSS): 20 (Base: 60; deduct 10 for each of Peking, Nanking, Shanghai and Canton).

1939 Spending Limit: 10

Growth Rate: None.

BRP Grants: Once war has broken out with Japan, Britain and the U.S. may grant BRPs to China as per rule 39. Before war has broken out with Japan, the size of U.S. BRP grants to China is governed by the U.S. - Japanese Tension Table (Appendix II).

SR Limit: 2.

| Global War Game Chinese Force Pool | | | | | | |
|---|-------------|-------|-------|------|-----------|------|
| | Nationalist | | | | Communist | |
| | 2-2 | 1-2 | R | 1-2* | 2-2 | 1-2* |
| At Start | [8] | [8] | [6] | [2] | [4] | [1] |
| Spr 1940 | [8] | 2[10] | 2[8] | [2] | [4] | [1] |
| Spr 1941 | [8] | 2[12] | 2[10] | [2] | [4] | [1] |
| Spr 1942 | [8] | [12] | [10] | [2] | [4] | 1[2] |
| Spr 1943 | [8] | [12] | [10] | [2] | [4] | 1[3] |
| Spr 1944 | [8] | [12] | [10] | [2] | [4] | 1[4] |
| Spr 1945 | [8] | [12] | [10] | [2] | [4] | 1[5] |
| Spr 1946 | [8] | [12] | [10] | [2] | [4] | 1[6] |
| *Partisans | | | | | | |
| Flying Tigers: China adds one army air factor to its force pool as an allowable build when U.S. - Japanese tensions reach 8 and adds a second army air factor to its force pool as an allowable build when U.S. - Japanese tensions reach 20. These air units use the American Air Nationality DRM, but are considered Nationalist Chinese for all other purposes. | | | | | | |

Airbases: 1. This airbase may be placed once the first American Flying Tiger air unit is added to the Chinese force pool.

Control: China west of the Chinese Start Line, except for Communist China.

Communist China: Communist China fights independently of Nationalist China. One Chinese Communist 2-2 infantry unit and one Chinese Communist 1-2 partisan unit may be built each turn at no cost, provided the Chinese Communists control Yenan. If Japan controls Yenan, Russia (even if not at war with Japan) must pay the BRP cost of Communist Chinese attacks and unit construction.

1942 GLOBAL WAR GAME

Introduction: The *RISING SUN* Campaign Game may be linked with the *ADVANCED THIRD REICH* 1942 Scenario to create a Global War game beginning with the attack on Pearl Harbor. This allows all players to be involved in the game right from the start.

Duration: Japanese Winter 1941 player turn to conclusion. The Winter 1941 turn has already been completed on the European board.

Situation: As described in the *ADVANCED THIRD REICH* 1942 scenario and the *RISING SUN* Campaign Game. U.S. - Japanese tensions are at 34, and an oil embargo was imposed on Japan in Summer 1941. U.S. - Axis tensions are at 45, prior to the Japanese turn. After completing the Japanese and Chinese Winter 1941 player turns, the 1942 YSS is completed normally and the game continues as a Global War game.

Optional changes to the *ADVANCED THIRD REICH* 1942 Scenario: Russia begins with two ICs (Kharkov and Rostov) relocated, and one (Kiev) captured and under German control. Adjust the 1942 YSS BRP levels accordingly (Russia will begin with an additional 15 BRPs, and Germany will begin with an additional 5 BRPs). Britain begins with a BRP base of 100.

Research: If research is used, all capabilities begin at their normal Winter 1941 level for a non-research game (ASW, Nationality DRMs, MAGIC, Shipbuilding, Naval Air Training, etc.). The following research results have been achieved (BT = Breakthrough; [+] indicates an intermediate result; * = no further research permitted):

Axis: Air: One BT, [+2]; Human Torpedos: "6-7"*; Military: One BT, [+3]; Flexible Combat Groupings: "5+"* (two German 2-6 armor units are deployed during the opening setup, one German 4-6 armor unit is out of play); Synthetic Oil: [+2]; Atomic: [+4]. Intelligence: One BT; Codebreaking or Counter-intelligence: "5+". Three RPs may be assigned to any other projects, except for Occupation Policies and Winter Preparation.

Western Allies: Air: One BT; Naval: One BT, [+2]; Atomic: Two BTs; Intelligence: Two BTs, Codebreaking or Counter-intelligence (British): "5+". Three RPs may be assigned to any other projects, except for ASW, Covert Operations, Codebreaking (US), Naval Air Training, and Shipbuilding.

Russia: Military: One BT; Fortifications: "7+"* (The game begins with a fortification in Moscow); Intelligence: One BT; Covert Operations (level two) or Counter-intelligence "5+".

Japan: Naval: Two BTs; Human Torpedos: [+2]; Military: One BT; Fortifications: "5+"* Intelligence: [+1]; Indian Subversion: [+1]

1944 GLOBAL WAR GAME

No special rules are necessary to link the *ADVANCED THIRD REICH* and *RISING SUN* 1944 Scenarios into a Global War game covering the final years of the war. Research should not be used in this version of the game.

APPENDIX II

U.S. - Japanese Tension Table

The U.S. - Japanese tension level in a Global War game determines when the U.S. may declare war on Japan, as well as the rate of American rearmament and the economic and strategic involvement of the U.S. in the Pacific prior to U.S. entry. The recording of U.S. - Japanese tensions begins in Fall 1939. A cumulative total of U.S. - Japanese tensions is kept. Generally the tension level will rise, but certain events may reduce the tension level. The U.S. - Japanese tension level begins at zero.

Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect the fundamental differences between the Tripartite powers and the U.S.

- +1 Each game turn, including Fall 1939

Diplomatic Modifiers

Diplomatic modifiers resulting from DP allocations to Japan in 1941 may be triggered during any diplomatic phase as desired by the allocating major power, in the same manner as DPs placed in the U.S., provided no oil embargo has been imposed on Japan.

- + # For each Allied DP placed in Japan
- # For each Axis DP placed in Japan

Status Modifiers

Status modifiers are implemented each turn, beginning in Fall 1939, if the indicated situation exists. The modifiers for the stationing of the U.S. Pacific Fleet in Pearl Harbor and the imposition of the oil embargo are triggered immediately upon the relevant action being carried out by the U.S. The status modifiers for countries being at war do not apply in the turn in which war breaks out (although more serious event modifiers do).

- +1 If the U.S. Pacific Fleet is stationed at Pearl Harbor
- +1 If an oil embargo against Japan is in effect
- +1 If Japan is at war with a neutral Russia
- +2 If both Germany and Japan are at war with Russia
- +3 If Japan and Britain are at war

Event Modifiers

Event modifiers are implemented only when the indicated event occurs.

- +1 For every fleet carrier (CV) built by Japan
- +1 For every 9-factor fleet built by Japan (partial construction is prohibited prior to the outbreak of war with the U.S.)
- +1 For each fortification built by Japan
- +1 Each full offensive option by Japan
- +1 Japanese air units bomb China
- +2 Japanese capture of Chungking
- +2 Japanese DoW against Russia
- +2 Japanese occupation of French Indochina
- +4 Japanese attack on the Dutch East Indies and Britain's Far Eastern possessions
- +2 If Germany and Russia go to war
- +1 If the Axis conquer the Netherlands
- +3 If the Axis conquer France
- +5 If the Axis conquer Britain
- 5 Russian DoW against Japan

Post-U.S. Election Event Modifiers

The following modifier only applies after a U.S. election result favoring the Axis. It is implemented each turn it is in effect.

- +1 For each major power other than the U.S. at war with Japan

Results

Results are implemented as indicated. Results may be negated by a subsequent drop in the U.S. - Japanese tension level.

- 3. Limited aid to China endorsed by Congress - U.S. may grant five BRPs each turn to China.
- 8. China adds one AAF to its force pool (the Flying Tigers).
- 10. The U.S. may deploy the Pacific Fleet, two AAF and a second 3-2 infantry unit to Pearl Harbor.

- 14. Increased aid to China wins Congressional approval - U.S. may grant ten BRPs each turn to China.
- 15. Japanese force pool increase.
- 20. Military aid to China authorized. A second Flying Tiger AAF is added to the Chinese force pool.
- 24. The U.S. may impose an oil embargo on Japan.
- 25. Japanese force pool increase.
- 26. The U.S. may deploy two AAF from Pearl Harbor to Lingayen (Philippines) and deploy two additional AAF from the U.S. to Pearl Harbor.
- 30. Japan and the U.S. may construct SW units in the next YSS.
- 37. The U.S. may deploy an additional three infantry factors to any American-controlled territory in the Pacific.
- 40. American forces in the Far East put on alert.
- 42. U.S. force pool additions begin in the Far East, as though war had broken out with Japan.
- 45. The U.S. may ignore deployment limits in the Far East and put whatever forces it wishes in areas it controls.
- 50. U.S. DoW against Japan allowed.

Japanese Forces

Japanese force pool increases are tied to the increase in U.S. - Japanese tensions.

The Pacific Fleet

The U.S. Pacific Fleet consists of three CVs with their nine naval air factors and 36 fleet factors. When U.S. - Japanese tensions reach 10, the U.S. may SR the Pacific Fleet to Pearl Harbor, which increases U.S. - Japanese tensions by one in that and each subsequent turn. Once transferred to Pearl Harbor, the Pacific Fleet may not be withdrawn, and may only leave Pearl Harbor when U.S. - Japanese tensions reach 45 or war breaks out between Japan and the U.S.

U.S. Forces

The forces available when the U.S. and Japan go to war are fixed, unless U.S. - Japanese tensions have reached 45 before the outbreak of war. Force pool additions after U.S. entry into the war are staggered as indicated. "DoW +" means that the units are available for construction that many turns after the U.S. goes to war with Japan. These force pool additions are also triggered if U.S. - Japanese tensions reach 42 and Japan has not yet declared war on the U.S.

BRP grants prior to U.S. entry

BRP grants to China are allowed as indicated by the U.S. - Japanese tension level. BRP grants to Russia are not allowed until the U.S. has entered the European war. BRP grants to Britain and France are determined by the U.S. - Axis tension level.

APPENDIX III

U.S. - Axis Tension Table

The U.S. - Axis tension level determines when the U.S. may declare war on the European Axis, as well as the economic, strategic and diplomatic involvement of the U.S. in the war in Europe prior to U.S. entry. The recording of U.S. - Axis tensions begins in Fall 1939. A cumulative total of U.S. - Axis tensions is kept. Generally the tension level will rise, but Axis DPs and certain events may reduce the tension level. The U.S. - Axis tension level may drop below zero.

Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect Japanese aggression in China and other fundamental differences between the Tripartite powers and the U.S.

- +2 Each game turn, including Fall 1939

Diplomatic Modifiers

Diplomatic modifiers resulting from DP allocations may be triggered during any diplomatic phase as desired by the allocating major power (59.8). All DPs must be used by the end of the year of allocation.

- + # For each Allied DP placed in the United States
- # For each Axis DP placed in the United States

Status Modifiers

Status modifiers are implemented each turn, beginning in Fall 1939, if the indicated situation exists.

- +1 Axis units in Britain
- +2 If Japan has surrendered

Event Modifiers

Event modifiers are implemented only when the indicated event occurs.

- +1 Each full offensive option by an Axis major power (including a neutral Italy), including Germany's free Fall 1939 eastern front offensive
- +1 Each Axis DoW against a minor neutral
- +2 Each Axis DoW against a major power
- +1 U-boats operate against Britain
- +1 German air units, strategic bombers or rockets attack Britain.
- +1 If 20 or more British BRPs are eliminated by German bombing, rockets, raiders and submarines, with an additional +1 for every additional ten British BRPs eliminated (+1 for 20-29 BRPs; +2 for 30-39 BRPs; +3 for 40-49 BRPs, and so on). The total is cumulative during each turn, with remnants being disregarded at the end of each turn.
- +1 Axis capture of:
 - Each objective hex in Britain (+1 for each)
 - Gibraltar
 - Suez or Alexandria (+1 for either or both)
- +3 Axis conquest of France
- +5 Each German atomic attack on a British-controlled hex
- +3 Each German atomic attack on a Russian-controlled hex
- 2 Each Western Allied DoW against a neutral
- 2 Russian DoW against the Axis
- 1 Each Russian DoW against a minor neutral (not including border wars with Rumania and Finland)
- 1 Russian occupation of eastern Poland

Far East Event Modifiers

- +2 Japanese occupation of French Indochina
- +2 Japanese DoW against Russia
- +4 Japanese attack on the Dutch East Indies and Britain's Far Eastern possessions prior to the outbreak of war between Japan and the U.S.

In *ADVANCED THIRD REICH*, the Japanese occupy French Indochina in Summer 1941. Japanese actions against Russia, the Dutch East Indies or the British Far Eastern possessions occur only as a result of a diplomatic die roll for Japan. The effects of Japanese actions are implemented at the end of the relevant game turn (Japan moves after both the Axis and Allies). In a Global War game, these Japanese actions may occur at any time.

Post-U.S. Election Event Modifiers

The modifiers listed below only apply after a U.S. election result favoring the Axis. The modifiers are implemented each turn they are in effect.

- +2 If Britain is conquered or a British surrender offer was declined.
- +2 If Russia is conquered or a Russian surrender offer was declined.
- +1 For each major power other than the U.S. at war with Germany.

Results

Results are implemented as indicated. Results may be negated by a subsequent drop in the U.S. - Axis tension level, although any U.S. DPs which have been allocated remain in play.

- 7. U.S. may allocate one DP in the next YSS (59.24).
- 22. Limited aid to Allies endorsed by Congress - U.S. may grant five BRPs each turn to Britain or France.
- 25. U.S. may allocate two DPs in the next YSS (59.24).
- 32. Lend lease approved - U.S. may grant 10 BRPs each turn to Britain or France.
- 34. U.S. may allocate three DPs in the next YSS (59.24).
- 37. U.S. may immediately deploy one ASW factor at no BRP cost and divert one 9-factor fleet to ASW. In the ensuing SW deployment phase, the U.S. may deploy another ASW factor and divert two 9-factor fleets to ASW. In the turn after that, the U.S. may deploy another ASW factor and divert three 9-factor fleets to ASW (42.64). This continues until the next YSS, when the U.S. may purchase and deploy both ASW and SAC factors normally, employ them against Germany (42.4) and place fleets in the SW box. U.S. fleets on

ASW duty prior to U.S. entry may not intercept German raiders.

- 40. Lend lease expanded - U.S. may grant 20 BRPs each turn to Britain or France.
- 45. U.S. may purchase and allocate DPs normally in the next YSS.
- 50. U.S. DoW against European Axis allowed.

U.S. Forces

The forces available when the U.S. declares war on the Axis are fixed, regardless of when such a declaration of war occurs. This is because the state of American preparedness for war depends on the rate at which tensions with the Axis rise - thus a rapid rise in tensions triggers more timely preparations than a slow rise in tensions. No BRPs are spent for the construction of such forces.

Force pool additions after U.S. entry into the war are staggered as indicated. "DoW +" means that the units are available for construction that many turns after the U.S. goes to war with the Axis.

BRP grants prior to U.S. entry

BRP grants are allowed as indicated by the tension level. BRP grants to Russia are not allowed until the U.S. has entered the war.

APPENDIX IV U.S. Election Table

The U.S. presidential election in November 1944 was not fought on the issue of war or peace - but if U.S. involvement in the war had come about differently and the Allied war effort had been going badly, it might have been.

Immediately after the 1945 YSS, a determination is made as to whether Roosevelt wins reelection and continues his policy of unconditional surrender or whether a "peace candidate" wins the presidential election and changes American policy.

Modifiers - Europe

- 1 For every 100 Axis BRPs
- 1 For each Axis DP
- 2 For each German atomic bomb marker in the U.S.
- 1 For each German atomic attack on the U.S.
- +1 For each Allied (including neutral Russian) DP
- +1 For every 100 Allied (including two-thirds of the American) BRPs
- +10 If Japan has surrendered

Modifiers - Pacific

- 1 For every 100 Japanese BRPs
- 1 For each Japanese-controlled objective more than 10
- +1 For each Japanese-controlled objective less than 10
- +1 For every 100 Allied (including one-third of the American) BRPs
- +5 If Japan declared war on Britain (including the Dutch East Indies), but not the United States
- +10 If Japan declared war on the United States as well as Britain
- +10 If Germany has surrendered

Results

- 0 The U.S. ceases all offensive economic warfare
- 1 The U.S. spending limit (apart from BRP grants) is reduced to 10% of the U.S. YSS total.
- 2 The U.S. seeks to reduce casualties for political reasons. American forces may not make attacks at less than 2:1 odds.
- 3 The U.S. may not select offensive options.
- 4 U.S. forces may not engage in limited offensive operations.
- 5 The U.S. must pass on all fronts.
- 6 No U.S. units may be initially deployed.
- 7 The U.S. signs a separate peace.

Explanation: Required calculations are made immediately after the 1945 YSS for each theater. For this calculation, two-thirds of the American BRPs are attributed to Europe and one-third to the Pacific. Neutral Russian and American BRPs are counted as Allied. If the

net result is positive, Roosevelt wins reelection and U.S. policy is unchanged. If the result is zero or less, the appropriate level of result is implemented for each theater. Each new result includes all lesser results.

Germany and Japan may select a lesser result in their theater if they feel it would be to their advantage to do so. For example, after a -9 result, Germany could impose a -6 result instead, allowing the U.S. to remain in the war on a restricted basis.

Theater Effects

The result for each theater determines whether the U.S. disengages from the European war, the Pacific war, or both, and to what extent.

It may well be that the U.S. disengages from one theater only (the one in which it is losing). For example, after election results of +3 in Europe and -5 in the Pacific, the U.S. would disengage in the Pacific to a -5 level (and would therefore have to pass on all fronts in that theater), but would continue fighting normally in Europe. The reverse could not occur - if the result were +5 in Europe and -3 in the Pacific, the Allied successes in Europe would outweigh their setbacks in the Pacific and the U.S. would continue fighting normally in both theaters. To calculate the U.S. spending limit, the U.S. YSS total is first reduced to two-thirds (Europe) and one-third (Pacific).

Tensions

If the U.S. disengages in either theater, U.S. - Axis and U.S. - Japanese tensions (as the case may be) are again recorded to determine the extent to which U.S. involvement may increase.

Any increase in U.S. - Axis or U.S. - Japanese tensions reflects the impact which continued Axis aggression has on American public opinion, even after U.S. withdrawal from the fighting. For every five points the tension level increases, American involvement increases by one level in the applicable theater, until eventually the U.S. can again participate fully in the war. Thus after an election result of "-3", U.S. - Axis tensions would have to increase by 5 before the U.S. could select offensive options, and would have to increase by 20 before the U.S. resumed full participation in the war in Europe.

A Separate Peace

If the U.S. signs a separate peace with either Germany or Japan, the U.S. - Axis tension or U.S. - Japanese level drops below 50 and is set according to the election result, again using the formula of one election result equals five tension points. If the election result were -7, the tension level would be set at 45; if the election result were -8, the tension level would be set at 40, and so on.

The extent of American involvement prior to U.S. reentry into the war is then governed by the applicable tension level. Thus after signing a separate peace with Germany the U.S. may well be able to grant BRPs to Britain, construct and use ASW and employ its naval units for ASW. However, the prohibition against offensive strategic warfare overrides the use of SACs while the U.S. is neutral (although the U.S. may construct SAC factors for later use). As tensions rise, American involvement short of war increases according to the tension results, just as it did earlier in the game. When the U.S. reenters the war, either because tensions reach 50 and an American declaration of war is allowed or because of an Axis declaration of war on the U.S., the U.S. participates fully without restriction.

U.S. BRPs continue to count toward the Allied total for the purpose of determining the initiative unless the U.S. signs a separate peace with both Germany and Japan. Any remaining force pool additions and American per turn BRP base increases continue as though the U.S. were still at war, BRP expenditures do not reduce the U.S. BRP base, and YSS calculations for the U.S. are made normally. After signing a separate peace with Germany, American units in Europe are removed from the board and placed in the U.S. box (Atlantic) during each ensuing Allied SR phase until none remain in Europe. The number of American units removed each turn is limited by the American initial deployment rate. The order in which American units are removed is decided by the Axis player. Prior to their return, American units remain in play and may not be attacked without a declaration of war by Germany. After signing a separate peace with Japan, all American units in the Pacific are moved by the American player to whatever pre-war American possessions in the Pacific are still under American control, where they remain in play and may not be attacked without a declaration of war by Japan. In both cases, these redeployments may not be intercepted. If Germany or Japan declares war on the U.S. while it is neutral, the U.S. election results are ignored and the U.S. immediately resumes full participation in the war in

that theater. The U.S. may continue research into new weapons systems while neutral, in anticipation of their later use.

American withdrawal from the war in either or both theaters does not affect the rest of the war - Germany and Japan continue fighting against all major powers with which they are at war.

Atomic War

If Germany makes a successful atomic attack on the U.S., the U.S. immediately resumes full participation in the war. In addition, a U.S. election result is calculated at the end of the turn, to see whether the U.S. signs a separate peace. In this unique situation, there is no possibility of disengagement or compromise - the U.S. continues to fight without restriction against Germany unless it signs a separate peace, in which case it does not take part in the war in either theater in any manner for the remainder of the game. In all but the most bizarre situation, this would mean a German victory.

The U.S. may not make an atomic attack unless it is fighting without restriction. Since a German atomic attack on the U.S. lifts all restrictions on American participation in the European war, the U.S. may always retaliate against a German atomic attack in the turn in which it is made, although it might sign a separate peace following the atomic exchange. Thus the Germans may think twice before making such an attack, while a German atomic attack on Britain or Russia does not automatically allow a U.S. response in kind (which reflects the U.S. fear of German retaliation).

APPENDIX V

The U.S. War Effort

American BRP levels are kept separately for Europe and the Pacific until the United States is at war with both Germany and Japan. When the U.S. goes to war with Germany or Japan, the current U.S. BRP level for that theater becomes the U.S. BRP base, all restrictions on U.S. deployments are lifted in that theater, and force pool additions for that theater are triggered. Force pool additions for the other theater are delayed until war breaks out in that theater as a result of a Japanese, German or American declaration of war, or (Pacific only) when U.S. - Japanese tensions reach 42. American at start forces may be transferred to either U.S. box and used in either theater, subject to the normal theater restrictions on American forces.

An American declaration of war always reduces both the American BRP base and BRP level by 35 BRPs. Expenditures related to a theater where the U.S. is not at war also come off the U.S. BRP base, even if the U.S. is at war in the other theater.

The BRP levels for each theater are used to determine the spending limit for SW and DPs. Only American BRPs for a theater in which the U.S. is at war are counted as Allied for the purpose of determining the initiative - American BRPs in a theater in which the U.S. is not at war are not counted. The U.S. may not construct SW units in a theater until at war or (in Europe) U.S. - Axis tensions have reached the required level.

BRP grants to Britain are always considered to be a European theater expenditure.

EXAMPLE: The U.S. is at war with Japan, but not with Germany. U.S. European SW expenditures during a YSS and BRP grants to Britain or France, but not China, reduce the U.S. European base; Pacific expenditures reduce the U.S. Pacific BRP total, but not the U.S. Pacific BRP base. Similarly, if the U.S. were at war with Germany, but not Japan, BRP grants to China would reduce the U.S. Pacific BRP base.

The U.S. BRP base and BRP level expands at the rate of 10 BRPs per turn in for each theater. When the U.S. goes to war in a theater, this rate doubles (33.8). Once the U.S. is at war in both theaters, the U.S. BRP base and BRP level expands at a rate of 40 BRPs per turn for the remainder of the game.

Global War YSS Record Sheet

Axis: _____ Allies: _____ Date: _____

| | Germany | Italy | Japan | Russia | France | Britain | U.S. | China |
|---|---------|-------|-------|--------|--------|---------|------|-------|
| 19__ base | | | | | | | | 60 |
| Surplus/deficit | | | | | | | | |
| Growth/loss | | | | | | | | |
| 19__ base | | | | | | | | 60 |
| Conquests, active minor allies, associated minor countries, ICs and other BRP sources | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : |
| Total BRPs added to base | | | | | | | | |
| 19__ base (from row 4) | | | | | | | | |
| Total BRPs for 19__ | | | | | | | | |
| Strategic warfare | | | | | | | | |
| YSS total for 19__ | | | | | | | | |
| Spending limit | | | | | | | | |
| Diplomatic points | | | | | | | | |
| Research points | | | | | | | | |

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Global War BRP Expenditure Record Sheet

Axis: _____ Allies: _____ Date: _____

| | Germany | Italy | Japan | Russia | France | Britain | U.S. | China |
|----------------------|---|---|---|---|---|---|---|---|
| YSS total | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Spending limit | | | | | | | | |
| 19 | | | | | | | | |
| SR level | (9) | (5) | (9) | (6)/(3) | 5 | (9)/3 | () | 2 |
| BRP level | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Additions | | | | | | | | |
| DoW costs | | | | | | | | |
| Offensive operations | West: East: Med: | West: East: Med: | Asia: Pacific: SE Asia: | West/Asia: East/Pac: Med/SEA: | West: East: Med: | West/Asia: East/Pac: Med/SEA: | West/Asia: East/Pac: Med/SEA: | Asia: Pacific: SE Asia: |
| Losses | | | | | | | | |
| Builds | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: |
| BRP grants | | | | | | | | |
| BRP level | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SW losses | | | | | | | | |
| Surviving SW | | | | | | | | |
| BRP level | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 19 | | | | | | | | |
| SR level | (9) | (5) | (9) | (6)/(3) | 5 | (9)/3 | () | 2 |
| BRP level | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Additions | | | | | | | | |
| DoW costs | | | | | | | | |
| Offensive operations | West: East: Med: | West: East: Med: | Asia: Pacific: SE Asia: | West/Asia: East/Pac: Med/SEA: | West: East: Med: | West/Asia: East/Pac: Med/SEA: | West/Asia: East/Pac: Med/SEA: | Asia: Pacific: SE Asia: |
| Losses | | | | | | | | |
| Builds | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: | Armor: Infantry: Air: Naval: Other: |
| BRP grants | | | | | | | | |
| BRP level | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SW losses | | | | | | | | |
| Surviving SW | | | | | | | | |
| BRP level | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Explanation: Current BRP levels are recorded in boxes containing a "1". "Builds" include other expenditures, such as the cost of moving ICs. For convenience, BRP losses are recorded in a single location each turn, but players must pay careful attention to the sequence of play to determine when losses actually occur (including losses which occurred during the opposing player's turn). The U.S. base, as distinct from the U.S. BRP level, should be recorded each turn, and is recorded separately for Europe and the Pacific until the U.S. is at war with both Germany and Japan.

