5.0 Strategic/Campaign Scenario Sequence of Play

This Sequence of Play is used for all Campaign and Strategic scenarios.

Note: Several phases are omitted when playing a Campaign scenario as noted on the Phase Track on the Player Displays.

5.1 Strategic Phases

A. Weather Phase (Strategic scenarios only; OPTIONAL)

Players determine the weather conditions in each of the four Weather Zones on the map. Clear weather has no effect on the game, but foul weather will impose restrictions on search, movement, and air missions (6.0).

B. Strategic Intelligence Phase

Each player's Strategic Intelligence level is a measure of how much information there is about the enemy's general disposition and intentions.

During this phase, each player determines their own Strategic Intelligence level secretly (7.0). Strategic Intelligence levels will directly affect the outcome of the Merchant Shipping Attrition (9.0) and Operational Intelligence Phases.

C. Strategic Bombing Phase (Strategic scenarios only)

The Allied player can affect the Japanese Homeland Resource Point level throughout the game by use of Strategic Bombing (8.0).

D. Japanese Escort Phase (Strategic scenarios only)

In an effort to protect their Merchant Shipping (which in turn affects their Command Point allotments), the Japanese player can allocate escort naval units to their merchant shipping (9.1). The number of escorts allocated will affect the outcome of the Merchant Shipping Attrition Phase (Step F below).

E. Allied Submarine Priority Phase (Strategic scenarios only)

In order to limit the Japanese supply of Command Points, the Allied player allocates submarines to an anti-merchant shipping role during the Reinforcement Phase (Step J below).

In the Priority Phase, the Allied player must decide whether the primary target of his anti-merchant submarines will be the Japanese merchant shipping itself or the Japanese escorts (9.2).

F. Merchant Shipping Attrition Phase (Strategic scenarios only)

Based on the Allied Strategic Intelligence level (7.0), number of escorts allocated by the Japanese (in the Japanese Escort Phase), on the number of submarines allocated by the Allies (in the previous Reinforcement Phase), and on the priority assigned by the Allies (in the Allied Submarine Priority Phase), the players determine in this phase how many Merchant Shipping Points, escorts, and submarines will be lost (9.3).

G. Command Point Phase

In a Strategic scenario, both players first eliminate all unused Command Points on their General Record Tracks (except those in a Future Operation Pool), and determine how many Command Points they will receive for the current Month, by referring to their individual Command Point Tables (10.0).

In a Campaign scenario, Command Points are assigned for each month.

Then each player allocates his Command Points to his Headquarters (10.3) and, if eligible, to a Future Operation Pool (10.4).

H. Isolation Penalty Phase

Combat units that do not have a proper Command Link suffer the consequences of lack of command (12.0).

I. Strategic Transport Phase

In this phase, players are permitted to move a limited number of ground and air units around in rear areas, out of harm's way (13.0). Crippled naval units can also be moved in this phase, subject to enemy submarine attack (13.2.5).

J. Reinforcement Phase

Each scenario specifies which reinforcing units are available to each side each month. These reinforcements include submarine points, Strategic Bombing Points (for the Allies), Merchant Shipping Points (for the Japanese), ground, and naval units. (See 14.0 for details.)

During this phase, players may also be eligible to bring repaired naval units (15.0), disbanded Headquarters (11.2.1.3), and penalized naval units into play (20.2.3.F).

A submarine Command can be built at a linked port (14.6). The players allocate their submarine points to submarine Commands or (for the Allies) to an anti-merchant shipping role in this phase (14.1 & 14.2).

Both players establish and pay maintenance costs for Emergency Command Links already in play (11.7).

K. Naval Repair Phase

Repair allows a player to remove hits from a naval unit, one per Repair Phase, within certain restrictions (15.0).

Players can also recombine certain naval unit types (15.2.3).

Japanese naval units that begin this phase in a Dry Dock port hex may be eligible for repairs (15.1).

Allied naval units in a Dry Dock port or in an off-map Holding Box may be eligible for repair (15.1).

L. Replacement Phase

Air unit steps and ground unit steps become available to players in this phase, according to the schedule listed in the scenario.

These steps can be introduced into existing units or formed into new units, subject to certain restrictions (16.0).

Ground units can also break down or recombine (16.9) in this phase, and air units can have their Status Level changed (16.3.4 and 16.5).

Players can also upgrade the strength of amphibious transport (AA) naval units in this phase (15.2.4).