ULTRA

Summer 1995

\$3.00

A quarterly newsletter devoted to Avalon Hill's strategic simulations of World War II –
ADVANCED THIRD REICH and *EMPIRE OF THE RISING SUN*

ADVANCED Third Reich



Summer 1995

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A quarterly newsletter devoted to Avalon Hill's strategic simulations of World War II -
ADVANCED THIRD REICH and *RISING SUN*

Editorial

Ten years in the making, *RISING SUN* has now been released. A copy of this issue is included in each *RISING SUN* game. For this reason, a portion of this issue is devoted to explaining the *ULTRA* system to those who may have never encountered *ADVANCED THIRD REICH*.

To these newcomers, on behalf of all the readers of *ULTRA*, I offer a warm welcome. For the past three years, *ULTRA* has been concerned exclusively with *ADVANCED THIRD REICH*, with occasional forays into the Pacific as *RISING SUN* was developed. *ULTRA* will now explore both games.

To regular subscribers and others familiar with *ADVANCED THIRD REICH*, the feature article in this issue will be of great interest. Dave Casper, who has been deeply involved in the design of *RISING SUN* for the past few years, has written a lengthy article setting out the similarities and the differences between *ADVANCED THIRD REICH* and *RISING*

SUN. From the very beginning, one of the principal design goals has been to produce a game which, while different from *ADVANCED THIRD REICH*, will be familiar to *ADVANCED THIRD REICH* players and which can be learned and played by them in a relatively short time. Dave's article deserves careful study and should greatly accelerate the learning process for *ADVANCED THIRD REICH* players. Novices should also find his comments instructive and interesting. His article complements the designer's notes which appear in *RISING SUN* itself.

What next? It is assumed that all *ULTRA* readers will become familiar with both *ADVANCED THIRD REICH* and *RISING SUN*, and accordingly *ULTRA* will publish material relating to both games, as well as Global War, in which the two games are combined. The *ADVANCED THIRD REICH* research rules, which appear in *RISING SUN*, will also receive attention. In the end, of course, the readers themselves determine the content of *ULTRA*, by submitting material for publication. My e-mail address, and those of Dave Casper, Mike Stone and others, are all found on the back page of every issue of *ULTRA*.

In the Fall 1995 issue, we will leave the steaming jungles of Southeast Asia and the Pacific and investigate the role of Scandinavia in *ADVANCED THIRD REICH*. A wide variety of other topics will be covered in future issues. One topic which will receive much less attention in the future will be rule revisions and changes, mainly because for a long time to come there won't be any. Naturally questions and answers will continue to appear in each winter issue, with *RISING SUN* no doubt contributing its share, and interesting variants may be investigated, but for the foreseeable future it is time to stop designing and enjoy playing! ★

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by Dave Casper

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Next Issue - Scandinavia

THE ULTRA SYSTEM

The first issue of *ULTRA* was published in Spring 1992, and is still included in every copy of *ADVANCED THIRD REICH*. The idea was to provide *ADVANCED THIRD REICH* players with a forum for discussing the game, help them find opponents, create a rating system so players could measure their level of play, and in general try to establish an organization which would contribute to the popularity of the game.

That was over three years ago, and our efforts have proved successful. With the release of *RISING SUN*, to which this issue of *ULTRA* is dedicated, more gamers will learn of *ULTRA* and, hopefully, will avail themselves of the benefits of joining the *ULTRA* organization.

The Magazine

ULTRA is edited by Bruce Harper, the chief designer of both *ADVANCED THIRD REICH* and *RISING SUN*. Since its inception, many others have contributed articles, and to list them is to list most of the top *ADVANCED THIRD REICH* players. *ULTRA* is published four times a year by International Chess Enterprises, Inc. Each issue contains 16 pages.

ULTRA currently has over 500 subscribers, many committed to multi-year subscriptions. It has, to date, not sought or accepted advertisements. Back issues are available.

Questions

Each Winter issue of *ULTRA* contains the answers to questions asked during the year. The answers are "official", and have the same force as the published rules themselves. Questions relating to the game may be mailed or e-mailed to Bruce Harper (if sent to Avalon Hill they will be forwarded), but questions relating to *ULTRA* subscriptions should be sent to ICE.

Finding Opponents

The names, addresses, phone numbers and e-mail addresses of the current *ULTRA* representatives are listed on the back of each issue of *ULTRA*. The basic function of each *ULTRA* representative is to be accessible to subscribers so as to help them find opponents. Periodically updated subscriber lists are sent to the representatives, so they are kept informed about new subscribers. When a subscriber contacts his representative, he will be told about other subscribers in his locale. Many players have found opponents in this manner. The logic is simple enough - if you don't subscribe, *ULTRA* won't know about you and you'll be on your own. If any representatives fail in this primary responsibility or can't be contacted, let Bruce Harper know about them. Similarly, if there seems to be a gap in the *ULTRA* network and you wish to become a representative, contact Bruce Harper.

Some representatives organize *ADVANCED THIRD REICH* tournaments, publish local newsletters, and actively seek to pair opponents. These commendable activities are above and beyond the call of duty, and a subscriber who lives in the same area as someone who has the time, interest and energy to organize is fortunate. But the essential duties are to assist subscribers when they call and to keep in touch with *ULTRA*.

The obligations on subscribers themselves are less onerous. Apart from playing the game and having a good time (or, if you're losing, pretending you're having a good time), *ULTRA* subscribers need only maintain their subscription and keep in touch with their representative(s) to see if any new subscribers have appeared in their area. Keep in mind that the list of representatives has changed considerably since Spring 1992, and new representatives will undoubtedly be added to those listed in this issue. Since each representative deals with many subscribers, don't call collect, expect return long-distance calls or written replies to letters if no stamp or stamped, self-addressed envelope was included.

Any subscribers who convince friends to buy *ADVANCED THIRD REICH*, *RISING SUN* or to subscribe to *ULTRA* are doing both themselves and other players a service and have our gratitude.

The Rating System

The details of the *ADVANCED THIRD REICH* rating system were set out in the Spring 1992 issue of *ULTRA*. Since then, over 100 *ADVANCED THIRD REICH* games have been rated, and it is now possible to identify the most dangerous players. *RISING SUN* and Global War games will also be rated, and it will be interesting to see whether some players turn out to be better at one game than the other.

The rating system is simple enough. Every player begins at 1600. If you win your rating goes up, and if you lose your rating goes down. The game and scenario played, the victory level achieved, and the rating difference between you and your opponent determine the extent to which each result changes the ratings of the players concerned. A novice who decisively beats the highest rated player in the world in a Global War game one on one would himself be well on the way to being the top player - and rightly so!

Dave Casper is the custodian of the rating system. All results should be sent to him (e-mail, as always, is best). To date the rating list has not been published in *ULTRA*, because there weren't enough rated games to make the list meaningful. That is no longer the case, and beginning in the Winter 1995 issue of *ULTRA*, annual ratings will be published.

The e-mail Ladder

One popular form in which *ADVANCED THIRD REICH* and *RISING SUN* are played is by e-mail. This has obvious advantages over surface mail, and allows players to spend time on their moves without inconveniencing a face-to-face opponent. Best of all, it lets players take on opponents from around the world, exposing them to new strategies and ideas which they may never have otherwise encountered.

Mike Stone runs an endless *ADVANCED THIRD REICH* and *RISING SUN* e-mail ladder, which matches opponents of apparently comparable experience. Gamemasters are provided, allowing a neutral third party to monitor events and make die rolls (the truly computer literate have other ways of handling this, while trusting players use the honor system).

(continued on page 15)

THE SUN ALSO RISES

An Introduction to *RISING SUN*

by Dave Casper

The war in the Pacific conjures up many images: marines in desperate island assaults, suicidal kamikaze attacks, submarines stalking their prey, the why's and what-if's of Pearl Harbor, the ominous final horror of the atomic bombs, and, above all, the hide-and-seek, nail-biting drama of aircraft carriers trading blows across a seemingly endless expanse of ocean - this is *EMPIRE OF THE RISING SUN*, commonly referred to as *RISING SUN*.

RISING SUN is the long-awaited adaption of the *THIRD REICH/ADVANCED THIRD REICH* system to the Pacific theater of World War II. It is far from an exaggeration to say "long-awaited"! The first edition of *THIRD REICH* was released some twenty years ago, yet previous attempts at a Pacific version were either unsuccessful or cancelled altogether. In many ways, the *THIRD REICH* system itself was to blame for these false starts, and had to be changed before there could be a workable Pacific version. *ADVANCED THIRD REICH* brought a more sophisticated air and naval interaction, paving the way for *RISING SUN*, while also rekindling interest in the game and revitalizing the system as a whole.

Barely pausing to enjoy the fruits of their labors after producing *ADVANCED THIRD REICH*, the design team launched into development of its Pacific companion, an early prototype of which had been playtested alongside the European game. I joined the effort in the fall of 1992. As a neophyte game designer since junior high school and a *THIRD REICH* player since the dark days of the First Edition, I was impressed by the newly-released *ADVANCED THIRD REICH*, and the promise of a Pacific game on page 61 of the *ADVANCED THIRD REICH* rulebook grabbed my attention. My large collection of nearly every Pacific-theater game ever published was gathering dust, unplayed, at the back of one of my closets, so I was eager for the opportunity to help *RISING SUN* avoid the same fate.

Strategic games of the Pacific theater have, in general, fared rather poorly. Apart from the very simple yet popular *VICTORY IN THE PACIFIC*, no such game has yet gained acceptance as a "classic". It is no easy task to create a game which is playable in a reasonable amount of time, but which still has a satisfying level of detail, clear rules, genuine strategic challenges, and above all, is fun to play. A tall order to be sure, and with the growing prevalence of computer games, *RISING SUN* may be one of the last boardgames with an opportunity to fill this long-empty niche in the hobby.

This article is an introduction to *RISING SUN*, written mainly from an *ADVANCED THIRD REICH* player's perspective. It is not realistically possible to exhaustively survey the entire *THIRD REICH/ADVANCED THIRD REICH/RISING SUN* system, assuming no prior knowledge on the part of the reader. Those familiar with only *THIRD REICH* should follow the discussion with little difficulty, and should rush out and buy *ADVANCED THIRD REICH*. Players completely new to the system should still find this article aids their understand-

ing of the game. The carrier rules are, after all, new to everyone, and what follows is written with this in mind. Sadly, this article is largely restricted to *RISING SUN*, and both the Research and Intelligence system and Global War strategies must await future articles. But without further ado, let's see if *RISING SUN* has been worth the wait...

Something New Under the Sun

RISING SUN covers the war in the Pacific from December 1941 to the end of 1946 or Japan's surrender, whichever comes first. The Campaign Game runs through this entire period, while two other scenarios pick up the action in Summer 1942, at the height of Japan's expansion, and in Spring 1944, as the U.S. counter-offensive gets rolling. Four short scenarios focusing on individual battles are also provided.

As in *ADVANCED THIRD REICH*, turns are seasonal. Ground units generally represent corps or, more often, divisions. Army air factors represent some 100 planes each and naval air factors about 30 planes each. Individual aircraft carriers are represented. Other naval units are represented by the usual fleet factors. Strategic warfare forces (submarines, strategic bombers, ASW and interceptors) will also be familiar to *ADVANCED THIRD REICH* players.

RISING SUN is a strategic game, and confronts the usual dilemma of the Pacific theater: the course of the war was strongly influenced, if not decided, by naval battles. It was therefore inevitable that the game system reach down to operational, and even tactical, scales when appropriate. Thus *RISING SUN* plays differently from *ADVANCED THIRD REICH* - most playtesters agree that *RISING SUN* is more tactical, while *ADVANCED THIRD REICH* is a grand strategist's game. If victory in *ADVANCED THIRD REICH* often results from sneaking up on the opponent and then bludgeoning him to death, *RISING SUN* is more a fencing match.

Despite this tactical element, the big picture is hardly given short shrift, especially in the Global War game. The Global War rules provide the necessary linkage with *ADVANCED THIRD REICH*, permitting Global War games starting in 1939, Winter 1941 or Spring 1944. The new research rules are primarily intended for use in Global War games. Joe Brophy's comments on the *ADVANCED THIRD REICH* diplomatic rules ("Making the Transition", the *GENERAL* Vol.22, No.3) are equally applicable to the research rules in a Global War game: they are "the crowning achievement of the design ... the new game cannot be fully appreciated without understanding and using them". Research replaces the random drawing of variants and broadens the scope of the game, allowing the players to choose not only the type of war they wish to fight, but the tools with which they will fight it. An additional counter sheet provides extra units for use with the research system. Players may use variants in a Global War game, but if playtesting is any guide, once they make the transition to the research rules, they will be unlikely to look back.

Terra Incognita

RISING SUN was designed with three fundamental goals in mind: compatibility with *ADVANCED THIRD REICH*, realism and playability. Where these objectives conflicted, every effort was made to avoid "improving" the *ADVANCED THIRD REICH* rules unless absolutely necessary.

Because there are already many players familiar with *ADVANCED THIRD REICH*, and because *RISING SUN* is intended to be played with that game, every effort has been made to keep the two systems compatible. The core rules have the same organization, numbering and, in many cases, wording in each game. Experienced *ADVANCED THIRD REICH* players should find it easy to play *RISING SUN* almost immediately. Hopefully this article will help them cruise effortlessly into the Pacific at flank speed.

RISING SUN is intended to be a historical and colorful study of the Pacific theater. Realism in *RISING SUN* does not mean modelling the minute differences between a menagerie of airplanes, ships or divisions, but rather creating a system which behaves plausibly as whole and forces the players to choose between the alternatives and trade-offs faced by their historical counterparts.

Playability is ultimately the most important design goal, since a game only works if it can be played. *RISING SUN* could have been a "monster game", but it is not. Once players are familiar with the naval combat system, most carrier battles should be completed in no more than 15 minutes. With fewer units and turns, the game takes considerably less time to complete than *ADVANCED THIRD REICH*. Compatibility contributes to playability, since *ADVANCED THIRD REICH* forms a solid, well-tested foundation for the game. Realism also contributes to playability, since if a game system responds in the expected way, the players may rely on intuition rather than calculation. Thus players can consider "what would Halsey do in this situation?" rather than "can I improve my chances infinitesimally by dividing my forces in a particular way?". As a result, the game flows more smoothly and is more enjoyable.

Despite its kinship with *ADVANCED THIRD REICH*, *RISING SUN* is, in the final analysis, a new game which features many new ideas and mechanics - *terra incognita* for both players and designers. Players will have to invent their strategies from scratch and improvise their tactics when they begin to play. It will take a long time before *RISING SUN* players achieve the "comfort level" which *ADVANCED THIRD REICH* inherited from almost twenty years of *THIRD REICH*. When combined with the *ADVANCED THIRD REICH* and the new research rules in a Global War game, the undiscovered possibilities multiply almost beyond imagination. The same uncertainties also presented themselves to the designers. Thousands of playings of *THIRD REICH* exposed numerous problems, many of which were addressed in *ADVANCED THIRD REICH*. *ADVANCED THIRD REICH* has no such base of experience, and despite the best efforts of designers and playtesters, it would be miraculous indeed if *RISING SUN* proved to be flawless. Problematic rules or unbalancing strategies may emerge from a game which is so strategically and tactically complex. Venturing into the unknown always requires a bit of fortitude, but *RISING SUN* should not disappoint those willing to take on the challenge.

New Worlds to Conquer

The *RISING SUN* map covers the Pacific and Asian theaters of World War II, stretching from Hawaii to central India and from the Aleutians to central Australia. Because of the greater area to be covered, the scale of the Pacific map is almost double that of the European game. *RISING SUN*'s unit counters have movement and range factors appropriate to the Pacific map (*RISING SUN* infantry counters have a movement factor of two instead of three or four, and air units have a range of three rather than four), so players may largely ignore the difference in scale. Units transferring between maps in a Global War game are exchanged for the appropriate substitute counters.

The map is divided into three fronts (Pacific, Asian and Southeast Asian) for the purposes of option declarations, but since the Pacific does not contain the natural choke points which govern naval movement in *ADVANCED THIRD REICH*, *RISING SUN* front boundaries do not obstruct naval operations.

RISING SUN features several new types of terrain, and a greater proportion of the land area consists of difficult terrain than in *ADVANCED THIRD REICH*. Terrain also has more pronounced effects on movement, combat, and Zones of Control (ZoCs), due to the less-developed transportation network in Asia. Naturally, there are plenty of jungle hexes, as well as mountains and swamp. There are also jungle/mountain hexes in the most remote areas. Besides the expected cumulative defense multipliers (DM) which benefits the defender, rugged terrain also affects movement. Except for Japanese units, partisans and stealthy Australians (the latter requiring an Allied variant), units must stop when they enter jungle hexes. Mountains and swamp similarly impede the movement of all ground units. Armored units in rough terrain, or on the Southeast Asian front during the Summer monsoon season, lose their mechanized component, preventing exploitation and overruns. ZoCs do not extend into rough terrain, and only clear terrain may be occupied by attrition advance. The same restrictions apply across rivers. Jungle/mountain hexes are so inhospitable that airbase counters may not be placed in them. During Summer turns, jungle hexes on the Southeast Asian front experience monsoon conditions, and may not be entered during movement or combat. Australian outback and Himalayan hexes round out the list of new terrain types, and are always impassable to land (but not air) units. The overall effect of these terrain rules is to slow overland advance to a crawl in all but a few areas of clear terrain.

In marked contrast to the congested, fetid jungles of southeast Asia, the Pacific Ocean is a vast, mostly empty space, broken only by the occasional archipelago or lonely island outpost. The larger chains of Pacific islands, such as the Caroline, Marshall and Hawaiian Islands, are tied together into island groups. Capture of an island group does not require occupation of every island in the group. It is enough to drive out all enemy forces while having at least one friendly unit in the island group at the end of the combat phase. Island groups also simplify sea supply, since supply traced to a single island in the group supplies all the islands in the group.

Allied bases off the map edges - the U.S. west coast, southern Australia, New Zealand, western India and central

Russia - are represented by mapboard boxes. In rare cases, the Japanese may actually be able to invade the India or Australia boxes. In that event, combat is resolved abstractly using the attrition table. If the Japanese overwhelm the Allied garrison, the box can be conquered, but in most cases the mapboard boxes fulfill the more mundane role of way-stations for Allied reinforcements. American units must initially deploy from the U.S. box to Hawaii, or may reach the South Pacific box with a one-turn delay (a flexible deployment capability, whether gained by variant or research, removes this one-turn delay). Allied ground units may be broken down or recombined in some boxes, and the South Pacific box serves as an important staging point should the Japanese cut the sea lanes between America and Australia. A notable difference from *ADVANCED THIRD REICH* is that naval units in the U.S. box may not intercept Japanese activities on the mapboard. Naval units in the India and Australia boxes, which represent areas closer to the map edge, may operate on map.

On the Ground

The fundamentals of *RISING SUN*, including the land system, are nearly identical to those of *ADVANCED THIRD REICH*. Over the course of a game turn, a player declares his option on each of the three fronts, moves his air, sea, and land units, conducts combat, constructs new units, and then repositions a limited number of units using strategic redeployment (SR). Basic Resource Points (BRPs) are expended for offensive activities and unit construction. The opponent then takes his turn, following the same sequence. After both sides have moved, strategic warfare is resolved and a new turn begins. A Year Start Sequence (YSS) is conducted before every Spring turn, at which time each side receives its BRP allotment for the coming year and may construct new strategic warfare forces.

One major simplification in *RISING SUN* concerns the order of movement, or initiative. In a Global War game, the world-wide Axis and Allied BRP totals, of which the Japanese and American Pacific war-efforts are only part, determine the initiative. But when *RISING SUN* is played alone, the effect of the European economies on the order of movement is abstracted out. Japan opens the game with a Winter 1941/Spring 1942 double move against the Western Allies (but not China), and then continues to move first throughout 1942. The Allies move first in Spring 1943, giving them a Winter 1942/Spring 1943 double move. The Allies then hold the initiative for the remainder of the game. Thus BRP totals never affect the order of movement when *RISING SUN* is played alone. An optional rule allows the Allies to attempt to seize the initiative earlier by conducting a "Doolittle Raid" on Japan. Because of the different nature of land warfare and the emphasis on naval activities, double moves also have much less effect in *RISING SUN*.

Offensive movement and combat have changed little, apart from the terrain effects noted above. Limited offensive operations, as in *ADVANCED THIRD REICH*, grant some flexibility to attacks during an attrition option. The Japanese are always granted a free offensive option against Allied units in the Japanese Home Islands. Armor is heavily constrained by the lack of open terrain. Movement out of a ZoC costs only one extra movement point instead of two. Overruns, breakthroughs and exploitation are allowed in those theaters

where terrain permits, but due to the larger hexes a chain of exploiting armor must consist of units on every hex rather than every other hex.

Attrition combat, mainly conducted in China, uses a modified Attrition Table which reflects the larger scale of *RISING SUN*. Results permitting the capture of hexes are more difficult to obtain. Combined with the restrictions on attrition advance into rough terrain and across rivers, this change means that offensive attacks are usually necessary to gain ground. The historical stalemate in China from 1939 to 1944 is the norm in *RISING SUN* games.

Japanese unit construction is permitted in Japan or Korea. This represents light coastal shipping in the Sea of Japan, not the mobilization of Korean collaborators! Britain may construct up to three factors of British infantry in India (in addition to actual Indian units themselves); these are the same three factors which may be constructed in Suez or Basra in *ADVANCED THIRD REICH*, not additional factors. Other British units must be constructed in Britain and arrive in the India box at the end of the turn following construction. The Chinese Communists may construct one infantry unit and one partisan per turn at no cost.

The supply rules closely follow those of *ADVANCED THIRD REICH*. Tokyo and Truk, plus the oil centers of Brunei and Palembang, once captured, are unlimited supply sources for Japan, while Allied supply originates from Pearl Harbor or the various mapboard edges. Minor country capitals provide limited supply. Because so many units depend on sea supply, the penalties for isolation have been eased somewhat. Ground units in ports or on one-hex islands, Japanese units in jungle or jungle/mountain hexes, and Chinese units in China are never eliminated due to lack of supply, although they suffer all the other penalties of isolation. This change allows bypassed garrisons to survive for the duration of the war, as many of them did.

Partisans play a role in *RISING SUN*, although there are usually fewer of them than in Europe. Both Nationalist and Communist China may construct partisans in China (but not Manchuria). The U.S. may construct two partisans in the Philippines and one in French Indochina. Britain may construct one partisan in Burma. Variants or research allow Japan to build partisans in India, or Britain to employ a special Chindit unit, which is a cross between an airborne and a partisan unit. Due to the remoteness of many locations where partisans are apt to appear, only partisans in or adjacent to a capital or Chinese objective hex inflict a BRP loss.

Leathernecks and Banzai Charges

With plenty of islands, *RISING SUN* naturally provides marines to help storm them. Marines share some characteristics of airborne units: they may overstack, cost three BRPs per factor, and may not be rebuilt on the same turn they are eliminated. Unlike airborne units, marines may overstack even when making a seaborne invasion, allowing more than two invading ground units to attack. More importantly, if at least half the ground factors attacking in an invasion are marines, the +1 DM normally received by the defenders is negated. The price of glory is high however, since any losses must first be taken by the marines. The U.S. force pool contains six one-factor marine units, but they are only added gradually over the course of the war. The U.S. ability to

conduct opposed invasions slowly grows from almost insignificant to substantial. Japan's force pool includes three one-factor marines, which are also useful for the defense of key islands, thanks to their ability to overstack.

The elaborate island defenses and fanatical resistance of the Japanese are another element of Pacific legend. The Japanese may fortify one jungle hex, jungle/mountain hex or one-hex island each turn by constructing a fortification at a cost of five BRPs. A fortification has no inherent combat strength, but gives a +1 DM to any units defending in the hex. No more than one fortification may be constructed in a given hex - but one is enough to give the American player fits. The key islands around Japan are out of land-based air range of other island chains, so assaulting a key island such as mountainous Iwo Jima garrisoned by two 3-2 infantry, a 1-2 marine, and a fortification is a grim task indeed, requiring some 35 attack factors from the sea for even a 1:1 attack, or 28 attack factors if enough marines can be mustered to nullify the +1 DM for invasion. Massive carrier air support and unchallenged naval superiority are prerequisites for such an operation. Faced with such a defense, an American player lacking the nerves of a John Wayne (and the tactical sense of a Custer...) might well look for a more lightly-defended target.

The War at Sea

As *ADVANCED THIRD REICH* revolves around armor and airpower, *RISING SUN* is first and foremost a naval game. The war will most likely be won or lost in the Pacific, not in China or Southeast Asia. While the sinews of the naval system are unchanged from *ADVANCED THIRD REICH*, there are some important modifications to adapt to the new theater as well as entirely new mechanics to deal with aircraft carriers. Even so, naval missions are essentially identical to *ADVANCED THIRD REICH*, with the exception of the new (and extremely important) patrol mission, described below.

The struggle to gain or hold naval bases is central to *RISING SUN*. Naval basing is identical to *ADVANCED THIRD REICH* with one exception: up to nine naval factors may base at a one-hex island without a port. A more profound change is the limited intelligence aspect of the game. Each side has six task force markers, which are used to hide the composition of naval forces from the opponent. Dummy task forces are not allowed, as each task force must consist of at least nine naval factors. In practice, the players will have a rough idea of the disposition of the enemy naval forces, but some uncertainty will always remain.

To represent the American ability to develop forward bases, the U.S. receives one artificial port in 1944, and two in 1945. These are similar to the artificial ports of the *ADVANCED THIRD REICH* variant, but no invasion is necessary to place them. They may be placed on any U.S.-controlled port, one-hex island or bridgehead. Once placed, artificial ports may not be relocated. An artificial port acts as a port in all respects, augmenting the naval basing capacity in its hex. As there are only four double ports in the game (Pearl Harbor, Tokyo, Osaka, and Truk) and many naval units, the location of these artificial ports may prove crucial to the success of the U.S. counter-offensive. If research is being used instead of variants, artificial ports must be acquired through research.

The importance of forward naval bases becomes clear in light of the range limits on various naval activities. In *ADVANCED THIRD REICH*, naval activities are limited only by the front boundaries. In the Pacific, there are no natural boundaries like Gibraltar and Istanbul, so a different system is required.

In *RISING SUN*, most naval activities are restricted in one way or another by a maximum range; naval movement and offensive naval missions have a range of 20 hexes, while interception has a maximum range of 15 hexes. Naval SRs and sea supply are not restricted by a maximum range, but may not cross more than 10 hexes without touching a supplied port or one-hex island. The destination of sea transport or seaborne invasion missions may not be more than 10 hexes from a supplied port or one-hex island. Although these range requirements may at first be unfamiliar, they prevent unrealistic naval activities in enemy rear areas.

Pacific Panzers

The most distinctive feature of warfare in the Pacific was the dominance of the aircraft carrier. With the vast distances and paucity of land air bases, aircraft carriers were the weapon by which military power could be projected across the Pacific. The failure of the Japanese to destroy any American carriers in their attack on Pearl Harbor, the crippling of the Japanese carrier strength at Midway, and the eventual overwhelming American numerical advantage in the final years of the war were arguably the decisive strategic ingredients of the Pacific war. It was clear from the beginning that *RISING SUN* would sink or swim with its carrier system.

Aircraft carriers have never been represented in the *THIRD REICH/ADVANCED THIRD REICH* game system. This is hardly surprising since the game system has always been land-oriented. The air/naval system of the first edition of *THIRD REICH* was unimpressive, although still ahead of its contemporaries. With each successive revision, ending with *ADVANCED THIRD REICH*, the system improved until finally the interaction of air and naval units became as challenging and realistic as the rest of the game (see Conrad Struckman's article "Terrible Swift Swordfish" in the *GENERAL*, Vol.26, No.6). Although *ADVANCED THIRD REICH* retained generic fleet and air factors, it set the stage for *RISING SUN*, and a major design goal was to build on, but not fundamentally alter, the *ADVANCED THIRD REICH* naval system.

The sweeping armored drives which make the European theater so exciting are absent in the Pacific. Instead the drama focuses on carrier battles in which a single ship, or indeed even a single plane, might radically affect the course of the entire war in the space of a few minutes. Representing this tactical dimension within the scope of a strategic game (with three month turns!) was a serious challenge. It was clear that if *RISING SUN* were to succeed, carriers had to become "panzers of the Pacific". The tension and excitement of the all-important naval engagements had to be recreated, and the players allowed to make the decisions which would decide their outcome, but without bogging down the strategic flow of the game. My own criterion was that a major, Midway-type carrier battle should take no more time than a mid-war German armored offensive in Russia. In the end, I think we have done considerably better, as such an engagement should normally take no more than 15 or 20 minutes for experienced

players to resolve; if they took much longer, carrier battles would become a drag on the game; if they took less time, players would feel robbed of important decision-making opportunities.

Getting Here From There

RISING SUN began, as one might expect, by representing carriers as an air factor based on a fleet factor. Naval battles were then fought more or less as in *ADVANCED THIRD REICH*, with fleet combat deferred until after two rounds of air strikes. Naval factors were hidden by task force markers, to simulate limited intelligence. From this starting point, three fundamental changes (and countless smaller ones) were made.

First, a naval force, which in *ADVANCED THIRD REICH* would fight as a single, monolithic entity, could be divided into several combat groups. The trade-off between concentration and dispersal of forces is a complex one. Players will find themselves torn between attempting intricate, Yamamoto-style plans to surprise their opponents, and more conservative, concentrated deployments which maximize defense but concede the initiative to the enemy. The decision of whether to concentrate or disperse one's forces is, significantly, made at the very beginning of a battle, before anything is known of the enemy's forces or dispositions, and may not be changed. It affects all aspects of what follows: search, combat air patrol (CAP), air defense, air attack, and fleet combat, as well as the safety of any transported units or supplies.

Secondly, the unit of naval air power was broken down from *ADVANCED THIRD REICH* air factors (which in *RISING SUN* are now called army air factors, or AAFs) into smaller units called naval air factors (NAFs). One AAF is equivalent in size and cost to three NAFs: an AAF represents approximately 100 planes, whereas a NAF represents just 30 planes. This change of scale opens many possibilities. By giving a fleet carrier more than one "unit" of airpower (three NAFs, as opposed to a single AAF), it becomes possible to divide its air between different offensive and defensive roles, and to take losses over the course of a battle without a single loss rendering the carrier impotent.

Having two different types of air units required rules to govern their interaction. Army and naval air factors are equivalent in combat strength when attacking ships or when engaged in air combat "over water", despite their different sizes, to reflect the increased lethality of torpedo planes and dive bombers, and the ability of CAP to loiter over its own carrier. On the other hand, one AAF is equivalent to three NAF when attacking land targets or when engaged in air combat "over land", as carrier aircraft are not particularly suited to ground attacks and land-based air would profit from superior numbers over its own base.

Thirdly, and perhaps most importantly, the elements of search and surprise were added, introducing the tactical element, and much of the flavor, to carrier battles. Each round, both sides make a search die roll, reflecting the level of information about enemy dispositions gleaned from air and naval search. The search level determines how many enemy combat groups are located, whether the composition of any groups is revealed, and which friendly combat groups are in position to attack. Search is influenced primarily by the

number of air units searching from nearby bases and the number of friendly combat groups in the battle area. If one side achieves a much higher level of information than the other, the disadvantaged side will be significantly surprised. In game terms, this means difference in the two sides' search levels determines the range of surprise from the relatively benign (CAP out of position and deprived of its normal +1 air combat DRM) to the catastrophic (planes refuelling on deck and ships unprepared for attack - damaged carriers and fleet factors are sunk). Just as in the real war, a battle between relatively even naval forces may well be decided by which side finds the other first. In other words, luck can be a significant factor, just as in ground combat at 1:1 odds. Nevertheless, since the surprise level is based on the roll of two dice, extreme results are rare and the players' decisions concerning where and how (and whether) to fight a particular naval battle will usually be the most important factors in deciding the outcome of a naval battle.

In Harm's Way

Carrier battles may arise out of any naval interception, and since both sides' forces are likely to be hidden by task force markers, neither side will know at the start of a battle whether the other side possesses aircraft carriers. This fact alone may profoundly affect on both sides' deployment and conduct of the battle. The following sections survey, with occasional digressions, the typical course of a carrier battle, and illustrate how real-life capabilities and decisions are mirrored in *RISING SUN*.

A naval battle begins with both sides secretly dividing their naval force into combat groups. This decision is critical, since the composition of combat groups may not change between rounds, although groups may be reordered for tactical reasons. When formed, each combat group must consist of between 9 and 36 naval factors, although losses may reduce a group below nine factors after combat begins.

Each unit transported by a force must be assigned to a combat group with sufficient fleet factors to carry it. Although there are no special naval factors or counters, the representation of naval transport is somewhat more detailed in *RISING SUN*, as befits a naval-oriented game. Fleet factors carrying any type of unit or protecting sea supply are, in effect, transports. Cargo may not be split between several combat groups or transferred between groups during battle - if the combat group carrying a unit is reduced below the necessary size, the unit is lost. Transports are slow and easier to locate and track, so each transporting combat group gives the enemy a +1 DRM for his search die roll. Because of this, it is usually a good idea to concentrate all transported units in a single group.

Each friendly combat group consisting of at least nine naval factors modifies the owner's search die roll. Nine-factor combat groups which incur losses during combat have no effect on search die rolls in future combat rounds. This search modifier represents the searching of carrier planes, float planes and picket ships, as well as the effect of having forces converging on the battle area from different directions, effectively reducing the amount of ocean which must be searched. Having many combat groups increases search capabilities and may help confuse the enemy as to the location of the best targets, but it also disperses friendly offensive and

defensive strength and creates the danger of being defeated in detail.

Once both sides have grouped their naval forces, the first round of naval combat begins. Land-based air units providing air cover are assigned to protection of particular combat groups and each side secretly allocates its carrier air units to one of three roles: attacking naval targets, attacking land bases and CAP. No more than half the NAFs in a combat group may be assigned to CAP, but all may be assigned to attack. The combat tables and procedures create a carefully-tuned balance between attack and defense. Search and surprise results, which are not known at the moment of air allocation, may tilt this balance one way or another. A poor search result by one side or the other may result in some combat groups not being attacked, or some combat groups being unable to attack; while surprise may reduce the effectiveness of CAP or increase that of attacking NAFs. A rigid or simplistic battle-plan which ignores these variables is unlikely to be effective.

Each side makes its search roll and announces the modified search result. Depending on the search result, a player may locate one or more enemy combat groups, and perhaps also learn something of their composition. If the search result is poor, one or more enemy combat groups may escape detection altogether. The difference in search results reflects the degree of surprise achieved by the player with the better search roll. Surprise effects may apply to airstrikes or fleet combat, at the advantaged player's option. American radar capabilities are reflected by lowering any Japanese surprise by one level (a variant gives Japan this potentially life-saving technology in the later years of the war).

Carrier strikes against land bases, and then located naval combat groups, are carried out using air factors previously assigned to land or naval attack, respectively. The side with the higher search level always announces its airstrikes first, although all combat is considered simultaneous, except at the highest surprise level. All combat groups are considered in position to attack enemy land bases, which have known positions, but a poor search roll might place some combat groups out of position to attack enemy naval forces. This represents friendly forces arriving late or in the wrong place, being hampered by weather or darkness, and also strikes which get lost en route to the enemy. In many cases, being unable to attack with part of your force will be the price paid for dispersing your forces.

The lowest-numbered combat groups, starting with combat group one, are the most likely to be in position to attack, so a player might choose to place his main strike force in combat group one, in effect deploying it in an advanced position. A more wily player, or one with enough search modifiers to guarantee a better search result, might instead place a picket force (perhaps a lone 9-factor fleet) in group one, and hold his main strike force further back. Any located combat group may be attacked, but unless the composition of some enemy groups is revealed by search, a player will have to guess at the enemy dispositions. He may guess that his opponent has placed his carriers in group one (to maximize their chances of attack), but he may, of course, be wrong. The ideal situation is to locate the enemy's main body and have your carriers in position to attack, while at the same time keeping your own carriers hidden from the enemy. But without a better search result, it's difficult to have it both ways.

The airstrike procedure is quite similar to that in *ADVANCED THIRD REICH*. The defender's CAP (including air cover) may engage all or part of an incoming air strike in air combat. After air combat is resolved, the composition of the target combat group is revealed and the incoming attackers undergo a fleet air defense roll. The number of fleet factors (but not fast carriers) determine the fleet air defense level, but surviving CAP factors which engaged the attacking enemy air units are also added to the fleet air defense level. Attackers which survive the fleet air defense and do not abort their attack may then be assigned to attack fleet factors or individual fast carriers in the targeted combat group.

Flattops

Having begun with generic carrier factors, the system eventually grew to include several types of aircraft carriers. The "fast" (i.e., normal) carriers are indivisible units of either two or three carrier factors, representing individual light (CVL) or fleet (CV) carriers, respectively, which carry either two or three NAFs. Four-factor "super-carriers" (CVBs), which carry four NAFs, are available through variants or research. Fast carriers are named, for historical flavor.

Unlike generic fleet factors, fast carriers are attacked individually, with the attacker allocating his NAFs to targets as he chooses. He may decide spread his attackers out in an attempt to damage several carriers. Fast carriers are not included in the fleet air defense roll, but each fast carrier makes its own air defense dice roll against its attackers. Surviving attackers then finally get to make their air attack dice rolls, often with spectacular results.

As a multi-factor unit, a fast carrier is more difficult to damage or sink than a single fleet factor. All of a fast carrier's factors must be sunk in order to sink the carrier. As with attacks in port, excess damage results may result in elimination. For example, if a three-factor CV incurs a "2/3" result from an air attack, the "2" sinks two of its three factors, and the "3" damage is enough to damage, then sink, the last factor: the CV is sunk. By contrast, if the CV incurred a "1/3" result, the "1" would sink one factor, but the "3" would only be sufficient to sink one of the remaining two factors, leaving the other factor merely damaged. Not all the carrier's factors would be sunk, so the carrier is only damaged. Finally, if the CV incurred a "1/1" result, it would still have one undamaged factor, and the carrier would remain in action - in effect, the damage is repaired at sea.

Barring surprise of some kind, fast carriers are relatively robust and may be knocked out of battle by being damaged, but are difficult to sink. This is a good thing, for a CVL takes one year to rebuild, and a CV takes two years to rebuild! Each carrier under reconstruction uses one point of naval reconstruction ability, forcing a difficult choice between rebuilding carriers or replacing fleet losses. Japan's naval reconstruction rate is inadequate to handle the likely rate of losses, while the American naval reconstruction rate expands over time. Both are subject to change through research or variants.

Due to the high level of training required for carrier operations, naval aviators are also difficult to replace. Only a limited number of NAFs may be rebuilt in a single turn. The U.S. replacement ability grows over the course of the war, from three NAFs per turn to five NAFs per turn, while

Japan, which faced chronic pilot shortages, is always limited to rebuilding only three per turn. On the other hand, Japan's carrier pilots begin the war with "elite" status (a +1 national-ity DRM). Once eliminated, however, they are replaced by normal NAFs. When their situation worsens to the point of panic, the Japanese may initiate kamikaze attacks. Declaring kamikazes triples the Japanese NAF replacement rate (to nine) and allows conversion of AAFs into NAFs, but these newly created NAFs are no longer carrier-trained and may only make suicide attacks. Kamikazes suffer a -2 air combat DRM and never eliminate U.S. air factors in air combat, but should they penetrate U.S. air defenses, their air attack strength is doubled. Further, kamikazes never abort their attacks due to air defense. Thankfully for the U.S., each kamikaze only gets one chance to attack!

There is a fourth kind of carrier unit in the game, the escort carrier (CVE), available only to the U.S. Escort carriers can be thought of as one-factor carriers, but there are important differences between CVEs and fast carriers. Escort carriers are slow, and may not intercept or undertake patrol missions. They grant the same bonus to enemy search as transports. The naval air component of a CVE is not represented by a NAF unit, but is instead considered intrinsic to the CVE itself. CVEs are limited to ground support (at the same 3:1 rate as shore bombardment) and augmenting air defense (a CVE factor counts as three fleet factors for air defense). CVEs may not attack enemy naval units with air strikes, but are treated as fleet factors in fleet combat (representing air strikes in emergency situations). CVEs losses do not count against the naval air training limits, but CVEs may not be rebuilt in the turn they are eliminated. CVEs are most useful for supporting invasions, escorting supply lines and SRs, and anti-submarines duties.

Carriers are not allowed in Europe. Upon reflection, it seemed that their effects on naval operations in Europe would be too unpredictable. Only the British would have carriers, barring Axis research, so use of the more involved *RISING SUN* naval combat procedures would rarely be worth the effort. The effects of carriers on play balance in *ADVANCED THIRD REICH* could not be assessed while the carrier rules were being developed. Players are free to experiment if they wish, and five extra British light carriers are included in the counter mix with this in mind.

Washing-Machine Charley

Land-based air, despite its new-found lethality against naval forces in *ADVANCED THIRD REICH*, proves rather less fearsome in *RISING SUN* for a number of reasons. First, it is often dispersed in small packets for search purposes (large, isolated stacks are also vulnerable to attack by patrolling carriers). Secondly, most moderate or larger naval forces will have carriers of some kind available to provide CAP or increased air defense. Thirdly, there is less army air around due to smaller force pools and fewer bases.

Even so, land-based air (which usually means AAF) is extremely important in *RISING SUN*. If land-based air tends to cause fewer naval casualties, this is because it usually has better things to do than directly attack enemy naval units. In addition to its familiar roles, including assisting naval interception, each air base within range of a naval battle containing at least one land-based air factor modifies friendly search die

rolls by one. This is a bit subtle, as a city containing five AAF triggers only a +1 DRM (since there is only one air base involved), while a double port with an airbase counter and three AAF triggers a +3 DRM (since there are three air bases in the hex). For search purposes, it is better to create a web of air bases with interlocking search zones than to rely on a single, isolated base. Such a defensive web reduces the chance of being surprised by an enemy patrol, and if naval combat occurs it is very likely the enemy will himself be surprised in at least one round of naval combat. It is worth noting that searching is a passive activity which neither causes an air factor to become inverted nor exposes it directly to loss, although the enemy may well launch airstrikes to neutralize searching bases in the course of a naval battle or patrol. By contrast, small land-based air detachments which directly attack large naval forces tend to be destroyed after accomplishing little.

Basing for AAF is identical to *ADVANCED THIRD REICH*, although airbase counters may not be placed in jungle/mountain hexes. A single NAF may base at a one-hex island, without need for a city or airbase counter. Carrier air assigned to attack land targets may attack land bases during a round of naval combat, possibly achieving surprise. To surprise a land base, the attacker's die roll must be greater than the number of searching air bases within range of the hex from which the attacker's carriers launch their attack. As pointed out earlier, isolated outposts are vulnerable to surprise attacks, while it is much more difficult to sneak up on a group of mutually supporting bases. Land-based air may defend its base by flying CAP, and the base itself makes an air defense dice roll. Carrier air factors do not attack air bases using the counterair procedure, but instead use the Air Attack Table, just as when attacking naval units. Losses are expressed as squadrons destroyed or damaged (inverted). AAF are converted to squadrons (i.e. multiplied by three) prior to taking losses, then the survivors are recombined into factors. It is usually preferable to counterair enemy AAF with your own land-based air, rather than use more valuable carrier-based air, but due to the large distances in the Pacific there is often little choice.

Land-based air may attack naval targets, but the procedure differs depending on whether the naval force is actually engaged in naval combat at the time of the attack. If so, land-based air attacks occur after carrier airstrikes and before fleet combat. The land-based air may choose any located combat group as a target. If land-based air attacks occur outside naval combat, as when a naval force sails past a base without naval interception taking place, the entire naval force, including its CAP, is attacked as a whole. Such attacks are usually ineffective. AAFs may not target fast carriers, but instead attack only fleet factors and CVEs. Fast carriers are affected if all fleet factors and CVEs are first sunk or damaged. Land-based NAFs follow the same attack procedure as carrier-based NAFs - they may target fast carriers after penetrating enemy air defenses. Land-based air attacks never benefit from the effects of surprise.

Fire When Ready

The advent of carriers has not made fleet combat completely obsolete. Normally, fleet combat begins in the third round of a naval battle, following that round's air strikes.

Unlike *ADVANCED THIRD REICH*, each side commits one combat group (their first, or most forward combat group) to fleet combat each round. A player who has dispersed his fleets will thus commit his forces to fleet combat more slowly than a player which has concentrated his fleets, and will be at a corresponding disadvantage. Surprise may alter the standard procedure, since a moderate surprise level allows an unwilling player to avoid fleet combat or disengage from it, and higher surprise levels allow a player to commit his first two combat groups, to engage the enemy combat group of his choice instead of the first enemy combat group, or to initiate fleet combat during one of the first two rounds, when it ordinarily wouldn't occur. Because concentration limits search, a player who has heavily concentrated his fleet is unlikely to also be able to pin down his opponent to fleet combat before the third round.

Apart from the effects of surprise, fleet combat itself is resolved as in *ADVANCED THIRD REICH*. As mentioned, CVE are treated like fleet factors in fleet combat, but other carriers do not take part directly. A force with carriers of any kind which becomes involved in fleet combat incurs an adverse fleet combat dice roll modifier, to simulate the need to screen the carriers from enemy gunfire.

A naval battle may not end before there is some contact between opposing forces. Damaged forces (including carriers) leave combat immediately, as in *ADVANCED THIRD REICH*, but submarines may prey on damaged ships before they make good their escape. Forces may withdraw voluntarily at the end of a round, but a combat group must withdraw from combat in its entirety. The *ADVANCED THIRD REICH* concept of "staying power" has been abandoned in *RISING SUN*, to give players more control over the key decision of when to fight and when to run. Players willing to endure heavy damage may thus lash themselves to the mast and cry "damn the torpedoes", but they will not do it many times before running out of ships. Should both sides keep forces in battle after a combat round is completed, a new round begins. Players are then free to rearrange the order (but not the composition) of their combat groups and reallocate their air units.

Patrols

The standard naval missions in *ADVANCED THIRD REICH* fit well into the Pacific with very few modifications. Carriers combine air and naval missions, and may use their air to provide ground support, intercept defensive air support, and attack enemy air and naval units in their bases (using the Air Attack Table, as described above). Defensive air support from carriers is not allowed. A carrier-based air unit may conduct one and only one of these offensive missions in addition to any offensive or defensive activities which occur during the course of naval combat. This means a carrier air unit may defend its carrier against any number of enemy air strikes, conduct any number of airstrikes against enemy naval units which have intercepted its carrier, attack any enemy air bases in range during naval combat, and still perform one (and only one) offensive mission as well.

To reflect the ability of naval forces to go "on station", a new mission, the patrol, has been added to the game. Patrol missions are conducted during the movement phase. They are declared simultaneously and then resolved sequentially. In

essence, a patrol mission allows naval units to "change base" to a sea hex within 20 hexes of their original base. From this patrol hex, carriers may launch air strikes against any enemy air bases in range. Surviving air units from patrolling carriers may later assist in ground attacks during the combat phase by flying ground support or intercepting enemy defensive air support. During the combat phase, naval forces on patrol may also counter-intercept from their patrol hex.

Patrols are a powerful tool for the attacker, but they are not without risk. A patrol may be intercepted normally prior to reaching its patrol hex, but a special procedure is followed if a naval force is intercepted in the patrol hex itself, which is typically at the extreme range of enemy land-based air. The patroller allocates his air (to CAP, attacks on land bases or attacks on naval units) before knowing whether he will be intercepted. After any interception attempts are announced, a die roll is made to determine whether the patrol has achieved surprise. If the patrol achieved surprise, any airstrikes are resolved prior to interception; air power eliminated by the airstrikes does not modify interception rolls and will not be available to participate in any ensuing naval battle. But if the patrol failed to achieve surprise, its airstrikes do not take place until the first round of the resulting naval battle, after enemy land-based air has modified the interception and search die rolls normally. Left unmolested, a patrolling force may conduct any number of air attacks on ports or air bases until it fails to inflict damage or voluntarily discontinues its attacks.

Interception in the patrol hex is tense for both sides. The attacker may be caught unprepared for a naval battle, with his air committed to attacking land bases. In addition, an intercepting force which defeats a patrol may *itself* remain on station in the patrol hex, and may conduct additional interception from that hex during the combat phase. In effect, by defeating a patrol, the victorious intercepting force has won control of the disputed seas for itself. On the other hand, the defender must decide whether to intercept prior to knowing the nature of the patrol. If the defender suspects the patrol consists of only a diversionary force, he can defer interception for one or more rounds of airstrikes, although obviously his land-based air may suffer as a result. Should he attempt interception, but find his airbases surprised, he may lose his land-based air before the battle begins and be forced to fight a naval battle on less favorable terms.

In summary, patrols are a double-edged sword, and are most effective when the attacker has a significant numerical advantage or achieves surprise. But fortune sometimes favors the bold, and patrols add to the players' options as well as to the excitement level and simulate an important element of carrier warfare.