M. Engineering Phase

During this phase, players can construct and repair their Linked Base units (i.e. airbases and ports, (17.1.A), Co-Prosperity Sphere Resource hexes and Offensive Support Bases (11.3.1 & 17.0)).

N. Submarine Patrol Phase

During this phase, players remove all Submarine Patrol units from the map. Then players place Submarine Patrols on the map (25.0), mark the number of submarines, and pay to activate them.

Note: At this point, the counters would be removed and then purchased and deployed again. However, for ease of play, players can designate the number of Submarine Patrols, leave the counter where it is on map (or adjust it as needed) and simply pay the associated cost.

O. Operation Player Determination Phase

Both players have an opportunity to bid Command Points (18.0) in order to become the Operation Player.

The winner of the bid must spend up to the number of points bid to conduct an Operation (20.0). Whenever a player becomes the Operation player for an Operation, he receives a free OSB (11.3.1).

If neither player bids in this phase, the Month immediately ends and play returns to the Weather Phase (Step A).

P. Operation Player Activation Phase

Once his identity is determined (18.0), the Operation player .must spend up to the number of Command Points he bid to launch an Operation.

He will spend Points to Activate combat units (20.1), pay any Time multiples for an extended Operation (20.2.5), and pay the Operation cost of a Headquarters (20.2.5) if he Activates more than 10 Activation Points worth of combat units.

Q. Operational Intelligence Phase

The Reaction player, by referring to his own Strategic Intelligence level, determines the Operational Intelligence Condition for the current Operation (21.0).

Only the Reaction player will know the Condition until he reveals it during the Operation Player Contact Phase.

R. Operation Player Contact Phase

The Operation player moves his air, ground, and naval units (23.4).

Both players conduct Searches for one another's units (24.0).

The Reaction player may be able to force the Operation player to end the phase at some point depending on the Operational Intelligence Condition (23.5).

Throughout the phase, the Operation player must keep record of how many days have passed by adjusting the Operation Naval Movement marker and the Day marker.

S. Reaction Player Activation Phase

The Reaction player spends Command Points, within certain restrictions determined by the Operational Intelligence Condition (22.0) and the Operation Level conducted by the Operation player (20.3), to Activate combat units and to pay the Operation cost of a Headquarters (20.2.5) if he Activates more than 10 Activation Points worth of combat units.

The Reaction player does not pay for Time Multiples.

T. Reaction Player Contact Phase

The Reaction player moves his air, ground, and naval units (23.5.1).

Both player's conduct Searches for one another's units (24.0).

The Reaction player can move his units only a limited distance, determined by the Operational Intelligence Condition (22.0) and the distance moved by the Operation player's Task Forces.

5.2 Battle Cycle

(Conducted multiple times until the Operation is concluded)

All of the following phases (Lighting through Day Marker Adjustment) constitute the Battle Cycle.

PHASE Once the Contact Phases are concluded, the players continue to play through the Battle Cycle repeatedly, in order, until the Operation has ended.

A. Lighting Phase

Players determine the Lighting Condition (26.0) that will be in effect for the entire Battle Cycle. Lighting will affect search, air missions and naval combat.

B. Advantage Determination Phase

Players determine who will be the Advantage player and who the Disadvantage player for the entire Cycle (27.0). Advantage enables one player to move his units before his opponent.

C. Advantage Movement Phase

Once the Advantage player is determined that player can move his ground and naval units (23.6); he does not move his air units in this phase (except those moving with aircraft carriers).

Note: If using Optional Rules 34.1/34.2 the Japanese KRS/STO submarine units also move at this time.

Submarine combat (25.2) can occur during this phase, but no other combat is allowed.

Both players can conduct searches (24.0).

Note: This is when the embarking and disembarking of ground units occurs.

D. Advantage Air Mission Phase

The Advantage player can launch air missions (28.0), and the Disadvantage player can attempt to interfere with those missions. All forms of air combat can occur during this phase. Any Air Strike Mission against a Task Force that includes aircraft carriers with air units can trigger a Simultaneous Strike (28.12). Paradrop missions may be performed (28.14).

E. Naval Battle Cycle

Naval combat is conducted in a series of phases that are played through once for each hex in which naval combat occurs.

Once all naval combat situations are resolved, the Naval Battle Cycle ends, and play continues with the next phase (Bombardment).

a. Naval Combat Determination Phase

Players determine whether naval combat will occur (29.1), and, if so, which player (if either) will have Surprise (29.1).

b. Naval Combat Phases 1 through 3

Both players use their naval units to conduct naval combat (29.2).