A Kind Of Magic

Even the most casual student of the Pacific theater is familiar with the role of the American codebreaking operations (code named "Magic") in the decisive victory at Midway. Codebreaking was also important in thwarting the Japanese at Coral Sea, and played a role in many other smaller operations throughout the course of the war. While cryptanalysis played an important role in the European theater as well ("Ultra"), its direct contribution to reversing the tide of the initial Japanese offensive and the greater tactical/operational flavor of *RISING SUN* make it particularly important to include this element in

the Pacific game. The design constraints on the implementation of codebreaking were fairly heavy. Codebreaking could not unrealistically guarantee that the Japanese cannot win: the victories gained by the U.S. at the Midway and elsewhere were the result of skillful use of the advantages gained from codebreaking, combined with considerable luck. The system also had to prevent the Japanese player from circumventing the U.S. codebreaking advantage with the benefit of hindsight. Finally, the rules dealing with codebreaking had to be fairly simple, and had to mesh naturally as possible with the other elements of the naval system.

Since the quantity and quality of information available to the U.S. fluctuated considerably over the course of the war, the codebreaking capability in *RISING SUN* is variable. At the start of each turn, the American player secretly draws four counters from a pool of eight. Half of the counters give the U.S. a codebreaking (Magic) point, while the other half do not. The U.S. may thus receive between zero and four Magic points in any given turn, with two points being the most likely value. Variants and research may affect the number of counters drawn. The Japanese player does not know in advance how many Magic points have been drawn, but the number is easily verified as the Magic counters are revealed as the points are used.

Magic points may be invoked by the U.S. at various times during the turn to improve a U.S. naval interception die roll, to increase an American or decrease a Japanese search roll during naval combat, or to improve American or decrease Japanese submarine effectiveness. Several Magic points may be used together to achieve a larger effect. The effect of a number of Magic points during a single round of naval combat, typically to decrease the Japanese search roll, may trigger a Midway if the U.S. achieves a large surprise advantage. As in the real war, the benefits of superior intelligence must be combined with luck. Bad luck, an overwhelming Japanese superiority or American mistakes may neutralize the Magic advantage in any given situation.

In addition to these tactical effects, Magic also simulates strategic intelligence by allowing the U.S. to shift forces over long distances in reaction to Japanese operations. Each Magic point allows up to nine naval factors to be SRed during the Japanese combat phase, without risk of interception, to any port on the Pacific front which is not within range of a Japanese land-based air unit. Redeployed forces may then attempt interception of Japanese naval missions from their new base, and gain the tactical advantages described above.

Putting It All Together

Although necessarily complex, the carrier system flows quite smoothly with a bit of experience. To allow the players to gain familiarity with it in a more controlled and familiar setting than the Campaign Game, four historical battle scenarios have been included. Players should try one or more of these small scenarios before attempting the Campaign Game. The scenarios run roughly in order of difficulty, with Pearl Harbor introducing the basic mechanics of air attack, Coral Sea providing a balanced situation with small forces in which search plays a key role, Midway having larger forces and an emphasis on Magic and surprise, and Leyte Gulf being every bit the huge free-for-all that it was historically. Although appropriate for learning, these scenarios have also been made

as competitive as possible, with options to secretly vary the initial conditions for greater uncertainty.

Strategic Warfare

Strategic warfare can, in many ways, be viewed as the decisive factor in the defeat of Japan, since Japan surrendered before a single Allied soldier had landed in the Japanese Home Islands. *ADVANCED THIRD REICH* players will notice a number of changes in this area of the rules, some necessitated by Japan's greater vulnerability to strategic warfare, and others by the greater feedback between strategic warfare and the other elements of the game. The situation is complicated a bit further by the fact that both Japan and the United States used submarines, but with radically different doctrines. Submarines proved the more difficult strategic weapon system to adapt to the Pacific. In contrast to the absolute priority German U-boats attached to merchant shipping, Japanese doctrine viewed combat ships as the only worthy targets. As a result, Japanese submarines were used as tactical rather than strategic weapons and produced several notable successes, sinking the *Yorktown* and *Wasp*, and damaging *Saratoga* several times, but achieved little else. American tactics fell somewhere in between, as, in the absence of any effective Japanese anti-submarine warfare effort, U.S. submarines decimated the Japanese merchant fleet while also sinking a number of aircraft carriers (almost half the Japanese aircraft carriers and one-third of the Japanese combat ships sunk during the war fell prey to American submarines). Further, the U.S. made a special effort against oil tankers, correctly surmising the crippling effect this would have on the Japanese war effort. By the end of the war, American submarines effectively ran out of targets, as there were simply no more ships left to sink. All these effects had to be incorporated into the comparatively simple system originally designed for German U-boats operating in the Atlantic.

The Strategic Warfare Effects Table is unchanged. Submarine effectiveness is directly related to the amount of time spent on patrol. The effectiveness of submarines, ranging from one to four BRPs per submarine factor, is not determined by control of specific hexes, but rather by the distance from a supplied friendly base to the enemy shipping lanes. The Japanese must trace a supply line from the oil centers in the Dutch East Indies to Japan, and the potential effectiveness of the American submarine effort is determined by the proximity of American bases to this route. Allied ASW technology improves annually, as in the Atlantic, but the legendary effectiveness of Japanese "Long Lance" torpedoes gives the Japanese a balancing +1 DRM. Japanese ASW effectiveness does not increase over time, and U.S. torpedo deficiencies saddle the Americans with a -1 DRM until the end of 1943. Carriers may be used against submarines, with three carriers being equivalent to a 9-factor fleet.

The use of submarines against combat ships proved to be a particularly knotty problem. Originally, submarines were allowed on the map, akin to British submarines at Malta. For ease of play submarines were eventually banished to the SW box, but are still allowed to attack any enemy naval activity anywhere on the board. A force under submarine attack makes a submarine defense roll (analogous to an air defense roll, using the Air Defense Table), after which submarine factors attack using the Fleet Combat Table. Submarines are

most useful when attacking damaged ships leaving combat, since such ships are usually undefended and are sunk if they receive an additional damage result. In other cases, undamaged fleet factors lost to submarine attack may be taken from the SW box, which normally prevents submarine damage from sinking transported or SRed units or otherwise affecting fleet activities. Submarines which survive the enemy defense roll return to the SW box and inflict BRP losses normally.

Allied naval units may raid the Japanese oil convoy route directly, and Allied land-based air units may bomb it. The Japanese may also employ raiders, if they control Hawaii, Tahiti or Ceylon. These raids are resolved in the same manner as German forays into the Atlantic.

The destruction of the Japanese tanker fleet is reflected by imposing an additional oil effect on Japan each turn in which Allied submarines or raiders eliminate 15 or more Japanese BRPs. An oil effect is reversed each turn in which less than 5 Japanese BRPs are eliminated. Japanese BRP losses to submarines and raiders in a given turn are limited to a maximum of 25% of the Japanese overseas conquests, as determined during the preceding YSS. No doubt many a British player in *ADVANCED THIRD REICH* has wished for some similar ceiling on German BRP damage, but here the game effect is the correct one: the Allies may cut Japan off from its oil and its empire, but ultimately submarines alone cannot starve Japan into submission.

Strategic bombing offered a different set of design challenges. In the Pacific, the distance from American bomber bases to their targets had an important impact on bombing effectiveness, and bomber ranges increased substantially over the course of the war as B-29s were deployed. The possibility (and difficulty) of an American bombing campaign from China also had to be considered. The densely populated Japanese cities, built mainly of combustible material, were more vulnerable to fire-bombing than European cities, therefore each strategic bomber factor may eliminate a maximum of four BRPs. Bombing range increases over the course of the war, and along with it, the American strategic bombing DRM. Unlike *ADVANCED THIRD REICH*, a negative modifier applies with increasing range, so strategic bombing effectiveness increases over time, and also improves as the U.S. obtains bases closer to Japan. Bombing from China is allowed, but only if a supply line can be traced to the base from a Western Allied source outside China itself. This more sophisticated treatment of strategic bombing has been incorporated into the research rules, and therefore is likely to become standard in *ADVANCED THIRD REICH* as time goes by.

Japanese bombing of India, Australia, and Chinese cities with army air factors is allowed, and is handled almost identically to the German bombing of Britain. No more than five Japanese army air factors may bomb a particular target in a given turn.

Naturally the atomic bomb makes its appearance in 1945. Compared with the A-bomb rules in *ADVANCED THIRD REICH*, the effects on combat units have been softened somewhat (only one ground unit in the target hex is eliminated, and the survivors incur a negative DM), but the surrender effects remain. Atomic attacks cause an immediate "shock" effect to enemy resistance, as well as a smaller but lasting effect beyond the turn of attack. Development of the atomic bomb is one of the major options allowed under the research system

in Global War, although in *RISING SUN* the success of the American program is assumed.

Co-Prosperity

Even more than the European war, the war in the Pacific was driven by economic factors. Chief among these was the Japanese objective of securing oil and other strategic resources. By Winter 1941, when the game begins, Japan is under the effects of an oil embargo and already subject to one oil effect. Oil effects, similar to those incurred by Germany for loss of Ploesti, gradually degrade the effectiveness of Japanese air and naval forces, reduce SR capacity, and eventually eat away at the Japanese BRP base and undermine Japanese resistance. To escape the effects of the embargo, Japan must take and hold one of the two oil centers at Palembang and Brunei. As already mentioned, Allied submarines and raiders may trigger oil effects by wearing down the Japanese tanker fleet. Southeast Asia is also rich in BRPs, which Japan needs in order to hold her own against the growing economic strength of the U.S.

American economic expansion is handled in a manner similar to Europe. The U.S. begins with fewer BRPs in the Pacific than in Europe, but expands at the usual rate of 20 BRPs/turn. The American economy typically surpasses Japan's in mid-1943 and never looks back. Even so, the cost of constructing the American naval and air force pool additions is enormous, and the Chinese and British war efforts also depend on American subsidies. In Global War, the U.S. economy is treated as a single unit once the U.S. is at war with both Germany and Japan. Thus U.S. BRPs, combat forces, SRs, initial deployments, naval reconstruction, and SW forces must be allocated between theaters. The U.S. is given considerable latitude in determining its priorities, but no more than 2/3's of the American SRs and initial deployments may be used in one theater in a given turn, and a similar (annual) requirement applies to the allocation of SW forces.

China is an economic cripple, with four of her five key economic areas occupied by Japan, a starting BRP total of only 20 BRPs, and a zero growth rate. American BRP grants to China will prove indispensable to maintaining organized resistance, but the Chinese spending limit of 10 BRPs/turn (which can only increase in the unlikely event that China recaptures Peking, Shanghai, Nanking or Canton) ultimately limits Chinese activity. Once the Japanese cut land access to China, BRPs must be flown over the Hump, which is costly and inconvenient. The situation for Britain is little better. In the *RISING SUN* Campaign Game, Britain has a base of 20 BRPs, reflecting the part of her European war effort redirected to Asia. Loss of the British colonies (40 BRPs) nearly offsets the gain from activation of Australia and India as minor allies (25 BRPs each) upon Japanese attack. The Dutch East Indies are worth 45 BRPs, but are almost always conquered by Japan before Britain can benefit from them. Britain's low spending limit and the difficult terrain in Burma curtail operations, although American BRP grants may eventually increase the British base and spending limit. In Global War, Britain receives no extra BRP "base" for the Far East and must fund any operations in Asia using her European BRPs once the net gain of 10 BRPs (Australia + India - lost Asian colonies) is added. American BRP grants to Britain and China are instantaneous and may not be intercepted.

Pacific Politics

In contrast with Europe, there were no truly neutral minor countries in Asia, and thus there is no diplomacy in *RISING SUN*. All minor countries begin the game aligned with one side or the other. Apart from numerous colonies, there are a small number of associated minor countries: Thailand (Japan), the Philippines (U.S.), and the Dutch East Indies (Britain). Australia and India are treated as minor allies. Any number of Australian units may be lent to the US, in the same manner as lent Italians, but Britain must always pay the cost of their reconstruction. The possibility of Indian or Chinese recruits rallying to the Japanese "pan-Asian" banner is included by variants or intelligence projects.

The peculiar political and military problems of China, riven by civil war, corruption, and incompetence, are brought out in the game. Chinese units suffer many of the prohibitions imposed on French units in *ADVANCED THIRD REICH* (no low-odds attacks or voluntary elimination). In addition, Chinese Communists and Nationalists do not cooperate and may not enter each other's respective areas of influence. The level of Chinese morale is tracked by the Chinese Resistance Table, and although China never actually surrenders, the central authority may dissolve to the point of utter impotence. When morale is sufficiently high, Chinese units may be lent to the British and may operate outside China. In the best of circumstances, Nationalist and Communist cooperation restrictions may be lifted. Normally, China will prove a frustrating theater in which neither side may ignore or win decisively.

The Road to War

Modelled on its European counterpart (which is itself somewhat modified to reflect the now separate role of Asia), the U.S. - Japanese Tension Table is used in a Global War game to track American reactions to Japanese pre-war naval construction and aggression in China, French Indochina and elsewhere. Rising tensions allows the U.S. to support China and to gradually prepare for war. The U.S. has the option of stationing its Pacific fleet in the exposed base at Pearl Harbor or leaving it in the safety of the West Coast, although the latter course grants Japan a much freer hand. Ultimately tensions will rise to the point where an oil embargo is imposed, confronting Japan with the decision to attack or face economic strangulation. As in *ADVANCED THIRD REICH*, DPs may influence Japan in the crucial year 1941, and may affect the timing of Siberian transfer, among other things. Japan's pre-war options are not limited to waiting passively for an oil embargo, as she may lash out at Britain or Russia, or attempt to resolve the "China Incident" conclusively. Russia, in turn, may attack the Japanese in Manchuria if the Japanese garrison falls below the level required by the Russian diplomatic result.

Day of Infamy...

Countless pages have been written on the great tragedy of the Japanese attack on Pearl Harbor. Conspiracy theories aside, the cause of American unpreparedness appears to come down to bad luck combined with a heavy dose of complacency. In the long chain of seemingly improbable events leading to total surprise, arguably any one might have occurred differently, providing some minutes or even hours of

warning to the doomed sailors and airmen Pacific Fleet. At the same time, while the Japanese achieved total surprise, they did not achieve total victory, since none of the Pacific Fleet's three aircraft carriers were in port at the time of the attack. This too could have turned out differently, as one or more of the American carriers might have been in port, or might have been position to react quickly to the Japanese attack. The latter fear led to the much (and perhaps wrongly) criticized decision of the Japanese to withdraw instead of launching another wave of attacks. The range of possibilities at Pearl Harbor was wide indeed.

In *RISING SUN*, neither player can be sure of how the Japanese gamble will turn out. The disposition of each American carrier (in port, on the West Coast, on a mission, or on patrol) is determined by secret dice roll. The level of surprise achieved by the Japanese is likewise variable. Should the Japanese elect to launch a second air strike, they may find themselves under surprise attack from one or more American carriers, although such an encounter is risky for the U.S. as well. The spectrum of outcomes makes it virtually impossible for one side to lose the game on the first turn, but players may still agree to implement the historical surprise result instead. In Global War, the possibilities are further expanded, as the U.S. - Japanese tension level affects the likelihood of surprise and also the American carrier deployment. Historically two of the three American carriers were ferrying planes to outlying bases - an activity related to the perceived approach of war. An earlier Japanese attack is more likely to find carriers in port, while a later attack will face a more alert defense.

In addition to the Pearl Harbor raid, Japan achieved strategic surprise across the Pacific. This is reflected by their opening double turn, and also by rules granting the Japanese special advantages on the Winter 1941 turn. Allied air units are inverted, and Allied infantry and replacements (but not the marines at Wake Island!) incur a -1 DM. Japanese units may land at ports without paying a movement point to debark, and may even move off beach hexes after landing. These effects are contingent on Allied unpreparedness; if U.S. - Japanese tensions are high enough in a Global War game, Allied forces are put on alert and Japan's surprise advantages are lost. The effects of rising tensions, combined with the oil embargo, create for the Japanese player a genuine sense that time is running out, and the Japanese attack appears as the desperate, all-or-nothing gamble it really was.

...to Tokyo Bay

Ultimately, *RISING SUN* becomes a Japanese struggle for survival against the snowballing might of the United States. The Japanese Resistance Table reflects Japan's will to continue the fight and rewards a balanced attack on Japan involving the recapture of her overseas empire, the cutting of her overseas commerce, and the destruction of her economy. Even if several atomic bombs are successfully dropped, the need for an invasion of the Home Islands cannot be ruled out. If Japan has husbanded her forces or defeated the Chinese in time to parry Russia's Summer 1945 attack on Manchuria, or if the Allies have advanced on a narrow front across the Pacific leaving considerable territory still under Japanese control, it will be difficult to force a timely Japanese surrender.

The challenge for the Japanese player is to parlay his initial successes into a solid defensive position, in order to

weaken the Allies sufficiently to delay their counter-attack without becoming over-extended. Nothing is more difficult than fighting a slow, skilful retreat in the face of mounting enemy pressure. For the Allies, loss of even a single turn can be a severe blow.

Tomorrow the World

Global War is the ultimate challenge for every *ADVANCED THIRD REICH* and *RISING SUN* player, as it combines all the military, economic, diplomatic, research, and intelligence aspects of the game. In playtesting, it is fair to say that no two games have ever been the same, and how the Pacific theater best fits into a winning global strategy for either side is far from evident. It is likely (indeed, it would be a shame otherwise) that there is no single best plan.

The Axis win Global War either by knocking all their enemies out of the war, or by surviving past Summer 1946. Their margin of victory then increases each turn. The Allies win by conquering both Germany and Italy by Spring 1946. Japan may put additional pressure on either Britain or Russia, but typically this correspondingly damages Japan's position vis-a-vis the U.S. The "historical" path of attacking the U.S. immediately before or after her entry into the European war aims to divert American resources away from the war with Germany by creating a crisis in the Pacific. Since victory depends on conquering the Axis on both boards, a defensive strategy may yet win the game, even if Japan does not directly assist Germany, if the Allies leave Japan to her own devices for too long. A Japanese "peace option" may also have its merits, as delaying U.S. entry effectively shortens the war. Further, should the Allies gain the initiative while Japan remains neutral, Japanese entry may well tip the BRP balance and give the Axis an unexpected double-turn.

Finally, the U.S. Election Table must be considered. Historically, American disengagement from the war was not a serious possibility, in part due to the outrage over Japan's attack, but also because of Allied military successes. Yet it could have been otherwise. A 1944 presidential election fought on the issue of war and peace might have resulted from a belief that the war was unwinnable, a perception that the war was unjust, or perhaps even German nuclear attacks on American cities. The U.S. Election Table is consulted during the 1945 YSS to determine whether a peace candidate is elected and America withdraws, either partially or completely, from an unpopular or unsuccessful war. It is also consulted whenever American cities are A-bombed. Given America's almost unlimited potential power, ultimate Axis victory depends on dissuading the United States from further hostility. A Japanese attack, while strengthening U.S. resolve, may yet contribute to Axis victory by achieving overwhelming military success. German conquest of America's allies, Britain and Russia, will be even more persuasive.

"These Proceedings Are Closed"

This article has been an incomplete survey of *RISING SUN*. In playtesting many strategies were explored only in passing, and no one would pretend to have done more than scratch the surface of the Global War game. Even so, perhaps the best thing about *RISING SUN* is that there is still so much more to discover about it. For the designers, it has been an often frustrating, yet always fascinating, labor of love. Now

that our work is done, put your helm a-weather and prepare to launch all planes: there's something out there over the horizon!

★

The ULTRA System

(continued from page 3)

A recognized system for sending *ADVANCED THIRD REICH* and *RISING SUN* moves exists, complete with templates which are provided at no charge to *ULTRA* subscribers. Several people are working on graphic programs which will greatly facilitate e-mail play. When fully developed, such programs will undoubtedly increase the number of e-mail players dramatically.

The Discussion Group

A computer discussion group exclusively concerned with *ADVANCED THIRD REICH* and *RISING SUN* has been set up by Bas de Bakker and Hannu Pajunen. Besides providing a forum for discussions of strategy and tactics, rules questions may be answered and various useful files obtained via computer.

To sign up on the list, send an e-mail message with the following text body to the indicated address

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Blunders

by Joe Brophy

The eleventh of a series, aimed at players of all levels.

RISING SUN, by design, plays a lot like *ADVANCED THIRD REICH*, but the flow of the game is very different. Since Japan, as the aggressor, sets the tone and the pace for the game, my first column on *RISING SUN* will focus on early Japanese strategic blunders in a Global War game.

In *RISING SUN*, as in *ADVANCED THIRD REICH*, economics drives strategy, with diplomacy a close second. In *ADVANCED THIRD REICH*, Germany must attack early and often to win the game, but in *RISING SUN* Japan must pursue a more deliberate strategy. Early in the game, China is the only enemy Japan has to attack, and given the huge disparity of forces between Japan and China, there is a great temptation for the Japanese player to try to knock out China early on.

But, given even a minimally competent Chinese setup, it is a serious mistake for Japan to fall victim to the "China syndrome" by launching an all out campaign against China in 1939 and 1940. While Japan appears to have BRPs to burn before U.S. - Japanese tension increases permit Japan to build the expensive naval units in its force pool, in reality Japan has few BRPs to spare. The cost of taking offensive actions in China can dangerously deplete the Japanese purse. The benefit of capturing Chungking, the only remaining Chinese objective with a BRP value, is small in comparison to the cost of such a campaign in BRPs and U.S. - Japanese tension increases.

The U.S. - Japanese tension table is deceptive. It tends to rise very slowly in 1939 and 1940, but once the U.S. moves its Pacific fleet to Pearl Harbor (tension level 10), the dreaded oil embargo (tension level 24) is not so far away. At that point, tensions start rising very quickly, and Japan must be ready to move swiftly and decisively to build its forces and smash the Western Allies before the U.S. is allowed to move additional forces to the Pacific. If Japan waits until tensions rise high enough for the U.S. to put its forces on alert, it has squandered its opportunity for an effective attack against the Western Allies.

This all ties back into the Chinese campaign, because a couple of early offensive operations in China, along with the capture of Chungking, can push up tensions to the crucial level a turn or two too early, while depriving Japan of the BRPs needed to prepare fully for its big offensive push against the Western Allies. A particularly dreadful Japanese mistake is to squander so many BRPs in China in 1939-1941 that not enough BRPs are available in Winter 1941 to declare war and take offensives on both the Pacific and Southeast Asia fronts. If Japan must settle for a declaration of war against Britain and a limited campaign in the Dutch East Indies, the U.S. will be in a position to launch a powerful counterblow at its convenience, with its Pacific Fleet essentially intact. ★

He should know

"The loser of this war will be the side that makes the greatest blunders."

Adolf Hitler

Quoted by Albert Speer, *Inside the Third Reich*

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EMPIRE OF THE RISING SUN

Combat and SW Tables

Combat Results Table - 15.4

| | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 |
|---|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | Ex | Ex | Ex | Ex | Ex | Ex | Ex | Ex |
| 2 | A | Ex | Ex | CA | CA2 | CA2 | CA3 | D |
| 3 | A | A | CA | CA | CA2 | CA3 | D | D |
| 4 | A | A | A | Ex | CA1 | D | D | D |
| 5 | A | A | A | A | D | D | D | D |
| 6 | A | A | A | D | D | D | D | D |

Attrition Table (Asia) - 16.3

| | 1-10 | 11-20 | 21-30 | 31-40 | 41-50 | 51-60 | 61+ |
|---|------|-------|-------|-------|-------|-------|-------|
| 1 | 1C | 2C | 3C/1H | 4C/1H | 5C/2H | 6C/2H | 7C/2H |
| 2 | 1C | 2C | 3C | 4C/1H | 5C/1H | 6C/2H | 7C/2H |
| 3 | - | 1C | 3C | 4C | 5C/1H | 6C/1H | 7C/2H |
| 4 | - | 1C | 2C | 3C | 4C | 5C/1H | 6C/1H |
| 5 | - | 1C | 2C | 3C | 3C | 4C | 5C/1H |
| 6 | - | - | 1C | 2C | 3C | 4C | 4C/1H |

SW Research Table - R19.35

| SW Research Table - R19.35 | | | | | |
|----------------------------|-----|-----------------------------------|-----|--------------|-----|
| Target distance | | Research results, (range), SW DRM | | | |
| Distance | DRM | Strategic Bombers | DRM | Rockets | DRM |
| 1-3/1-2 | 0 | 8-9 (7/4) | −1 | 12-13 (3/2)* | 0 |
| 4-6/3 | −1 | 10-11 (7/4) | 0 | 14-15 (4/3)* | +1 |
| 7-9/4-5 | −2 | 12-13 (10/6) | +1 | 16 (5/3)* | +2 |
| 10-12/6 | −3 | 14-15 (13/7) | +2 | 17 (6/4) | +3 |
| 13-15/7-8 | −4 | 16-17 (16/9) | +3 | 18 (9/5) | +4 |
| 16-18/9 | −5 | 18-21 (19/10) | +4 | 19-21 (12/7) | +5 |
| 19+/10+ | −6 | 22+ (20/11+) | +5 | 22+ (20/11+) | +6 |

*Flying bomb attacks. Enemy defences are taken into account.

Target distance: The number of hexes from the bomber or rocket base to the target selected for attack.

DRM: SW Effects dice roll modifier.

(Range): The maximum attack range allowed by that research result. *All Pacific ranges are in italics.*

In a non-research *RISING SUN* game, the American strategic bomber DRM remains at 0 until the end of 1942, then increases by one each year (1939-1942: 0; 1943: +1; 1944: +2; 1945: +3; 1946: +4, and so on).

SW Ratio Table - 42.5122

| 1:1 | 4:3 | 5:3 | 2:1 | 7:3 | 8:3 | 3:1 |
|-----|-----|-----|-----|-----|-----|-----|
| - | +1 | +2 | +3 | +4 | +5 | +6 |

Explanation: Add the indicated number to the Strategic Warfare Effects dice roll. All ratios greater than 3:1 are treated as 3:1. The table assumes a surplus of offensive SW factors - if there are more defensive SW factors, the "+" becomes "-", and the Strategic Warfare Effects dice roll is reduced.

SW Effects Table - 42.513

| Dice Roll: | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ |
|------------|---|----|----|----|----|----|----|----|----|----|-----|
| Result: | - | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

Dice Roll Modifiers:

Japanese submarines:
1939-1942: -1 1943: -2 1944: -3 1945-1946: -4
-2 Oil effect 30.2B -1 For each Magic point invoked

American submarines:
1939-1943: -1 1944: 0 1945-46: +1
+2 Oil effect 30.2C +1 For each Magic point invoked.
+2 Allied variant 5 -2 Japanese variant 5

American bombers:
Range: 1-2: 0; 3: -1; 4-5: -2; 6: -3; 7-8: -4; 9: -5; 10+: -6
1939-1942: 0; 1943: +1; 1944: +2 1945: +3 1946: +4
+2 Oil effect 30.2A

Explanation: Two dice are rolled. The result indicates the percentage damage inflicted by all SW factors during the current turn (round fractions up).

BRP Effects: Each submarine factor operating at a range of 1-5 hexes may eliminate 4 BRPs; 6-10 hexes: 3 BRPs; 11-15 hexes: 2 BRPs; 16 or more hexes: 1 BRP (42.5211). Each SAC factor operating against Japan may eliminate 4 BRPs (42.531).

Range: Range refers to the distance in hexes from the Western Allied air base used for strategic bombing to Japan (42.533). The maximum range at which strategic bombing is permitted increases each year: 1939-1942: 4; 1943: 6; 1944: 7; 1945: 9; 1946: 10.

Global War: Disregard the yearly modifiers, which are replaced by research results for torpedoes, ASW, submarines and strategic bombers. Japan and the U.S. begin the Global War game with a +1 and -1 modifier, respectively, to their submarine SW Effects dice rolls. These modifiers reflect the superiority of Japanese torpedoes.

EMPIRE OF THE RISING SUN

Air Tables

Air Defense Table - 26.4542

| Air DF | Dice Roll | | | | | | | | | | | |
|-----------|-----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ | |
| 1 | 0 | 0 | 0 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | |
| 2 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | |
| 3 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | |
| 4 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | |
| 5 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | |
| 6 | 1/1 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | |
| 7 | 1/1 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | |
| 8 | 1/2 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | 3/3 | |
| 9 | 1/2 | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | 3/3 | 3/3 | |
| 10+ | 2/1 | 2/1 | 2/2 | 2/2 | 2/3 | 2/3 | 3/2 | 3/2 | 3/3 | 3/3 | 3/4 | |

Air Defense Factors (Air DF):

- 1 each fast carrier (CVL, CV, CVB)
- 1 for every 9 fleet factors, including damaged factors (round fractions up). Each CVE factor is equivalent to three fleet factors.
- 1 if the attacked units are in a hex containing an objective
- 1 if the attacked units are in a hex containing a fortification
- 1 if the attacked air units are in a hex containing an airbase, but no city
- 2 if the attacked units are in a hex containing a city or port (two for each city or port - 27.111)
- 2 if the attacked units are in a hex containing a fortress
- 1 each army air factor or three naval air factors surviving a counterair attack during the current round of an air attack against a port (26.4522)

Dice Roll Modifiers:

- +1 for each air defense factor over ten.
- 1 if the attacker achieves a surprise level of 3 or greater (27.5782).
- +1 CVB
- 1 CVL
- +# air defense research results

Results: The number before the slash is the number of attacking air factors which are eliminated. The number after the slash is the number of attacking air factors which abort their mission and return to base. Air factors which abort may take part in future air sorties during the current combat phase.

EXAMPLES: A single fleet factor has an air defense of one. 11 fleet factors have an air defense of two. 19 fleet factors have an air defense of three. 18 fleet factors in a port have an air defense of four. 17 fleet factors in Singapore have an air defense of seven if Singapore is still a fortress. A CVL has an air defense of one, and is subject to a -1 DRM.

Air Force Nationality DRM Chart - 26.6

| DRM | Nation |
|-----|---|
| +1 | Elite Japanese naval air |
| 0 | Britain, United States, Australia, Japan, Germany |
| -1 | Russia, Italy, France |
| -2 | Kamikazes, all other nationalities |

Research: In a Global War game, Air Nationality DRMs may be increased by research. For the convenience of players playing a Global War game, *ADVANCED THIRD REICH* nationality DRMs are included in this chart.

Naval Air: Japanese elite naval air units which are eliminated are replaced in the Japanese force pool by normal Japanese naval air units which have the same nationality modifier as other Japanese air units.

Air Attack Table - 26.4543

| AF | Dice Roll | | | | | | | | | | | |
|-----|-----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ | |
| 1 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | |
| 2 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | |
| 3 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | |
| 4 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | |
| 5 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | |
| 6 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | |
| 7 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | |
| 8 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | |
| 9 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 | |
| 10+ | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 | 6/7 | |

Dice Roll Modifiers:

- +1 each attacking air factor (AF) over ten
- +1 if the attacker achieves a surprise level of 4 or greater (27.5782)
- +/-# Air Force Nationality DRM (26.18, 26.6)

Results: The number before the slash is the number of enemy fleet or air factors which are eliminated. The number after the slash is the number of enemy fleet factors which are damaged and return to their port of origin or air factors which are damaged and inverted.

Submarine Defense - 42.27

Naval units being attacked by submarines make a submarine defense dice roll, using the Air Defense Table, based on their submarine defense level (42.5271). One 9-factor fleet = three fast carriers or CVEs. Fleet and carrier strengths are combined; fractions are rounded up. All naval forces subject to submarine attack have a submarine defense level of at least one.

Dice Roll Modifiers:

Japan

- +# 1942-1943: 0; 1944-1945: +1; 1946: +2
- +2 Japanese variant 5
- 2 Oil effect 30.2C

United States

- +# 1942: +2; 1943: +3; 1944: +4; 1945: +5; 1946: +6
- +1 For each Magic point invoked

If research is being used, the automatic yearly modifiers and Japanese variant 5 do not apply. Instead, each player receives a +1 DRM for each ASW research result he has achieved, and incurs a -1 DRM for each opposing submarine research result.

EMPIRE OF THE RISING SUN

Naval Tables (1)

Naval Interception Table (Pacific) - 27.565

| Range | Result |
|-------------------|---|
| 0-3 | Automatic |
| 4-5 | 1-5 |
| 6-7 | 1-4 |
| 8-9 | 1-3 |
| 10-11 | 1-2 |
| 12-13 | 1 |
| 14-15 | 0 |
| Modifiers: | <p>For every uninverted friendly land-based air factor within range of the interception hex, whether or not it is used to attack the enemy naval force or sea supply line.</p> <p>For each Magic point invoked (U.S. only).</p> |
| Results: | A die roll within or below the indicated range results in interception. Interception is prohibited at ranges greater than 15 hexes. |

Naval Nationality DRM Chart - 27.5912

| Category | Nation |
|--|---|
| 1 | Germany |
| 2 | Britain, United States, Sweden, Australia, Japan, |
| 3 | France (including Vichy and Free French) |
| 4 | Italy |
| 5 | Russia, Turkey, Spain, Dutch East Indies |
| <p>Explanation: When fleets of different categories engage in fleet combat, the higher ranked fleet adds the difference to its fleet combat dice roll, and the lower ranked fleet subtracts the difference from its fleet combat dice roll. For the convenience of players playing a Global War game, <i>ADVANCED THIRD REICH</i> nationality DRMs are included. In a Global War game all Naval Nationality DRMs are subject to change as a result of research.</p> | |

Naval Reconstruction Table - 27.82

| Nation | Location | Per turn limit |
|---|---------------|----------------|
| Japan | Kagoshima | 3* |
| U.S.(1942) | U.S. box | 3 |
| U.S.(1943-) | U.S. box | 4 |
| Britain | India box | 1† |
| Australia | Australia box | 1 |
| <p>* Increased to four by Japanese variant 7. † These builds actually occur in Britain, and arrive in the India box at the end of the turn following construction.</p> | | |
| <p>In a Global War game, the U.S. has a world-wide naval reconstruction rate of six and the British use their <i>ADVANCED THIRD REICH</i> naval reconstruction rate. Naval reconstruction rates may be increased by research.</p> | | |

Fleet Combat Table - 27.591

| FF | Dice Roll | | | | | | | | | | | |
|--------|-----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ | |
| 1-3 | 0 | 0 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | |
| 4-6 | 0/1 | 0/1 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | |
| 7-9 | 1/0 | 1/0 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | |
| 10-12 | 1/1 | 1/1 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | |
| 13-15 | 1/2 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | |
| 16-18 | 1/2 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | |
| 19-21 | 1/3 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | |
| 22-24 | 1/3 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | |
| 25-27 | 2/3 | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 | |
| 28-30+ | 2/3 | 2/4 | 2/4 | 3/4 | 3/4 | 3/5 | 4/5 | 4/6 | 5/6 | 5/7 | 6/7 | |

Dice Roll Modifiers:

+1 for every three fleet factors (FF) over 30 (round fractions up)

+/-# Fleet Nationality DRM (27.5912)

+/-1 if the naval forces engaged in fleet combat include carriers or fleet factors carrying units or supply (27.5913)

+/-1 if a surprise level of 4 or greater was achieved (27.59131)

Results: The number before the slash is the number of enemy fleet factors which are eliminated. The number after the slash is the number of enemy fleet factors which are damaged and return to their port of origin.

EXAMPLE: 19 Japanese fleets engage 14 American fleets. The Japanese roll two dice and consult the 19-21 row of the Fleet Combat Table. The Americans roll two dice and consult the 13-15 row of the Fleet Combat Table. If the Japanese rolled an "8", three American fleet factors would be eliminated and four would be damaged. If the Americans rolled a "9", two Japanese fleets would be eliminated and four would be damaged.

Submarine Attacks - 42.528

| | |
|---|---|
| <p>Submarine attacks against naval units are carried out using the Fleet Combat Table. Each submarine factor is equivalent to one fleet factor. The modifiers set out below are applied to the dice roll.</p> | |
| Dice Roll Modifiers: | |
| <i>Japan:</i> | |
| +1 | 1939-1946 |
| -2 | Oil effect 30.2B |
| <i>United States:</i> | |
| +/-# | U.S.: 1939-1943: -1; 1944: 0; 1945-1946: +1 |
| + # | For each Magic point invoked |
| +2 | Allied variant 5 |
| <p>If research is being used, the automatic yearly modifiers and Allied variant 5 do not apply. Instead, each player receives a +1 DRM for each torpedo research result he has achieved.</p> | |

EMPIRE OF THE RISING SUN

Naval Tables (2)

| Naval Search Table - 27.578 | |
|---|---|
| Search Level | Result |
| 1-2 | Search failure. No enemy units are located. |
| 3 | Poor weather. Two enemy combat groups remain hidden. Combat group 1 may attack. |
| 4 | Inexact search patterns. One enemy combat group remains hidden. Combat group 1 may attack. |
| 5 | Moderate search results. One enemy combat group remains hidden. Combat groups 1 and 2 may attack. |
| 6 | All enemy combat groups are located. Combat groups 1 and 2 may attack. |
| 7 | Good visibility in some sectors. The number of fast carriers in enemy combat group 1 is revealed. Combat groups 1, 2 and 3 may attack. |
| 8 | Good search conditions. The number of fast carriers in enemy combat groups 1 and 2 is revealed. Combat groups 1, 2 and 3 may attack. |
| 9 | Good search conditions. The number of fast carriers in enemy combat groups 1, 2 and 3 is revealed. Combat groups 1, 2, 3 and 4 may attack. |
| 10 | Detailed search report. The number of fast carriers in enemy combat groups 1, 2, 3 and 4 is revealed. Combat groups 1, 2, 3 and 4 may attack. |
| 11 | Detailed search report. The number of fast carriers in all combat groups is revealed. All combat groups may attack. |
| 12+ | Precise search report. The exact composition of all enemy combat groups is revealed. All combat groups may attack. |
| Die Roll Modifiers +1 for each friendly combat group consisting of at least nine naval factors +1 for each friendly air base (27.57731) containing an uninverted air factor (+1 per air base) +1 for each enemy combat group containing CVEs or carrying units or supply (27.5781) +/-1 for each Magic point invoked | |
| Modifiers: Combat groups which are engaged in fleet combat or have been reduced in size to less than nine naval factors do not modify search die rolls. Carrier-based air factors do not act as modifiers. The United States may use its Magic capability (68) to increase the effectiveness of its own search or diminish that of the Japanese. | |
| Explanation: Each side determines its search level by rolling one die and applying the appropriate modifiers. Results of "7" and above include a "6" result. Hidden combat groups are not subject to enemy attack. After results "3", "4" and "5", the defender decides which combat groups remain hidden. After results "7", "8", "9" "10" and "11", the number (but not the type) of fast carriers (CVLs, CVs, CVBs) in each specified combat group is revealed. Carrier-based air units may always attack enemy bases, regardless of the search result achieved with respect to enemy naval forces, provided their air has been so assigned before search rolls are made. | |

| Naval Surprise Table - 27.579 | |
|---|--|
| Surprise Level | Result |
| 1 | Airstrikes by patrolling task forces are resolved before naval interception die rolls are made (27.3195). |
| 2 | Enemy CAP caught off guard. There is no +1 DRM for air combat between attacking and CAP air units. |
| 3 | Anti-aircraft defenses less effective. The defender incurs a -1 DRM on his air defense dice rolls. <i>The attacker may evade fleet combat if it would otherwise begin.</i> |
| 4 | Damage control problems. The attacker receives a +1 DRM on his air attack dice rolls. <i>The attacker receives a +1 DRM on his fleet fleet combat dice rolls and the defender receives a -1 DRM on his fleet combat dice rolls.</i> |
| 5 | Enemy CAP out of position. Air combat between attacking waves and CAP occurs only after air attacks are resolved. <i>The attacker may initiate fleet combat when it would otherwise not occur.</i> |
| 6 | Enemy defenses in disarray. No fleet (27.583) and base (27.5844) air defense dice rolls are made. <i>The attacker may commit both his first and second combat groups to fleet combat or may choose which of his opponent's combat groups is committed to fleet combat.</i> |
| 7 | Enemy forces unprepared for attack. Air and naval units damaged by air attack or fleet combat are eliminated. |
| 8+ | First strike. Enemy carriers are attacked before they launch their air strikes. If this results in the elimination of or damage to enemy carriers, the strength of an enemy air strike from such carriers is reduced (26.1721). <i>Fleet combat is resolved sequentially. Eliminated fleets are not taken into account in determining the level for the defender's fleet combat dice roll.</i> |
| Radar: Surprise advantages achieved by the Japanese are reduced by one to reflect the effects of American radar. Japan receives the same benefit if Japanese variant 8 has been played. | |
| Explanation: Compare the search levels of both sides. Surprise effects are cumulative - each result includes all lesser effects. Surprise advantages only benefit the player with the higher search result, referred to as the "attacker" in this table. | |
| Surprise levels for carrier attacks against enemy bases are determined by a modified die roll (27.5841). | |
| Fleet results: <i>Fleet results are given in italics. When the surprise level is determined, the player achieving surprise must select either all the applicable air results or all the applicable fleet results, but not both.</i> | |

EMPIRE OF THE RISING SUN

Reference Tables

| Pearl Harbor Surprise Table - 67.4 | | | | | | | |
|---|--|-------|--------|--------|--------|--------|--------|
| Dice Roll | U.S. - Japanese Tension Level + Magic Draw | | | | | | |
| | 0-24 | 25-27 | 28-30 | 31-33 | 34-36 | 37-39 | 40+ |
| 2 | Port | Port | Port | Port | Port | Port | U.S. |
| 3 | Port | Port | Port | Port | Port | Port | U.S. |
| 4 | Port | Port | Port | Port | Port | U.S. | Miss. |
| 5 | Port | Port | Port | Port | U.S. | U.S. | Miss. |
| 6 | Port | Port | Port | U.S. | U.S. | Miss. | Miss. |
| 7 | Port | Port | U.S. | U.S. | U.S. | Miss. | Miss. |
| 8 | Port | U.S. | U.S. | U.S. | Miss. | Miss. | Patrol |
| 9 | U.S. | U.S. | U.S. | Miss. | Miss. | Miss. | Patrol |
| 10 | U.S. | U.S. | Miss. | Miss. | Miss. | Patrol | Patrol |
| 11 | U.S. | Miss. | Miss. | Patrol | Patrol | Patrol | Patrol |
| 12 | Miss. | Miss. | Patrol | Patrol | Patrol | Patrol | Patrol |
| DRM: | +8 | +7 | +6 | +5 | +4 | +3 | -3 |
| Port: Carrier in Pearl Harbor. Miss.: Carrier on a mission; eligible to intercept. U.S.: Carrier in the U.S. box; not eligible to intercept. Patrol: Carrier on patrol; may intercept automatically. | | | | | | | |
| Explanation: Consult the appropriate column ("34-36" in a <i>RISING SUN</i> Campaign Game) and roll two dice for each American carrier task force. "DRM" is the modifier applied to the die roll made by the Japanese to determine the level of surprise achieved against Pearl Harbor in the first round of their attack. | | | | | | | |

| Minor Country Forces Chart | | | | | |
|--|-----|-----|-----|-----|----|
| | 3-2 | 2-2 | 1-2 | AAF | FF |
| Australia | 1 | 2 | 3 | 2 | 6 |
| Dutch East Indies | - | - | 3 | 1 | 2 |
| India | 1 | 2 | 3 | - | - |
| Philippines | - | - | 2 | - | - |
| Thailand | - | - | 2 | - | - |
| Australian and Indian 3-2 and 2-2 infantry units may be broken down into smaller units, and 2-2 and 1-2 infantry units may be combined into larger units, subject to the availability of unit counters and the overall limit on the number of Australian and Indian infantry factors (10 infantry factors for each country). | | | | | |

| Unit Conversion Table | | |
|---|----------------------------|-----------------|
| Type | Europe | Asia |
| Armor | 5-6, 5-5 | 5-3 or 3-3, 2-3 |
| | 4-5 | 4-3 or 2-3, 2-3 |
| | 3-5 | 3-3 or 2-3, 1-3 |
| | 2-5 | 2-3 or 1-3, 1-3 |
| Infantry | 3-4, 3-3 | 3-2 or 2-2, 1-2 |
| | 2-3 | 2-2 or 1-2, 1-2 |
| | 1-3 | 1-2 |
| Airborne | 3-3 | 3-2 or 2-2, 1-2 |
| | 2-3 | 2-2 or 1-2, 1-2 |
| Marines | 3-3 | three 1-2s |
| Commandos | 1-3 | 1-2 |
| Army Air | 5-4 to 1-4 | 5-3 to 1-3 |
| Fleets | Identical in both theaters | |
| Carriers | May not be used in Europe | |
| Naval Air | May not be used in Europe | |
| Implementation: Unit conversion may only take place at the beginning of the SR phase in the U.S. (Pacific) box, the India box or the Siberia (Urals) box. | | |

| BRP Costs Chart | |
|--|----------|
| Action | BRP Cost |
| Declarations of war: | |
| Against a major power | 35 |
| Against a minor country | 10 |
| Offensive option: | 15 |
| Limited offensive operations: | |
| Each ground or army air factor used | 1 |
| Every three naval factors used | 1 |
| Unit construction (per factor): | |
| Army air, naval, airborne, marines, commandos | 3 |
| Armor, partisan, interceptor, ASW, SAC | 2 |
| Infantry, replacements, naval air, submarines | 1 |
| Fortifications: | 5 |
| Rocket base reconstruction (R19.12): | 10 |
| For the convenience of players playing a Global War game, costs related to <i>ADVANCED THIRD REICH</i> are included. | |

EMPIRE OF THE RISING SUN

Resistance Tables

| Chinese Resistance Table | |
|--|--|
| Modifiers | |
| -1 | For every five unbuilt Nationalist Chinese ground factors. |
| +/-1 | For every 5 BRPs China is above or below 15 (Spring); 10 (Summer); 5 (Fall); 0 (Winter). |
| +2 | Nationalist Chinese control of Peking, Shanghai, Nanking or Canton (+2 for each). |
| +1 | For every five non-Chinese Western Allied or Russian ground/air factors in China or Manchuria. |
| Results | |
| -5 | Nationalist Chinese government collapses and China disintegrates into warring factions. All Chinese Nationalist units remain immobilized in their hexes. |
| -4 | Nationalist Chinese units may not be constructed. |
| -3 | All Nationalist Chinese units are subject to a -1 DM. |
| -2 | Nationalist China may not carry out any offensive actions in the following turn. |
| -1 | Nationalist Chinese units may not be lent to the Allies. Previously lent Chinese units may not carry out offensive or attrition attacks and are eliminated if they do not return to China by the end of the next Allied player turn. |
| 0 | No effect. |
| +1 | Lent Nationalist Chinese units operating outside China are not subject to a -1 DM. |
| +2 | All restrictions on Nationalist-Communist cooperation are lifted. Chinese forces may operate outside of China even if not lent. |
| Explanation: Check at the end of each Chinese player turn and implement the result. Results are cumulative - each result includes all lesser results on its side of a "0" result. | |

| Russian Resistance Table | |
|--|---|
| -2 | Axis control of Moscow or Leningrad (two for each). |
| -1 | Axis control of Stalingrad or Grozny (one for each). |
| -1 | Japanese control of Vladivostok or Irkutsk (one for each). |
| -2 | For each atomic attack marker in Russia. |
| -1 | For each atomic attack against Russia (cumulative). |
| -1 | For every 10 unbuilt Russian ground/air factors. |
| -1 | If Axis forces control any hex in Britain. |
| -1 | If the Axis moved first in the current game turn. |
| +/-1 | For every 25 BRPs Russia is above or below 75 (Spring); 50 (Summer); 25 (Fall); 0 (Winter). |
| +1 | If the Allies moved first in the current game turn. |
| +1 | For each IC controlled by Russia. |
| +1 | If the U.S. is at war with the Axis. |
| +1 | If the Western Allies have a ground unit in a bridgehead in France or control a port in France. |
| Explanation: Check at the end of each Russian player turn. If the net result is zero or less, Russia offers to surrender. | |

| Japanese Resistance Table | |
|--|--|
| -2 | If the Allies occupy Tokyo. |
| -1 | If the Allies occupy Kagoshima or Osaka (-1 for each). |
| -2 | For each atomic attack marker in Japan. |
| -1 | For each atomic attack against Japan (cumulative). |
| -1 | For each oil effect currently applicable to Japan. |
| -1 | For every 10 unbuilt Japanese ground/army air factors. |
| -1 | For each Japanese-controlled objective less than 10. |
| +/-1 | For every 25 BRPs Japan is above or below 75 (Spring); 50 (Summer); 25 (Fall); 0 (Winter). |
| +1 | For each Japanese-controlled objective over 10. |
| +1 | For every 5 Japanese ground/army air factors in Japan, Okinawa, Korea and Manchuria, including army air factors in the SW box. |
| Explanation: Check at the end of each game turn. If the net result is zero or less, Japan surrenders and the war in the Pacific ends. | |

| British Resistance Table | |
|--|--|
| -2 | Axis control of London. |
| -1 | Axis control of Birmingham, Manchester, Gibraltar, Malta, Suez, Baghdad or Singapore (one for each). |
| -2 | If Japan has conquered India or Australia (-2 for each). |
| -2 | For each atomic attack marker in Britain. |
| -1 | For each atomic attack against Britain (cumulative). |
| -1 | If an "8+" diplomatic result for Russia is in effect. |
| -1 | If there is no supplied Russian armor or infantry unit west of the 1944 Start Line. |
| -1 | For every 10 unbuilt British ground/army air factors. |
| +/-1 | For every 25 BRPs Britain is above or below 75 (Spring); 50 (Summer); 25 (Fall); 0 (Winter). |
| +/-# | Ratio of Allied/Axis fleet factors, (4:3: +/-1; 5:3: +/-2; 2:1: +/-3; 3:1: +/-4; etc.). |
| +1 | For each major power other than Britain at war with the Axis. |
| +1 | If U.S. - Axis tensions are between 30 and 39 (inclusive). |
| +2 | If U.S. - Axis tensions are between 40 and 49 (inclusive). |
| +1 | For every 5 Allied ground/army air factors in Britain, including Ulster. |
| +1 | If there is a Western Allied armor or infantry unit in Germany. |
| +1 | If there is a Russian armor or infantry unit west of the Nazi-Soviet partition line. |
| +1 | If Britain has received increased commitments from the Dominions. |
| Explanation: Check at the end of each game turn. If the net result is zero or less, Britain offers to surrender. Naval units in the Pacific are not taken into account when determining the Allied/Axis fleet factor ratio. | |

U.S. - Axis Tensions

The U.S. - Axis tension level determines when the U. S. may declare war on the Axis, as well as the economic, strategic and diplomatic involvement of the U.S. in the war prior to U.S. entry. The recording of U.S. - Axis tensions begins in Fall 1939. A cumulative total of U.S. - Axis tensions is kept. Generally the tension level will rise, but Axis DPs and certain events may reduce the tension level. The U.S. - Axis tension level may drop below zero. See GW Appendix III for additional details and examples.