In each of the three phases, more naval units can be brought to bear on the enemy (29.2). (Submarines are not used in this phase.)

F. Bombardment Phase

Eligible naval units can be used to attack ground units and installations in shoreline hexes (29.3).

G. Demolition Phase

Eligible ground units can be used to eliminate Base Units, or to demolish Co-Prosperity Sphere Resource hexes (30.0).

H. Ground Combat Phase

Opposing ground units occupying the same hex can engage in ground combat (31.0).

I. Airbase Repair Phase

All Linked (2.3.2.1) airbases that have taken hits or been interdicted can have that damage removed during this phase (31.7).

J. Rally Phase

All Broken ground units that are not isolated (12.2) and/or in an enemy-occupied hex have an opportunity to Rally during this phase (31.8).

K. Disadvantage Movement Phase

The Disadvantage player can move his ground and naval units (23.6); he does not move his air units in this phase (except those moving with aircraft carriers).

> **Note:** If using Optional Rules 34.1/34.2 the Japanese KRS/STO submarine units also move at this time.

Submarine combat (25.2) can occur during this phase, but no other combat is allowed.

Both players can conduct Searches (24.0).

> **Note:** This is when the embarking and disembarking of ground units occurs.

L. Disadvantage Air Mission Phase

The Disadvantage player can launch air missions (28.0), and the Advantage player can attempt to interfere with those missions. All forms of air combat can occur in this phase.

M. Joint Activation/Deactivation Phase

During this phase, both players have an opportunity to Activate and Deactivate units (20.4, 20.5 & 32.0).

> **Note:** There is no Activation in Battle or Engagement scenarios, but there is deactivation in Battle scenarios.

N. Detection Removal Phase

All eligible Task Forces, with their Detected side up, can be inverted to their Undetected side (32.2).

O. Day Marker Adjustment Phase

At the conclusion of each Battle Cycle, the day-marker is advanced 2 Days on the Day Track (32.3).

5.3 Operation End Procedure

At the instant there are no Activated units on either side, an Operation ends (20.5).

At the conclusion of an Operation, both players must calculate the damage inflicted on enemy units for purposes of adjusting Strategic Initiative (19.3).

Play then resumes with one phase or another, depending on the Time situation at the conclusion of the Operation.

- If the Month ends on the same Day as the Operation ends, play reverts to the Weather Phase (5.1, Step A).

- If there are Days remaining in the Month at the conclusion of the Operation, play reverts to the Operation Player Determination Phase (5.1, Step O).

If the Operation just concluded is the final Operation of the scenario, play immediately ends and players refer to the scenario Victory Conditions.

5.4 Month End Procedure

A Month ends at the instant that:

- the Day marker enters the Month Begin space of the Day Track during an Operation Player Contact Phase or Day Marker Adjustment Phase; or

- the Day marker passes through the Month Begin space of the Day Track into the 1 space during a Day Marker Adjustment Phase or

- during an Operation Player Determination Phase if neither player bids.

> **Note:** Since the Day marker is advanced two spaces during a Day Marker Adjustment Phase, it is possible to end a Month in the 1 space (if the marker begins the phase in the 30 space).
>
> In such a situation, the marker is advanced into the 1 space before the Month officially ends. In effect, the following Month will be one day short.

At the instant that a Month ends, any Operation that is currently in progress is immediately suspended. The Month marker is advanced one space on the Month Track and return to the beginning of the Sequence of Play (5.1, Step A), playing through the Submarine Patrol Phase (5.1, Step N).

The Operation is then resumed in one of several phases, depending on the situation when the Month ended:

- If the Month ended in the Operation player Contact Phase and the Operation player still has units Activated, the Operation resumes with the Operation Player Contact Phase (5.1, Step R).

- If the Month ended in the Operation player Contact Phase and the Operation player has no units Activated, play resumes with the Operation Player Determination Phase (5.1, Step O) and the previous Operation is over. In this case, the Reaction player can automatically become the new Operation player.

- If the Month ended in the Day Marker Adjustment Phase and there are any units still Activated, play resumes with the Lighting Phase (5.2, Step A).

- If the Month ended in the Day Marker Adjustment Phase and there are no units still Activated, play resumes with the Operation Player Determination Phase (5.1, Step O) and the previous Operation is over.

- If the Month just ended is the last Month of the scenario being played, the game is over and players refer to the scenario Victory Conditions rather than returning to the beginning of the Sequence of Play.