Initial U.S. BRP levels

The U.S. begins the Campaign Game with 150 BRPs. See 33.8 for details of U.S. BRP growth.

BRP grants prior to U.S. entry

BRP grants are allowed as indicated by the tension level. BRP grants to Russia are not allowed until the U.S. has entered the war.

Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect Japanese aggression in China and other fundamental differences between the Tripartite powers and the U.S.

- +2 Each game turn, including Fall 1939

Diplomatic Modifiers

Diplomatic modifiers resulting from DP allocations may be triggered during any diplomatic phase as desired by the allocating major power (59.8). All DPs must be used by the end of the year of allocation.

- +# For each Allied DP placed in the United States
- # For each Axis DP placed in the United States

Status Modifiers

Status modifiers are implemented each turn, beginning in Fall 1939, if the indicated situation exists.

- +1 Axis units in Britain
- +2 If Japan has surrendered

Event Modifiers

Event modifiers are implemented only when the indicated event occurs.

- +1 Each full offensive option by an Axis major power (including a neutral Italy), including Germany's free Fall 1939 eastern front offensive
- +1 Each Axis DoW against a minor neutral
- +2 Each Axis DoW against a major power
- +1 U-boats operate against Britain
- +1 German air units, strategic bombers or rockets attack Britain.
- +1 If 20 or more British BRPs are eliminated by German bombing, rockets, raiders and submarines, with an additional +1 for every additional ten British BRPs eliminated (+1 for 20-29 BRPs; +2 for 30-39 BRPs; +3 for 40-49 BRPs, and so on). The total is cumulative during each turn, with remnants being disregarded at the end of each turn.
- +1 Axis capture of:
 - Each objective hex in Britain (+1 for each)
 - Gibraltar
 - Suez or Alexandria (+1 for either or both)
- +3 Axis conquest of France
- +5 Each German atomic attack on a British-controlled hex
- +3 Each German atomic attack on a Russian-controlled hex
- 2 Each Western Allied DoW against a neutral
- 2 Russian DoW against the Axis
- 1 Each Russian DoW against a minor neutral (not including border wars with Rumania and Finland)
- 1 Russian occupation of eastern Poland

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Far East Event Modifiers

- +2 Japanese occupation of French Indochina
- +2 Japanese DoW against Russia
- +4 Japanese attack on the Dutch East Indies and Britain's Far Eastern possessions prior to the outbreak of war between Japan and the U.S.

In *ADVANCED THIRD REICH*, the Japanese occupy French Indochina in Summer 1941. Japanese actions against Russia, the Dutch East Indies or the British Far Eastern possessions occur only as a result of a diplomatic die roll for Japan. The effects of Japanese actions are implemented at the end of the relevant game turn (Japan moves after both the Axis and Allies). In a Global War game, these Japanese actions may occur at any time.

Post-U.S. Election Event Modifiers

The modifiers listed below only apply after a U.S. election result favoring the Axis. The modifiers are implemented each turn they are in effect.

- +2 If Britain is conquered or a British surrender offer was declined
- +2 If Russia is conquered or a Russian surrender offer was declined
- +1 For each major power other than the U.S. at war with Germany

Results

Results are implemented as indicated. Results may be negated by a subsequent drop in the U.S. - Axis tension level, although any U.S. DPs which have been allocated remain in play.

- 7. U.S. may allocate one DP in the next YSS (59.24).
- 22. Limited aid to Allies endorsed by Congress - U.S. may grant five BRPs each turn to Britain or France.
- 25. U.S. may allocate two DPs in the next YSS (59.24).
- 32. Lend lease approved - U.S. may grant 10 BRPs each turn to Britain or France.
- 34. U.S. may allocate three DPs in the next YSS (59.24).
- 37. U.S. may immediately deploy one ASW factor at no BRP cost and divert one 9-factor fleet to ASW. In the ensuing SW deployment phase, the U.S. may deploy another ASW factor and divert two 9-factor fleets to ASW. In the turn after that, the U.S. may deploy another ASW factor and divert three 9-factor fleets to ASW (42.64). This continues until the next YSS, when the U.S. may purchase and deploy both ASW and SAC factors normally, employ them against Germany (42.4) and place fleets in the SW box. U.S. fleets on ASW duty prior to U.S. entry may not intercept German raiders.
- 40. Lend lease expanded - U.S. may grant 20 BRPs each turn to Britain or France.
- 45. U.S. may purchase and allocate DPs normally in the next YSS.
- 50. U.S. DoW against European Axis allowed.

Fleet Nationality DRM

| |
|---|
| + 4 |
| + 3 |
| + 2 |
| + 1 |
| 1 Germany |
| 2 Britain, U.S., Sweden, Australia, Japan |
| 3 France (including Vichy and Free French) |
| 4 Italy |
| 5 Russia, Turkey, Spain, Dutch East Indies |

Air Nationality DRM

| |
|---|
| + 6 |
| + 5 |
| + 4 |
| + 3 |
| + 2 |
| + 1 Elite Japanese naval air |
| 0 Britain, U.S., Australia, Germany, Japan |
| - 1 Russia, Italy, France |
| - 2 Kamikazes, all other nationalities |

Submarines/Torpedoes

| |
|--------------|
| + 10 |
| + 9 |
| + 8 |
| + 7 |
| + 6 |
| + 5 |
| + 4 |
| + 3 |
| + 2 |
| + 1 Japan |
| 0 Germany |
| - 1 U.S. |

Strategic Bombers

| |
|------------------|
| + 5 |
| + 4 |
| + 3 |
| + 2 |
| + 1 |
| 0 All nations |

ASW

| |
|----------------------------|
| - 10 |
| - 9 |
| - 8 |
| - 7 |
| - 6 |
| - 5 |
| - 4 |
| - 3 |
| - 2 |
| - 1 |
| 0 Western Allies, Japan |

Air Defense

| |
|------------------|
| + 6 |
| + 5 |
| + 4 |
| + 3 |
| + 2 |
| + 1 |
| 0 All nations |

U.S. - Japanese Tensions

The U.S. - Japanese tension level in a Global War game determines when the U. S. may declare war on Japan, as well as the rate of American rearmament and the economic and strategic involvement of the U.S. in the Pacific prior to U.S. entry. The recording of U.S. - Japanese tensions begins in Fall 1939. A cumulative total of U.S. - Japanese tensions is kept. Generally the tension level will rise, but certain events may reduce the tension level. The U.S. - Japanese tension level begins at zero.

Initial U.S. BRP levels

The U.S. begins the Campaign Game with 150 BRPs in Europe and 75 BRPs in the Pacific. See 33.8 for details of U.S. BRP growth.

BRP grants prior to U.S. entry

BRP grants to China are allowed as indicated by the U.S. - Japanese tension level.

Automatic Modifier

This modifier is automatically implemented at the start of each game turn, to reflect the fundamental differences between the Tripartite powers and the U.S.

- +1 Each game turn, including Fall 1939

Diplomatic Modifiers

Diplomatic modifiers resulting from DP allocations to Japan in 1941 may be triggered during any diplomatic phase as desired by the allocating major power, in the same manner as DPs placed in the U.S., provided no oil embargo has been imposed on Japan.

- +# For each Allied DP placed in Japan
- # For each Axis DP placed in Japan

Status Modifiers

Status modifiers are implemented each turn, beginning in Fall 1939, if the indicated situation exists. The modifiers for the stationing of the U.S. Pacific Fleet in Pearl Harbor and the imposition of the oil embargo are triggered immediately upon the relevant action being carried out by the U.S. The status modifiers for countries being at war do not apply in the turn in which war breaks out (although more serious event modifiers do).

- +1 If the U.S. Pacific Fleet is stationed at Pearl Harbor
- +1 If an oil embargo against Japan is in effect
- +1 If Japan is at war with a neutral Russia
- +2 If both Germany and Japan are at war with Russia
- +3 If Japan and Britain are at war

Event Modifiers

Event modifiers are implemented only when the indicated event occurs.

- +1 For every fleet carrier (CV) built by Japan
- +1 For every 9-factor fleet built by Japan (partial construction is prohibited prior to the outbreak of war with the U.S.)
- +1 For each fortification built by Japan
- +1 Each full offensive option by Japan
- +1 Japanese air units bomb China
- +2 Japanese capture of Chungking
- +2 Japanese DoW against Russia
- +2 Japanese occupation of French Indochina
- +4 Japanese attack on the Dutch East Indies and Britain's Far Eastern possessions
- +2 If Germany and Russia go to war
- +1 If the Axis conquer the Netherlands
- +3 If the Axis conquer France
- +5 If the Axis conquer Britain
- 5 Russian DoW against Japan

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Post-U.S. Election Event Modifiers

The following modifier only applies after a U.S. election result favoring the Axis. It is implemented each turn it is in effect.

- +1 For each major power other than the U.S. at war with Japan

Results

Results are implemented as indicated. Results may be negated by a subsequent drop in the U.S. - Japanese tension level.

3. Limited aid to China endorsed by Congress - U.S. may grant five BRPs each turn to China.
8. China adds one AAF to its force pool (the Flying Tigers).
10. The U.S. may deploy the Pacific Fleet, two AAF and a second 3-2 infantry unit to Pearl Harbor.
14. Increased aid to China wins Congressional approval - U.S. may grant ten BRPs each turn to China.
15. Japanese force pool increase.
20. Military aid to China authorized. A second Flying Tiger AAF is added to the Chinese force pool.
24. The U.S. may impose an oil embargo on Japan.
25. Japanese force pool increase.
26. The U.S. may deploy two AAF from Pearl Harbor to Lingayen (Philippines) and deploy two additional AAF from the U.S. to Pearl Harbor.
30. Japan and the U.S. may construct SW units in the next YSS.
37. The U.S. may deploy an additional three infantry factors to any American-controlled territory in the Pacific.
40. American forces in the Far East put on alert.
42. U.S. force pool additions begin in the Far East, as though war had broken out with Japan.
45. The U.S. may ignore deployment limits in the Far East and put whatever forces it wishes in areas it controls.
50. U.S. DoW against Japan allowed.

The Pacific Fleet

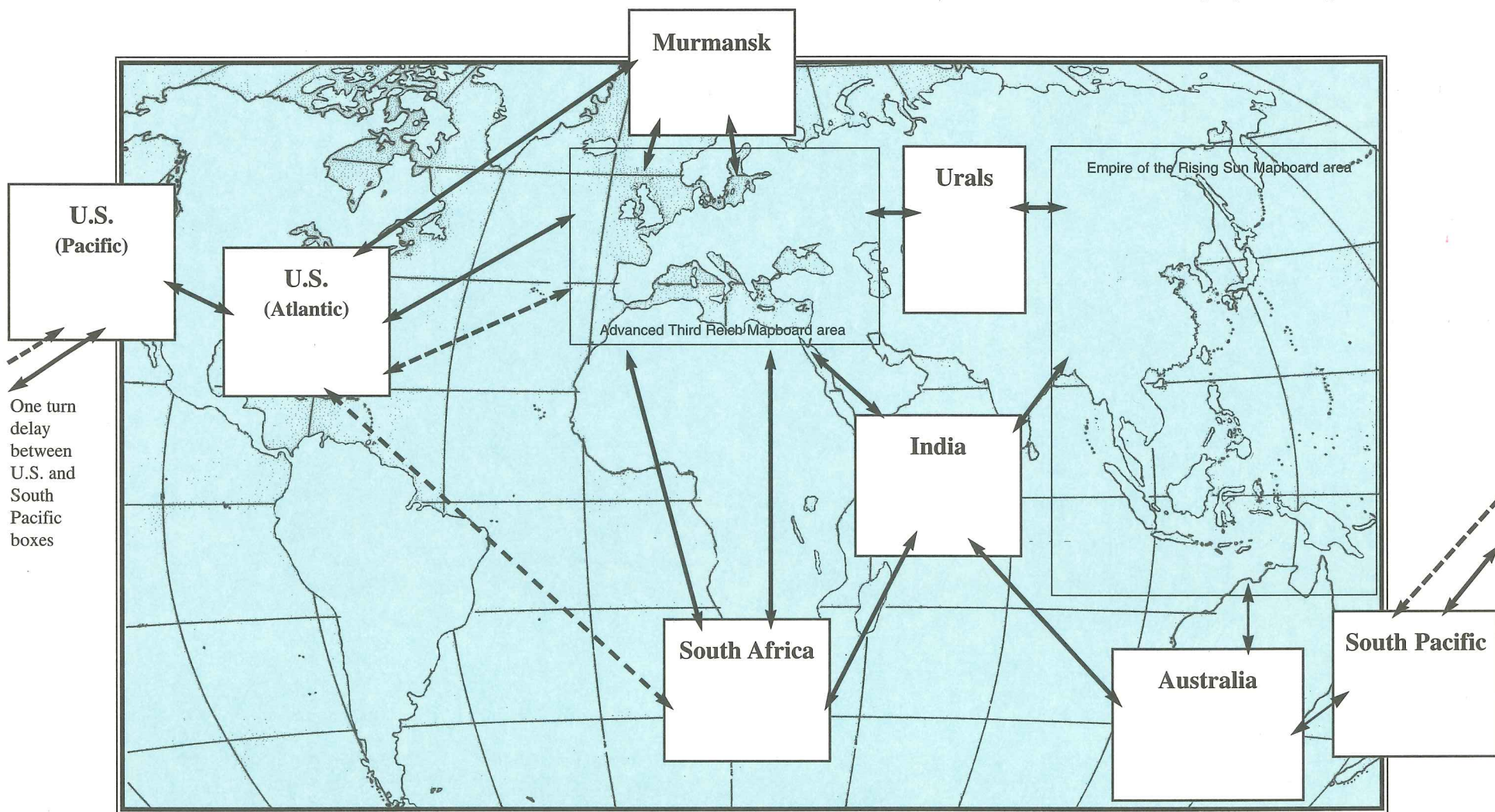
The U.S. Pacific Fleet consists of three CVs with their nine naval air factors and 36 fleet factors. When U.S. - Japanese tensions reach 10, the U.S. may SR the Pacific Fleet to Pearl Harbor, which increases U.S. - Japanese tensions by one in that and each subsequent turn. Once transferred to Pearl Harbor, the Pacific Fleet may not be withdrawn, and may only leave Pearl Harbor when U.S. - Japanese tensions reach 45 or war breaks out between Japan and the U.S.

Japanese and U.S. Forces, American BRP Grants:

See GW Appendix II for details.

↔ Normal movement or SR

⇄ Flexible deployment required



ADVANCED
Third Reich

GLOBAL WAR MAPBOARD BOXES

EMPIRE OF THE
RISING SUN

EMPIRE OF THE RISING SUN

Sequence of Play Tables

Patrol Sequence of Play - 27.3195

1. The moving player announces all patrols and base changes.
2. The first patrol begins to move to its patrol hex.
3. The defender's interceptions of the first patrol as it moves to its patrol hex are resolved. If the patrol is not defeated it moves to its patrol hex. If the patrol is defeated, the intercepting forces may themselves remain on patrol.
4. The moving player secretly allocates his carrier-based air units to CAP, air strikes against enemy naval units or air strikes against enemy bases.
5. The defender announces, but does not resolve, any interceptions of the patrol in its patrol hex.
6. The moving player makes a die roll to determine whether the defender's air bases are surprised.
7. If surprise is achieved, all air strikes against the defender's bases are resolved. The defender then makes his naval interception die rolls.
8. If surprise is not achieved, the defender makes his naval interception die rolls before the moving player resolves his air strikes.
9. Naval combat is resolved.
10. If the defender did not attempt naval interception of the patrol, steps 4-9 are repeated.
11. When the moving player finishes all his air strikes, he announces whether his patrol intends to remain in its patrol hex during the combat phase. If so, the defender may automatically intercept the patrol with all naval forces within range.
12. Steps 2 to 11 are repeated for another other patrols.
13. When all patrols are concluded, base changes are completed.

YEAR START SEQUENCE OF PLAY

The YSS is not a part of any turn. It occurs between each Winter and Spring game turn (32).

- A. BRP level calculation (33).
- B. Determination of DP and RP allotments (Global War game only).
- C. Allocation of DPs and RPs (Global War game only).
- D. SW construction (42.2).
- E. SW deployment for Spring turns (42.4).
- F. Deployment of air and naval units to SW duties (42.46).
- G. Voluntary elimination of BRPs to avoid unwanted initiative (Global War game only - 33.6).
- H. Determination of BRP spending limits (35).

Naval Combat Sequence of Play - 27.57

1. The success and failure of all interceptions is determined - see Naval Interception Table (Pacific).
2. *Each player divides his naval force into one or more combat groups (27.576).*
3. *Each player assigns his available carrier-based air to:*
 - a. *air strikes against naval targets (27.5771A);*
 - b. *air strikes against enemy air bases (27.5771B);*
 - c. *combat air patrol (27.5772A).**and assigns land-based air units flying air cover to the defense of specific combat groups (27.5772B).*
4. Each player computes his search modifiers, makes a die roll and announces the result - see Naval Search Table (27.578).
5. Each player reveals the composition of his naval forces as required (27.5782).
6. Surprise effects are determined - see Naval Surprise Table (27.579).
7. Air strikes against land bases are resolved, the player with the higher search result going first (27.584).
8. The player with the higher search level announces the targets of his air attacks (27.5812), after which his opponent commits available combat air patrol units to engage all, some or none of the attacking air units. Air combat is resolved (27.582).
9. A fleet air defense dice roll is made for each attacked combat group (27.583).
10. The attacker assigns his attacking air units to specific targets within each attacked combat group (27.585).
11. An air defense dice roll is made for each attacked fast carrier (27.5851).
12. All air attack dice rolls are made (27.5852).
13. Steps 8 to 12 are repeated to resolve air strikes from the player with the lower search level (27.586).
14. Attacks by land-based air units are resolved (26.4535, 27.587).
15. Fleet combat is resolved (27.59).
16. Submarine attacks against undamaged naval units (42.525).
17. Withdrawal of naval units (27.594).
18. If another round of naval combat begins, players may rearrange the order of their combat groups. Proceed to step 3.

Explanation: Steps which are taken in secret are shown in *italics*.

EMPIRE OF THE RISING SUN

Game Turn Sequence of Play

- A. Determination of initiative (9.1).
- B. 1. Research die rolls (R7).
2. Activation of DPs in Japan (GW Appendix II).
- C. 1. Play of Allied variant 7.
2. Play of Japanese, Allied variants 3.
3. American player draws Magic counters (68.2).
- D. First Player Turn.
 1. Determine Japanese oil effects (30).
 2. a. Add BRPs for newly-activated minor allies (56.3).
 - b. Increase U.S. BRP level (33.8).
 3. a. Declarations of war (46).
 - b. Play of Japanese variants 3, 4; Allied variant 3.
 4. Option selections (13).
 5. Voluntary elimination of units (14.11).
 6. Movement phase (14, 16.1, 18).
 - a. Place airbase counters (26.12).
 - b. Staging of air units (26.2).
 - c. Attacker announces, then resolves, all counterair missions (26.43, 26.6). Counterair missions may also be flown at the start of the combat phase.
 - d. Attacker announces all patrols (27.3191) and movement (base changes) of naval units (27.2) and designates offensive air cover (26.46).
 - e. Resolution of patrols (see patrol sequence) (27.3194).
 - f. Defender announces all naval interception of base changes (27.5) and designates defensive air cover (26.52). Naval counter-interceptions (27.56) and interceptions are resolved.
 - g. Attacker designates air and naval units to protect sea supply (29.34) and indicates sea supply routes if requested (29.33).
 - h. Naval interception of sea supply (27.5), counter-interception (27.56) and resolution of resulting naval combat.
 - i. Determine supply status of attacker's units and hexes (29.42).
 - j. Place airbase counters (26.12).
 - k. Move ground units (14.6) and execute overruns (14.8).
 - l. Eliminate units still overstacked from retreat during enemy attrition option (16.56).
 7. Combat phase (15, 16).
 - a. Attacker announces land-based air and naval missions (26.4, 27.4).
 - b. Resolve counterair missions (26.43, 26.6).
 - c. Resolve land-based air attacks on naval units in port (26.452).
 - d. Defender announces defensive air support missions (26.51).
 - e. Redeploy American naval units using Magic (68.4).
 - f. Defender announces, then resolves, all naval interceptions of attacker's naval missions (27.5) and designates defensive air cover (26.52).
 - g. Attacker announces land-based air interception of defensive air support (26.44).
 - h. Attacker announces, then resolves, all naval counter-interceptions (27.56). Naval combat arising out of counter-interceptions, then interceptions, is resolved (27.57).
 - i. Conclude sea transport missions (27.42). Transported ground units complete movement, transported air units fly ground support and intercept enemy defensive air support, as previously announced.
 - j. Attacker announces all carrier air missions (26.311, 27.44). Resolve carrier-based air attacks on enemy bases (26.4528, 27.584). Carrier-based air may also attack enemy bases during a patrol or naval battle (27.84).
 - k. Resolve interception of defensive air support (26.44, 26.6).
 - l. Resolve air combat arising out of Japanese bombing of China, India or Australia (43).
 - m. Airborne drops (24.13).
 - n. Ground combat resolution (15). For each attack:
 - (1) Designate attacking ground units.
 - (2) Determine combat result.
 - (3) Advance units after combat (15.5).
 - (4) Place bridgehead counters (28).
 - o. Complete seaborne invasions (27.43) and patrols (27.319).
 - p. Resolve attrition combat (16).
 - q. Breakthrough and exploitation (15.6).
 8. Post-combat phase adjustments.
 - a. Deduct BRPs for the loss of key economic areas (40).
 - b. Deduct BRPs for enemy partisans (25.6).
 - c. Deduct BRPs from Japanese bombing (43).
 - d. Deduct BRPs for failure to recapture a previously-controlled capital or area (54.3, 54.4, 56.35).
 - e. Remove units of any minor country conquered during the current combat phase (54.1).
 - f. Determine supply for previously unsupplied units and hexes (29.43).
 - g. Eliminate some unsupplied ground units, airbase counters and bridgeheads (29.54).
 9. Unit Construction phase (19).
 - a. Play of Japanese variants 1, 2, 6, 7, 9, 10; Allied variants 4, 8, 10.
 - b. Place airbases and artificial ports (26.12, 27.113).
 - c. Placement of new units (19), including rebuilt fast carriers after a one, two or three-year delay (27.823).
 - d. Convert Japanese army air factors to kamikazes (26.841).
 - e. Breakdown, recombine and convert Allied units in mapboard boxes (19.34).
 - f. Remove atomic attack markers (45.4).
 - g. Voluntary elimination of BRPs (19.4).
 10. Strategic Redeployment (SR) phase (20, 27.6).
 - a. Play of Allied variant 9.
 - b. BRP grants (36).
 - c. Attacker announces all naval SRs subject to enemy interception (20.8) and designates offensive air cover (26.46).
 - d. Naval interception of naval SRs (27.5), counter-interception (27.56) and resolution of resulting naval combat. Deduct BRPs for loss of transports (20.847).
 - e. Complete naval SRs.
 - f. American carrier reinforcements arrive in the U.S. box from the Atlantic.
 - g. Units arrive in the India or South Pacific boxes after a one turn delay (19.35, 20.723).
 - h. Complete non-naval SRs (20). Initiate Siberian transfer (65.6).
 - i. Eliminate units overstacked on a breakthrough hex (15.7).
 - j. Voluntary elimination of units (20.9).
 11. Remove certain bridgehead counters (28.41).
 12. Determine Chinese resistance level (47.3).
 13. Repair Panama canal (Axis variant 4).
 - E. Second Player Turn.
 - F. 1. Japanese raiders attempt movement to the SW box and Indian Ocean (44.2).
 2. Allied interception of Japanese raider movement to the SW box and Indian Ocean (44.3).
 3. Allied interception of Japanese raiders in the SW box and Indian Ocean (44.4).
 4. Determination of Japanese raider effects (44.5).
 5. Japanese raiders return to port.
 - G. Designation of Japanese convoy route (42.5213).
 - H. 1. Allied raiders intercept Japanese convoy route (44.71).
 2. Japanese interception of Allied raiders by Japanese naval forces on the mapboard (44.74).
 3. Allied interception of Allied raiders by Japanese naval forces in the SW box (44.75).
 4. Determination of Allied raider effects (44.77).
 5. Allied raiders return to port.
 6. Allied air attacks on the Japanese convoy route (44.78).
 - I. SW resolution (42.5). Play of Allied variant 5; Japanese variant 5.
 - J. SW deployment for the following turn (42.6).
 - K. Turn up all inverted air and naval counters.
 - L. Possible Japanese surrender (47.2).

Submarine attacks may be conducted during any naval battle and following air attacks on naval units. Damaged naval units are immediately repaired after they return to port. Carrier-based naval air units may attack ports during a patrol, naval battle, or naval mission. Activities which occur only in Global War are in Universal type.

EMPIRE OF THE RISING SUN

U.S. Naval Status Board

TASK FORCE 1

TASK FORCE 2

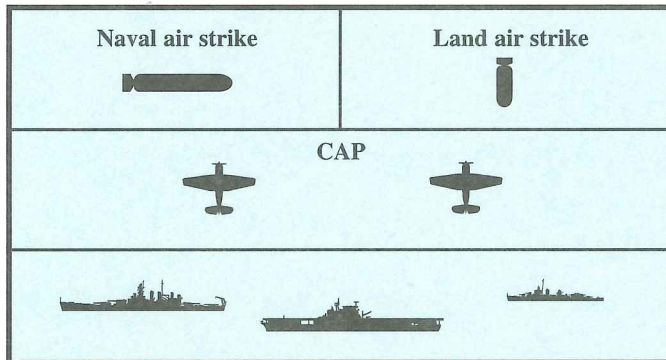
TASK FORCE 3

TASK FORCE 4

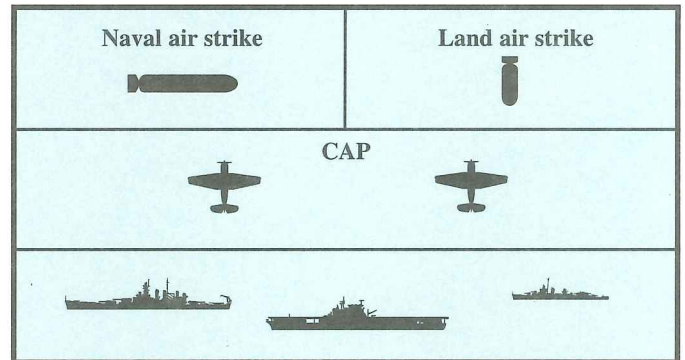
TASK FORCE 5

TASK FORCE 6

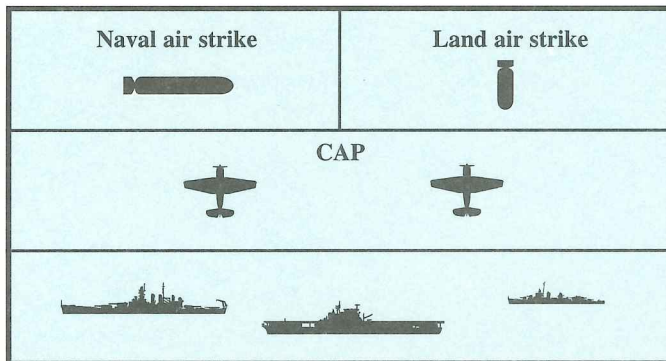
COMBAT GROUP 1



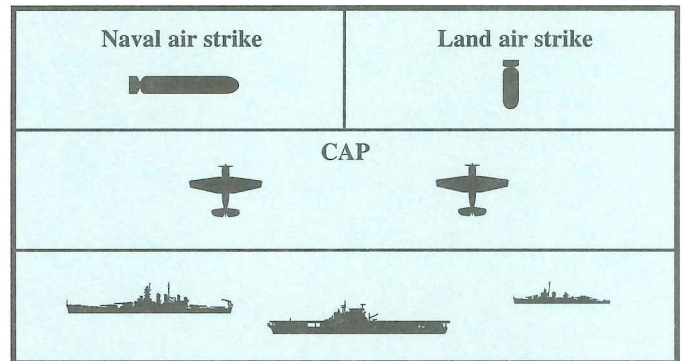
COMBAT GROUP 2



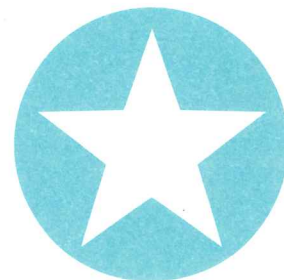
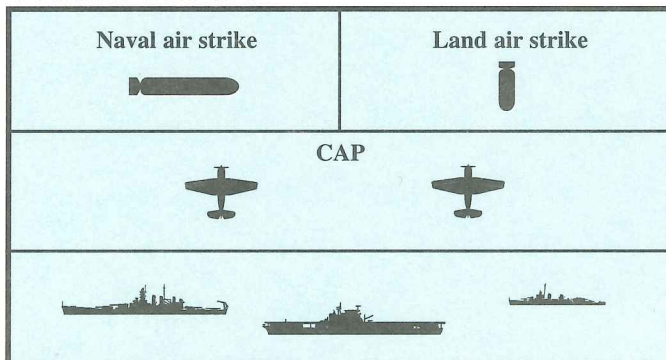
COMBAT GROUP 3



COMBAT GROUP 4



COMBAT GROUP 5



EMPIRE OF THE RISING SUN

Japanese Naval Status Board

TASK FORCE 1

TASK FORCE 2

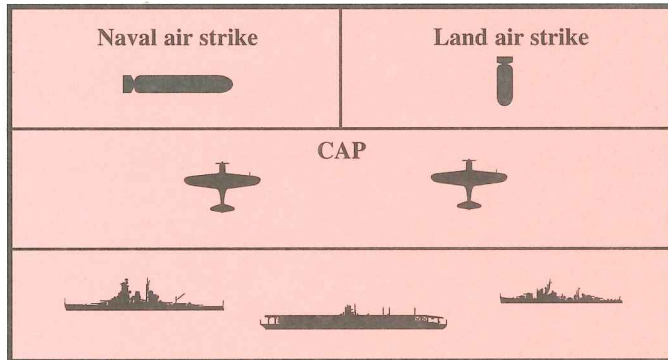
TASK FORCE 3

TASK FORCE 4

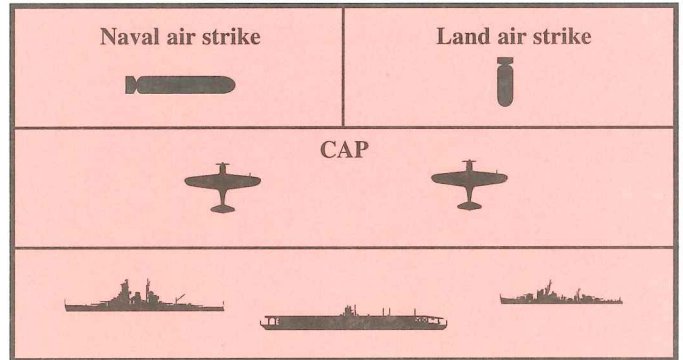
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TASK FORCE 6

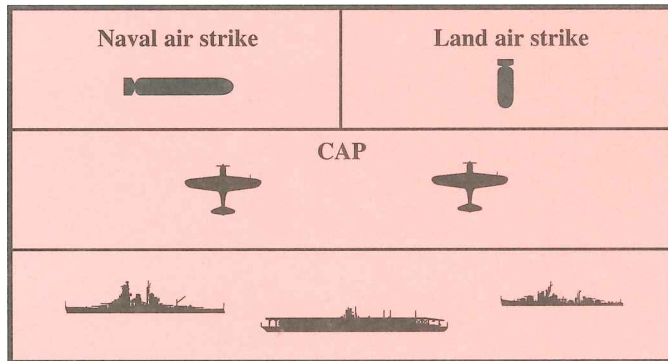
COMBAT GROUP 1



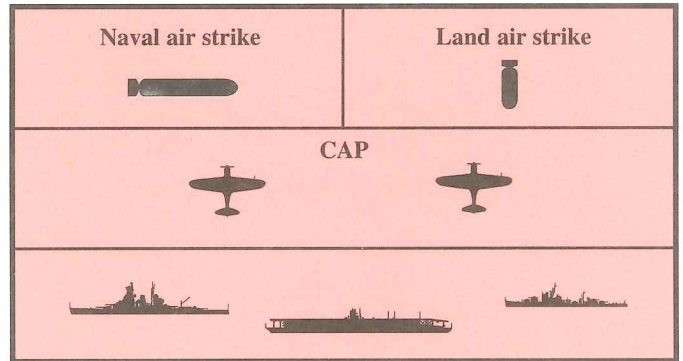
COMBAT GROUP 2



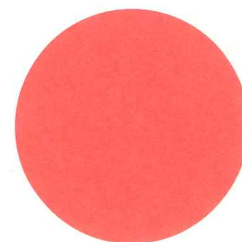
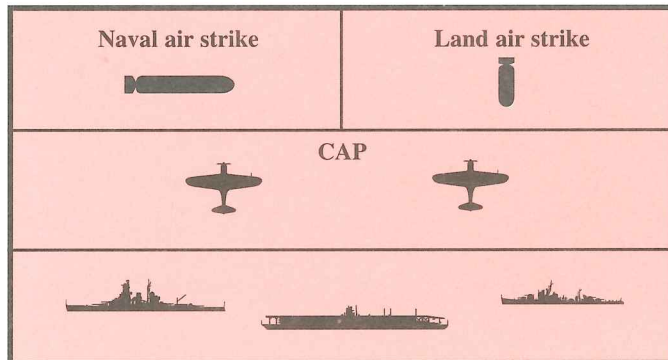
COMBAT GROUP 3



COMBAT GROUP 4



COMBAT GROUP 5



Britain

CAMPAIGN GAME:

BRP Level (1942): 20 (Base 20)

Growth Rate: 40%

SR Limit: 3

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Campaign Game British Force Pool

| | 9FF | CVL | NAF | AAF | Arm | Inf | R |
|--------------------|------|------|------|------|-----|------|-----|
| At Start | [1] | [1] | [2] | [2] | [2] | [3] | [2] |
| Spring 1943 | 1[2] | 1[2] | 3[5] | 1[3] | [2] | 3[6] | [2] |

EMPIRE OF THE



Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

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Britain

GLOBAL WAR GAME:

BRP Level (1939): 125 (Base: 125)

Growth Rate: 40%

SR Limit: Europe: 9. See 20.15
(*ADVANCED THIRD REICH* rules) for
possible reduction. Asia: 3

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| Global War Game British Force Pool | | | | | | | |
|---|-------|-------|------|-------|-------|-----|------|
| Naval and Air Units | | | | | | | |
| | 9FF | CVL | NAF | AAF | Subs | | |
| At Start | [7] | [1] | [2] | [12] | [5] | | |
| Fall 1939 | 3[10] | [1] | [2] | 5[17] | [5] | | |
| Spring 1940 | [10] | [1] | [2] | 5[22] | [5] | | |
| Spring 1942 | 1[11] | [1] | [2] | [22] | [5] | | |
| Spring 1943 | 1[12] | 1[2] | 3[5] | 1[23] | [5] | | |
| Maximum | [12] | [2] | [5] | [23] | [5] | | |
| Ground Units | | | | | | | |
| | 4-5 | 2-5 | 3m3 | 1n3 | 3-4 | 1-3 | R |
| At Start | [1] | [2] | [-] | [-] | [4] | [3] | [2] |
| Fall 1939 | 2[3] | [2] | [-] | [-] | 3[7] | [3] | 6[8] |
| Maximum | 1[4] | 2[4]* | 1[1] | 2[2] | 3[10] | [3] | [8] |
| * Including contributions from the Dominions. | | | | | | | |

Allowable builds

(Additional units should be placed on the scenario card
only as they are added to the force pool).

China

CAMPAIGN GAME:

BRP Level (1941): 5

BRP Level (1942): 20 (Base: 60; deduct 10 for each of Peking, Nanking, Shanghai and Canton).

Growth Rate: None

SR Limit: 2.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Campaign Game Chinese Force Pool

| | AAF* | <i>Nationalist</i> | | | <i>Communist</i> | | |
|------------------------|------|--------------------|------|------|------------------|-----|------|
| | | 2-2 | 1-2 | R | 1-2† | 2-2 | 1-2† |
| At Start | [2] | [8] | [12] | [10] | [2] | [4] | [1] |
| Spring 1942 | [2] | [8] | [12] | [10] | [2] | [4] | 1[2] |
| Spring 1943 | [2] | [8] | [12] | [10] | [2] | [4] | 1[3] |
| Spring 1944 | [2] | [8] | [12] | [10] | [2] | [4] | 1[4] |
| Spring 1945 | [2] | [8] | [12] | [10] | [2] | [4] | 1[5] |
| Spring 1946 | [2] | [8] | [12] | [10] | [2] | [4] | 1[6] |
| *Flying Tigers (60.7). | | | | | | | |
| †Partisans. | | | | | | | |

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

China

GLOBAL WAR GAME:

BRP Level (1939): 10

BRP Level (1940): 20 (Base: 60; deduct 10 for each of Peking, Nanking, Shanghai and Canton).

Growth Rate: None

SR Limit: 2.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Global War Game Chinese Force Pool

| | <i>Nationalist</i> | | | | <i>Communist</i> | |
|--------------------|--------------------|-------|-------|------|------------------|------|
| | 2-2 | 1-2 | R | 1-2* | 2-2 | 1-2* |
| At Start | [8] | [8] | [6] | [2] | [4] | [1] |
| Spring 1940 | [8] | 2[10] | 2[8] | [2] | [4] | [1] |
| Spring 1941 | [8] | 2[12] | 2[10] | [2] | [4] | [1] |
| Spring 1942 | [8] | [12] | [10] | [2] | [4] | 1[2] |
| Spring 1943 | [8] | [12] | [10] | [2] | [4] | 1[3] |
| Spring 1944 | [8] | [12] | [10] | [2] | [4] | 1[4] |
| Spring 1945 | [8] | [12] | [10] | [2] | [4] | 1[5] |
| Spring 1946 | [8] | [12] | [10] | [2] | [4] | 1[6] |

*Partisans

Flying Tigers: China adds one army air factor to its force pool as an allowable build when U.S. - Japanese tensions reach 8 and adds a second army air factor when U.S. - Japanese tensions reach 20. See rule 60.7.

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

France

GLOBAL WAR GAME:

BRP Level (1939): 80 (Base: 80)

Growth Rate: 30%

SR Limit: 5.

Basic DP allocation: 2.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| Global War Game French Force Pool | | | | | | |
|--------------------------------------|-----|-------|------|-------|-----|------|
| | 9FF | AAF | 3-5 | 2-3 | 1-3 | R |
| At Start | [3] | [5] | [1] | [14] | [3] | [2] |
| Fall 1939 | [3] | [5] | 2[3] | 2[16] | [3] | 2[4] |
| Summer 1940 | [3] | 5[10] | [3] | [16] | [3] | [4] |

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

Germany

GLOBAL WAR GAME:

BRP Level (1939): 150 (Base: 150)

Growth Rate: 50%

SR Limit: 9. See 20.11 (*ADVANCED THIRD REICH* rules) for possible reduction.

Basic DP allocation: 3.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| Global War Game German Force Pool | | | | | | | | | |
|--------------------------------------|------|--------|------|-------|------|------|--------|------|------|
| | 9FF | AAF | 5-6 | 4-6 | 2-6 | 3m3 | 3-3 | 1-3 | R |
| At Start | [2] | [20] | [-] | [4] | [-] | [-] | [8] | [-] | [-] |
| Fall 1939 | 1[3] | 10[30] | [-] | 8[12] | [-] | 1[1] | 20[28] | [-] | 8[8] |
| Spring 1942 | 1[4] | [30] | [-] | [12] | [-] | [1] | [28] | [-] | [8] |
| Maximum | [4+] | [30+] | 6[6] | [12] | 2[2] | 1[2] | 12[40] | 9[9] | [8] |

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

Italy

GLOBAL WAR GAME:

BRP Level (1939): 75 (Base 75)

Growth Rate: 20%

SR Limit: 5. See 20.12 (*ADVANCED THIRD REICH* rules) for possible reduction.

Basic DP allocation: 2.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| Global War Game Italian Force Pool | | | | | | | | |
|---------------------------------------|------|-------|------|------|------|------|-------|------|
| | 9FF | AAF | 2-5 | 2m3 | 3-3 | 2-3 | 1-3 | R |
| At Start | [3] | [5] | [1] | [-] | [2] | [-] | [6] | [-] |
| Fall 1939 | 1[4] | [5] | 1[2] | [-] | [2] | 4[4] | [6] | 6[6] |
| Spring 1941 | 1[5] | 5[10] | [2] | [-] | [2] | [4] | [6] | [6] |
| Maximum | [5] | [10] | 2[4] | 1[1] | 3[5] | 2[6] | 4[10] | [6] |

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

Japan

GLOBAL WAR GAME:

BRP Level (1939): 60

BRP Level (1940): 120 (Base: 100;
Associated minor country: Thailand: 10;
Conquests: 20 [Peking, Nanking, Shanghai,
Canton]) plus 1939 conquests and 40% of
unspent BRPs.

Growth Rate: 40%

SR Limit: 9. See 20.11 for possible reduction due to SW.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| Global War Game Japanese Force Pool | | | | | |
|--|----------------------------|------|------|-------|-------|
| | <i>Naval and Air Units</i> | | | | |
| | 9FF | CV | CVL | NAF | AAF |
| At Start | [5] | [3] | [2] | [15] | [10] |
| Fall 1939 | 1[6] | 1[4] | [2] | 3[18] | [10] |
| Tensions: 15 | 1[7] | 1[5] | [2] | 3[21] | 5[15] |
| Tensions: 25 | 1[8] | 1[6] | 1[3] | 4[25] | [15] |
| DoW +1 | [8] | [6] | 1[4] | 5[30] | 5[20] |
| DoW +2 | [8] | [6] | 1[5] | 2[32] | [20] |
| DoW +5 | 1[9] | [6] | 2[7] | 4[36] | [20] |
| DoW +9 | [9] | [6] | 2[9] | 4[40] | [20] |
| Maximum | [9+] | [6+] | [9+] | [40+] | [20+] |

| | <i>Ground Units</i> | | | | | | | |
|--------------------|---------------------|-----|------|------|------|-------|-------|-------|
| | 3-3 | 2-3 | 1-3 | 1m2 | 1n2 | 3-2 | 2-2 | 1-2 |
| At Start | [-] | [3] | [1] | [-] | [1] | [5] | [10] | [20] |
| Fall 1939 | [-] | [3] | 1[2] | [-] | [1] | [5] | [10] | 5[25] |
| Tension: 15 | [-] | [3] | 1[3] | [-] | [1] | 5[10] | [10] | [25] |
| Tension: 25 | [-] | [3] | [3] | 1[1] | [1] | [10] | [10] | [25] |
| DoW +1 | [-] | [3] | [3] | [1] | 1[2] | [10] | 5[15] | [25] |
| DoW +5 | [-] | [3] | [3] | [1] | 1[3] | [10] | [15] | 5[30] |
| Maximum | 3[3] | [3] | [3] | [1] | [3] | 9[19] | [15] | [30] |

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

Japan

CAMPAIGN GAME:

BRP Level (1941): 5

BRP Level (1942): 160+ (Base: 120;
Associated minor country: Thailand: 10;
Conquests: 30+ [Peking, Nanking, Shanghai,
Canton, French Indochina: 10]) plus any
conquests completed in Winter 1941).

Growth Rate: 40%

SR Limit: 9. See 20.11 for possible reduction.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Campaign Game Japanese Force Pool

| Naval and Air Units | | | | | | | |
|---------------------|------|-----|------|-------|-------|-------|-------|
| | 9FF | CV | CVL | NAF | AAF | | |
| At Start | [8] | [6] | [3] | [25] | [15] | | |
| Spring 1942 | [8] | [6] | 1[4] | 5[30] | 5[20] | | |
| Summer 1942 | [8] | [6] | 1[5] | 2[32] | [20] | | |
| Spring 1943 | 1[9] | [6] | 2[7] | 4[36] | [20] | | |
| Spring 1944 | [9] | [6] | 2[9] | 4[40] | [20] | | |
| Ground Units | | | | | | | |
| | 2-3 | 1-3 | 1m2 | 1n2 | 3-2 | 2-2 | 1-2 |
| At Start | [3] | [3] | [1] | [1] | [10] | [10] | [25] |
| Spring 1942 | [3] | [3] | [1] | 1[2] | [10] | 5[15] | [25] |
| Spring 1943 | [3] | [3] | [1] | 1[3] | [10] | [15] | 5[30] |

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

Russia

GLOBAL WAR GAME:

BRP Level (1939): 90 (ICs: 90; Base: 0)

Growth Rate: 30%

SR Limit: 6. See 20.14 (*ADVANCED THIRD REICH* rules) for possible reduction due to loss of Moscow.

Basic DP allocation: 2.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Global War Game Russian Force Pool - Europe

| | 9FF | AAF | 5-5 | 4-5 | 3-5 | 2m3 | 3-3 | 2-3 | 1-3 |
|------------------|-----|-------|------|------|------|------|-------|-------|-------|
| At Start | [2] | [10] | [-] | [-] | [3] | [-] | [-] | [5] | [12] |
| Fall 1939 | [2] | 5[15] | [-] | [-] | 3[6] | [-] | 5[5] | 5[10] | 3[15] |
| Win 1941* | [2] | [15] | [-] | [-] | 1[7] | [-] | 3[8] | [10] | [15] |
| Spr 1942 | [2] | [15] | [-] | 1[1] | [7] | [-] | 3[11] | [10] | [15] |
| Sum 1942 | [2] | [15] | [-] | 1[2] | [7] | [-] | 3[14] | [10] | [15] |
| Fall 1942 | [2] | [15] | [-] | 1[3] | [7] | [-] | 3[17] | [10] | [15] |
| Win 1942 | [2] | [15] | [-] | 1[4] | [7] | [-] | 3[20] | [10] | [15] |
| Spr 1943 | [2] | [15] | [-] | 1[5] | [7] | [-] | [20] | [10] | [15] |
| Spr 1944 | [2] | 5[20] | [-] | [5] | [7] | [-] | [20] | [10] | [15] |
| Maximum | [2] | [20+] | 3[3] | [5] | [7] | 2[2] | 9[29] | [10] | [15] |

*Free Siberian transfer (65). Otherwise maximum totals do not include Siberian units which might be transferred to Europe.

Russian Force Pool - Siberia

| | 9FF | AAF | 3-3 | 3-2 | 2-2 | 1-2 |
|-----------------|-----|-----|-----|-----|-----|-----|
| At Start | [1] | [5] | [2] | [3] | [3] | [3] |

Siberian Garrison: The above units include the 3-5 (3-3) armor units and three 3-3 (3-2) infantry units which are used for the Siberian transfer. The remaining units must be kept in Siberia provided the Japanese have corresponding units in Manchuria.

Allowable builds

(Additional units should be placed on the scenario card only as they are added to the force pool).

United States

CAMPAIGN GAME:

BRP Level (1942): 175 (Base: 165;
Associated minor country: Philippines: 10).

Growth Rate: 50%

SR Limit: One SR for every 20 BRPs in
the current American base. See 20.12 for
possible reduction to SW.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| Campaign Game U.S. Force Pool | | | | | | | | | |
|----------------------------------|-------|-------|------|-------|--------|-------|------|-------|-----|
| | 9FF | CV | CVL | CVE | NAF | AAF | 1n2 | Inf | R |
| At Start | [5] | [6] | - | - | [20] | [5] | [1] | [12] | [4] |
| Summer 1942 | 1[6] | [6] | - | 3[3] | [20] | 5[10] | 1[2] | 3[15] | [4] |
| Winter 1942 | 1[7] | [6] | 3[3] | 4[7] | 10[30] | 5[15] | 1[3] | 3[18] | [4] |
| Summer 1943 | 1[8] | 3[9] | 3[6] | 5[12] | 15[45] | 5[20] | 1[4] | 3[21] | [4] |
| Winter 1943 | 1[9] | 3[12] | 2[8] | 6[18] | 15[60] | 5[25] | 1[5] | 3[24] | [4] |
| Summer 1944 | 1[10] | 3[15] | [8] | [18] | 10[70] | [25] | 1[6] | [24] | [4] |

Allowable builds

(Additional units should be placed on the
scenario card only as they are added
to the force pool).

United States

GLOBAL WAR GAME:

BRP Level (1939): Europe: 150 (Base: 150), Pacific: 75 (Base 75)

Growth Rate: 50%

SR Limit: One SR for every 20 BRPs in the current American base. See 20.12 for possible reduction due to SW.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

| Global War Game U.S. Force Pool - Asia | | | | | | | | | |
|---|-------|-------|------|-------|--------|-------|------|-------|-----|
| | 9FF | CV | CVL | CVE | NAF | AAF | 1n2 | Inf | R |
| U.S. Entry | [5] | [6] | - | - | [20] | [5] | [1] | [12] | [4] |
| DoW +2 | 1[6] | [6] | - | 3[3] | [20] | 5[10] | 1[2] | 3[15] | [4] |
| DoW +4 | 1[7] | [6] | 3[3] | 4[7] | 10[30] | 5[15] | 1[3] | 3[18] | [4] |
| DoW +6 | 1[8] | 3[9] | 3[6] | 5[12] | 15[45] | 5[20] | 1[4] | 3[21] | [4] |
| DoW +8 | 1[9] | 3[12] | 2[8] | 6[18] | 15[60] | 5[25] | 1[5] | 3[24] | [4] |
| DoW +10 | 1[10] | 3[15] | [8] | [18] | 10[70] | [25] | 1[6] | [24] | [4] |
| Maximum | [10+] | [15+] | [8+] | [18] | [70+] | [25+] | [6] | [24] | [4] |
| <p>"DoW" refers to either the turn in which war breaks out between Japan and the United States or when U.S. - Japanese tensions reach 42, whichever happens first. The U.S. may acquire super carriers (CVBs) by research. These are not listed in the American force pool.</p> | | | | | | | | | |

| U.S. Force Pool - Europe | | | | | | |
|--|------|-------|------|------|-------|------|
| | 9FF | AAF | 5-6 | 3m3 | 3-4 | R |
| U.S. Entry | [4] | [10] | [1] | [-] | [5] | [-] |
| DoW +2 | 1[5] | 5[15] | 1[2] | [-] | 3[8] | 2[2] |
| DoW +4 | 1[6] | 5[20] | 1[3] | 1[1] | 3[11] | 2[4] |
| DoW +8 | 1[7] | 5[25] | 2[5] | [1] | 4[15] | 3[7] |
| Maximum | [7+] | [25+] | 3[8] | 1[2] | 9[24] | [7] |
| <p>"DoW" refers to the turn in which war breaks out between Germany and the United States.</p> | | | | | | |

| Allowable builds |
|--|
| (Additional units should be placed on the scenario card only as they are added to the force pool). |

Japan

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 1-3 |
| 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|---|---|---|
| 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 6 | 5 | 4 |
| 4 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 |

Australian

| | | | | | | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------------------|
| 2-3 | 1-3 | 1-3 | 6 | 5 | 4 | 3 | 2 | 1 | 1 |
| 3-2 ^{1 Aus} | 3-2 ^{2 Aus} | 2-2 ^{3 Aus} | 2-2 ^{4 Aus} | 2-2 ^{5 Aus} | 1-2 ^{6 Aus} | 1-2 ^{7 Aus} | 1-2 ^{8 Aus} | 1-2 ^{9 Aus} | 1-2 ^{10 Aus} |

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 3-3 | 3-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 |
| 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |

United States

| | | | | | | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|---|---|---|----|
| 1-2 ^{1 Mar} | 1-2 ^{2 Mar} | 1-2 ^{3 Mar} | 1-2 ^{4 Mar} | 1-2 ^{5 Mar} | 1-2 ^{6 Mar} | 1 | 1 | 1 | 2 |
| 2 | 3 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

| | | | | | | | | | |
|----------|---------|-----------|----------|------|--------|----------|--------|-----|-----|
| TF 1 | TF 2 | TF 3 | TF 4 | TF 5 | TF 6 | 1-3 | 1-3 | 1-3 | 1-3 |
| Saratoga | ShangLa | Tiendroga | Yorktown | Wasp | Midway | CoralSea | F.D.R. | 1-3 | 1-3 |

| | | | | | | | | | |
|-------|-------|-------|-------|--|--|--|--|-----|-----|
| Magic | Magic | Magic | Magic | | | | | 3-3 | 3-3 |
| Magic | Magic | Magic | Magic | | | | | 3-3 | 3-3 |

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| | | | | | | | | | |

Puppet Chinese

| | | | | | | | | | |
|---------------|---------------|----------|----------|----------|---------|----------|---------|--------|--------|
| Break Through | Break Through | | | | Exploit | Exploit | Exploit | Search | Search |
| Isolated | Isolated | Isolated | Isolated | Isolated | Tension | Surprise | Resist | Season | Year |

| | | | | | | | | | |
|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|---------|
| 2-2 ^{1 Wang} | 2-2 ^{2 Wang} | 2-2 ^{3 Wang} | 2-2 ^{4 Wang} | 1-2 ^{5 Wang} | 1-2 ^{6 Wang} | 1-2 ^{7 Wang} | 1-2 ^{8 Wang} | 1-2 ^{1 Thai} | 1-3 AVG |
| 2-2 ^{1 INA} | 2-2 ^{2 INA} | 2-2 ^{3 INA} | 2-2 ^{4 INA} | 1-2 ^{5 INA} | 1-2 ^{6 INA} | 1-2 ^{7 INA} | 1-2 ^{8 INA} | 1-2 ^{2 Thai} | 1-3 AVG |

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| | | | | | | | | | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Indian

| | | | | | | | | | |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------------------|
| 3-2 ^{1 Ind} | 3-2 ^{2 Ind} | 2-2 ^{3 Ind} | 2-2 ^{4 Ind} | 2-2 ^{5 Ind} | 1-2 ^{6 Ind} | 1-2 ^{7 Ind} | 1-2 ^{8 Ind} | 1-2 ^{9 Ind} | 1-2 ^{10 Ind} |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|-----------------------|

| | | | | | | | | |
|-----|---|---|---|----------------------|----------------------|----------------------|----------------------|----------------------|
| 1-3 | 2 | 1 | 1 | 1-2 ^{1 DEL} | 1-2 ^{2 DEL} | 1-2 ^{3 DEL} | 1-2 ^{1 Fil} | 1-2 ^{2 Fil} |
|-----|---|---|---|----------------------|----------------------|----------------------|----------------------|----------------------|

Dutch

Elite Japanese Air

Control markers

TRS Variants

Filipino

U.S.

Russian

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-------|-------|---------|-----|-----|
| 35 | 36 | 37 | 9 | 11 | 14 | 15 | 17 | 24 | 28 |
| 5-6 | 5-6 | 5-6 | 3-4 | 3-4 | 3-4 | 3-4 | 3-4 | 3-4 | 3-4 |
| 29 | 30 | 31 | 32 | 33 | 3 MAF | 5 MAF | 101 Abn | 5-4 | 5-4 |
| 3-4 | 3-4 | 3-4 | 3-4 | 3-4 | 3-3 | 3-3 | 3-3 | 5-4 | 5-4 |
| 5-4 | 5-4 | 5-4 | 5-4 | 4-4 | 4-4 | 4-4 | 3-4 | 3-4 | 3-4 |
| 2-4 | 2-4 | 2-4 | 2-4 | 2-4 | 1-4 | 1-4 | 1-4 | 1-4 | 1-4 |
| 9 | 9 | 9 | 8 | 7 | 6 | Jet | Jet | Jet | Jet |
| 9 | 9 | 9 | 8 | 7 | 6 | 4 | 3 | 2 | 1 |

| | | | | | | | | | |
|--------|--------|--------|-------|-------|-------|-------|--------|-------|-------|
| 1 Stal | 2 Stal | 3 Stal | 10 Me | 1 Gds | 4 Gds | 9 Gds | 10 Gds | 4 Shk | 6 Shk |
| 5-5 | 5-5 | 5-5 | 3-5 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 |
| 3-3 | 7 Shk | 5-4 | 5-4 | 5-4 | 5-4 | 5-4 | 5-4 | 5-4 | 4-4 |
| 4-4 | 4-4 | 3-4 | 3-4 | 2-4 | 2-4 | 2-4 | 2-4 | 2-4 | 1-4 |
| 1-4 | 1-4 | 1-4 | 1-4 | 11 | 12 | 13 | 14 | 1 | 1 |
| 2 | 2 | 3 | 4 | 5 | 6 | 1 | 1 | 2 | 2 |
| 3 | 4 | Jet | Jet | Jet | Jet | Jet | Jet | Jet | Jet |
| 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 |

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 3-4 | 2-5 | Jet | Jet | Jet | Jet | Jet | Jet | Jet | Jet |
| 1-3 | 1-3 | 1-3 | 2 | 26 | 27 | 28 | 29 | 30 | |
| 1-3 | 1-3 | 1 | 1 | 31 | 32 | 33 | 34 | 35 | |
| 5-6 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 |
| 5-4 | 5-4 | 5-4 | 4-4 | 4-4 | 4-4 | 3-4 | 3-4 | 3-4 | 2-4 |
| 2-4 | 2-4 | 1-4 | 1-4 | 1-4 | 9 | 9 | 8 | 7 | 6 |
| 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |
| 1 | Jet | Jet | Jet | Jet | Jet | Jet | 1 | 1 | 1 |
| 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 |
| 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 |
| 121 | 122 | 123 | 124 | 125 | 126 | 127 | 128 | 129 | 130 |
| 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 | 139 | 140 |
| 141 | 142 | 143 | 144 | 145 | 146 | 147 | 148 | 149 | 150 |
| 151 | 152 | 153 | 154 | 155 | 156 | 157 | 158 | 159 | 160 |
| 161 | 162 | 163 | 164 | 165 | 166 | 167 | 168 | 169 | 170 |
| 171 | 172 | 173 | 174 | 175 | 176 | 177 | 178 | 179 | 180 |
| 181 | 182 | 183 | 184 | 185 | 186 | 187 | 188 | 189 | 190 |
| 191 | 192 | 193 | 194 | 195 | 196 | 197 | 198 | 199 | 200 |
| 201 | 202 | 203 | 204 | 205 | 206 | 207 | 208 | 209 | 210 |
| 211 | 212 | 213 | 214 | 215 | 216 | 217 | 218 | 219 | 220 |
| 221 | 222 | 223 | 224 | 225 | 226 | 227 | 228 | 229 | 230 |
| 231 | 232 | 233 | 234 | 235 | 236 | 237 | 238 | 239 | 240 |
| 241 | 242 | 243 | 244 | 245 | 246 | 247 | 248 | 249 | 250 |
| 251 | 252 | 253 | 254 | 255 | 256 | 257 | 258 | 259 | 260 |
| 261 | 262 | 263 | 264 | 265 | 266 | 267 | 268 | 269 | 270 |
| 271 | 272 | 273 | 274 | 275 | 276 | 277 | 278 | 279 | 280 |
| 281 | 282 | 283 | 284 | 285 | 286 | 287 | 288 | 289 | 290 |
| 291 | 292 | 293 | 294 | 295 | 296 | 297 | 298 | 299 | 300 |
| 301 | 302 | 303 | 304 | 305 | 306 | 307 | 308 | 309 | 310 |
| 311 | 312 | 313 | 314 | 315 | 316 | 317 | 318 | 319 | 320 |
| 321 | 322 | 323 | 324 | 325 | 326 | 327 | 328 | 329 | 330 |
| 331 | 332 | 333 | 334 | 335 | 336 | 337 | 338 | 339 | 340 |
| 341 | 342 | 343 | 344 | 345 | 346 | 347 | 348 | 349 | 350 |
| 351 | 352 | 353 | 354 | 355 | 356 | 357 | 358 | 359 | 360 |
| 361 | 362 | 363 | 364 | 365 | 366 | 367 | 368 | 369 | 370 |
| 371 | 372 | 373 | 374 | 375 | 376 | 377 | 378 | 379 | 380 |
| 381 | 382 | 383 | 384 | 385 | 386 | 387 | 388 | 389 | 390 |
| 391 | 392 | 393 | 394 | 395 | 396 | 397 | 398 | 399 | 400 |
| 401 | 402 | 403 | 404 | 405 | 406 | 407 | 408 | 409 | 410 |
| 411 | 412 | 413 | 414 | 415 | 416 | 417 | 418 | 419 | 420 |
| 421 | 422 | 423 | 424 | 425 | 426 | 427 | 428 | 429 | 430 |
| 431 | 432 | 433 | 434 | 435 | 436 | 437 | 438 | 439 | 440 |
| 441 | 442 | 443 | 444 | 445 | 446 | 447 | 448 | 449 | 450 |
| 451 | 452 | 453 | 454 | 455 | 456 | 457 | 458 | 459 | 460 |
| 461 | 462 | 463 | 464 | 465 | 466 | 467 | 468 | 469 | 470 |
| 471 | 472 | 473 | 474 | 475 | 476 | 477 | 478 | 479 | 480 |
| 481 | 482 | 483 | 484 | 485 | 486 | 487 | 488 | 489 | 490 |
| 491 | 492 | 493 | 494 | 495 | 496 | 497 | 498 | 499 | 500 |
| 501 | 502 | 503 | 504 | 505 | 506 | 507 | 508 | 509 | 510 |
| 511 | 512 | 513 | 514 | 515 | 516 | 517 | 518 | 519 | 520 |
| 521 | 522 | 523 | 524 | 525 | 526 | 527 | 528 | 529 | 530 |
| 531 | 532 | 533 | 534 | 535 | 536 | 537 | 538 | 539 | 540 |
| 541 | 542 | 543 | 544 | 545 | 546 | 547 | 548 | 549 | 550 |
| 551 | 552 | 553 | 554 | 555 | 556 | 557 | 558 | 559 | 560 |
| 561 | 562 | 563 | 564 | 565 | 566 | 567 | 568 | 569 | 570 |
| 571 | 572 | 573 | 574 | 575 | 576 | 577 | 578 | 579 | 580 |
| 581 | 582 | 583 | 584 | 585 | 586 | 587 | 588 | 589 | 590 |
| 591 | 592 | 593 | 594 | 595 | 596 | 597 | 598 | 599 | 600 |
| 601 | 602 | 603 | 604 | 605 | 606 | 607 | 608 | 609 | 610 |
| 611 | 612 | 613 | 614 | 615 | 616 | 617 | 618 | 619 | 620 |
| 621 | 622 | 623 | 624 | 625 | 626 | 627 | 628 | 629 | 630 |
| 631 | 632 | 633 | 634 | 635 | 636 | | | | |

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 5-3 | 5-3 | 5-3 | 5-3 | 5-3 | 5-3 | 5-3 | 5-3 | 4-3 | 4-3 |
| 4-3 | 4-3 | 4-3 | 4-3 | 4-3 | 4-3 | 3-3 | 3-3 | 3-3 | 3-3 |
| 3-3 | 3-3 | 3-3 | 3-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 |
| 2-3 | 2-3 | 2-3 | 2-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |
| 1-3 | 1-3 | 1-3 | 1-3 | 5-3 | 5-3 | 5-3 | 3-3 | 3-3 | 2-3 |
| 2-3 | 2-3 | 3-2 | 3-2 | 2-2 | 2-2 | 1-2 | 1-2 | 9 | 9 |
| 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 |
| 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 8 |
| 8 | 7 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 |
| 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 |
| 2 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 | 3-2 | 3-2 | 3-2 | 3-2 | 3-2 | 3-2 |
| 3-2 | 3-2 | 2-2 | 2-2 | 2-2 | 2-2 | 2-2 | 2-2 | 2-2 | 2-2 |
| 2-2 | 2-2 | 1-2 | 1-2 | 1-2 | 1-2 | 1-2 | 1-2 | 1-2 | 1-2 |
| 1-2 | 1-2 | 1-2 | 2-2 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 |
| 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 3-3 | 2-3 |
| 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 2-3 |
| 2-3 | 2-3 | 2-3 | 2-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |
| 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |
| 1-3 | 1 | 1 | 1 | 1 | 1-2 | 1-2 | 1-2 | 1 | 1 |

| | | | | | | | | | |
|---------------|---------------|---------------|---------------|----------------|----------------|----------------|----------------|----------------|---------------|
| PA 1 2-2 | PA 2 2-2 | NP 4 2-2 | 8 Rte 2-2 | P 1 1-2 | P 2 1-2 | P 3 1-2 | P 4 1-2 | P 5 1-2 | P 6 1-2 |
| 5-3 | 5-3 | 5-3 | 5-3 | 4-3 | 4-3 | 4-3 | 3-3 | 3-3 | 3-3 |
| 8-3 | 2-3 | 2-3 | 2-3 | 2-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |
| 1 Para 2-2 | 2 Para 2-2 | 3 Para 1-2 | 4 Para 1-2 | 5 Para 1-2 | 6 Para 1-2 | 1 Sial 5-3 | 2 Sial 5-3 | 1 Tank 4-3 | 2 Tank 4-3 |
| 3 Tank 4-3 | 4 Tank 4-3 | 4 Mech 3-3 | 7 Mech 3-3 | 11 Mech 3-3 | 13 Mech 3-3 | 15 Mech 3-3 | 20 Mech 3-3 | 21 Mech 3-3 | 1 Arm 2-3 |
| 2 Arm 2-3 | 3 Arm 2-3 | 4 Arm 2-3 | 5 Arm 2-3 | 6 Arm 1-3 | 7 Arm 1-3 | 8 Arm 1-3 | 9 Arm 1-3 | 10 Arm 1-3 | 11 Arm 1-3 |
| BH 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |
| 71 Sib 3-2 | 72 Sib 3-2 | 73 Sib 3-2 | 1 Gds 3-2 | 2 Gds 3-2 | 3 Gds 3-2 | 4 Gds 3-2 | 5 Gds 3-2 | 6 Gds 3-2 | 7 Gds 3-2 |
| 74 Sib 2-2 | 75 Sib 2-2 | 76 Sib 2-2 | 80 2-2 | 81 2-2 | 82 2-2 | 83 2-2 | 84 2-2 | 85 2-2 | 86 2-2 |
| 77 Sib 1-2 | 78 Sib 1-2 | 79 Sib 1-2 | 87 1-2 | 88 1-2 | 89 1-2 | 90 1-2 | 91 1-2 | 92 1-2 | 93 1-2 |

| | | | | | | | | | |
|---|---|----|-----|------------|------------|-----|-----|-----|---|
| 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 5 | 6 |
| 1 | 1 | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 8-3 | P 1 1-2 | P 2 1-2 | BRP | BRP | BRP | |

| | | | | | | | | | |
|--------------|---------------|---------------|---------------------|---------------------|--------------------|---------------------|---------------------|-------------------|--------------------|
| 5-3 | 5-3 | 5-3 | 4-3 | 4-3 | 4-3 | 3-3 | 3-3 | 3-3 | 3-3 |
| 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |
| 1 Can 4-3 | Polish 4-3 | 13A 2-3 | 13B 2-3 | 14 2-3 | GdsA 2-3 | 7 2-3 | 79 2-3 | Chindit 1-2 | BH |
| BRP | BRP | BRP | Illustrous CVL 2 | Victorious CVL 2 | Ark Royal CVL 2 | Courageous CVL 2 | Formidable CVL 2 | Glorious CVL 2 | Indomitbl CVL 2 |
| 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 |
| 4 | 4 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 |
| 1 | 1 | 3-2 | 3-2 | 3-2 | 3-2 | 5A 2-2 | 8A 2-2 | 11 Af 2-2 | 25 2-2 |
| 5B 1-2 | 8B 1-2 | 36 1-2 | 70 1-2 | 81 Af 1-2 | 82 Af 1-2 | 1 Cndo 1-2 | 2 Cndo 1-2 | 8-3 | 2-3 |
| 1 AB 3-2 | 1 Para 2-2 | 6 Para 1-2 | P 13 1-2 | P 14 1-2 | P 15 1-2 | P 16 1-2 | 7 1 | 8 1 | 2-3 |
| 2-3 | 2-3 | 2-3 | 2-3 | 2-3 | 1-3 | 1-3 | 1-3 | 1-3 | 1-3 |

| | | | | | | | | | |
|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
| 1 2-2 | 5 2-2 | 6 2-2 | 8 2-2 | 15 2-2 | 19 2-2 | 20 2-2 | 21 2-2 | 22 1-2 | 23 1-2 |
| 27 1-2 | 28 1-2 | 29 1-2 | 30 1-2 | 31 1-2 | 32 1-2 | 35 1-2 | 37 1-2 | 66 1-2 | 77 1-2 |
| 1 | 2 1 | 3 1 | 4 1 | 5 1 | 6 1 | 7 1 | 8 1 | 9 1 | 10 1 |

| | | | | | | | | | |
|---|---|---|---|--|--|---|---|---|---|
|  3 |  3 |  3 |  3 |  2 |  2 |  2 |  2 |  2 |  2 |
|  2 |  2 |  1 |  1 |  1 |  1 |  1 |  1 |  1 |  1 |
|  3-3 |  3-3 |  3-3 |  3-3 |  3-3 |  3-3 |  3-3 |  1-2 1 SNLF |  1-2 2 SNLF |  1-2 3 SNLF |
|  3-2 1 |  3-2 2 |  3-2 3 |  3-2 4 |  3-2 5 |  3-2 6 |  3-2 7 |  3-2 8 |  3-2 9 |  3-2 3 Kwang |
|  3-2 1 Gds |  3-2 2 Gds |  3-2 3 Gds |  3-2 4 Gds |  3-2 5 Gds |  3-2 6 Gds |  3-2 7 Gds |  3-2 8 Gds |  3-2 9 Gds |  2-2 |
|  2-2 11 |  2-2 12 |  2-2 13 |  2-2 14 |  2-2 15 |  2-2 16 |  2-2 17 |  2-2 18 |  2-2 19 |  2-2 20 |
|  2-2 21 |  2-2 22 |  2-2 4 Kwan |  2-2 5 Kwan |  1-2 23 |  1-2 24 |  1-2 25 |  1-2 26 |  1-2 27 |  1-2 28 |
|  1-2 29 |  1-2 30 |  1-2 1 Mong |  1-2 2 Mong |  1-2 6 Kwan |  1-2 7 Kwan |  1-2 1 Sth S |  1-2 2 Sth S |  1-2 North |  1-2 West |
|  1-2 East |  1-2 1 Cent |  1-2 2 Cent |  1-2 1 Area |  1-2 3 Area |  1-2 4 Area |  1-2 6 Area |  1-2 11 Area |  1-2 12 Area |  1-2 13 Area |
|  1-2 14 Area |  1-2 15 Area |  1-2 16 Area |  1-2 17 Area |  1 |  1 |  1 |  2 |  2 |  3 |
|  3 |  4 |  5 |  6 |  TF 1 |  TF 2 |  TF 3 |  TF 4 |  TF 5 |  TF 6 |
|  |  |  |  |  |  |  |  |  |  |
|  2-3 |  2-3 |  2-3 |  2-3 |  2-3 |  2-3 |  2-3 |  2-3 |  2-3 |  2-3 |

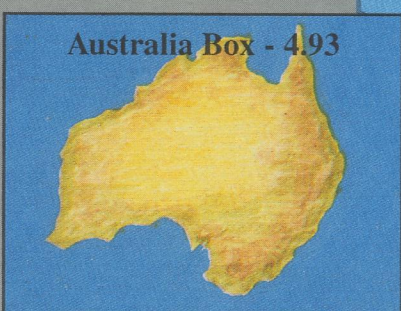
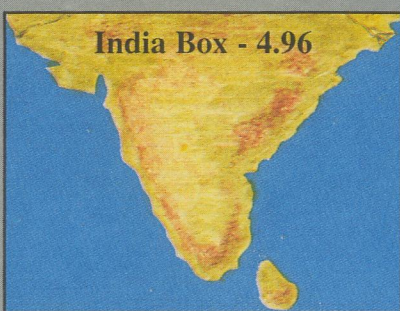
| Combat Results Table - 15.4 | | | | | | | | | |
|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|--|
| | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | |
| 1 | Ex | Ex | Ex | Ex | Ex | Ex | Ex | Ex | |
| 2 | A | Ex | Ex | CA | CA2 | CA2 | CA3 | D | |
| 3 | A | A | CA | CA | CA2 | CA3 | D | D | |
| 4 | A | A | A | Ex | CA1 | D | D | D | |
| 5 | A | A | A | A | D | D | D | D | |
| 6 | A | A | A | D | D | D | D | D | |

| Attrition Table (Asia) - 16.3 | | | | | | | | | |
|-------------------------------|------|-------|-------|-------|-------|-------|-------|--|--|
| | 1-10 | 11-20 | 21-30 | 31-40 | 41-50 | 51-60 | 61+ | | |
| 1 | 1C | 2C | 3C/1H | 4C/1H | 5C/2H | 6C/2H | 7C/2H | | |
| 2 | 1C | 2C | 3C | 4C/1H | 5C/1H | 6C/2H | 7C/2H | | |
| 3 | - | 1C | 3C | 4C | 5C/1H | 6C/1H | 7C/2H | | |
| 4 | - | 1C | 2C | 3C | 4C | 5C/1H | 6C/1H | | |
| 5 | - | 1C | 2C | 3C | 3C | 4C | 5C/1H | | |
| 6 | - | - | 1C | 2C | 3C | 4C | 4C/1H | | |



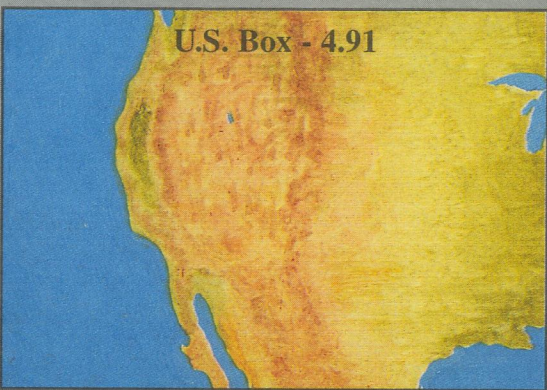
| Turn Record Track | | | |
|-------------------|-------------|-----------|-------------|
| | | Fall 1939 | Winter 1939 |
| Spring 1940 | Summer 1940 | Fall 1940 | Winter 1940 |
| Spring 1941 | Summer 1941 | Fall 1941 | Winter 1941 |
| Spring 1942 | Summer 1942 | Fall 1942 | Winter 1942 |
| Spring 1943 | Summer 1943 | Fall 1943 | Winter 1943 |
| Spring 1944 | Summer 1944 | Fall 1944 | Winter 1944 |
| Spring 1945 | Summer 1945 | Fall 1945 | Winter 1945 |
| Spring 1946 | Summer 1946 | Fall 1946 | Winter 1946 |

| Border Key | |
|--------------------|-------|
| National Boundary | — |
| Front Boundary | - - - |
| Chinese Start Line | |
| 1942 Start Line | |
| 1944 Start Line | |





| Strategic Warfare Box - 4.92, 42. | |
|-----------------------------------|------|
| Japan | U.S. |
| | |



Pacific Ocean

