

# The Pacific War – Rules Summary

## GENERAL CONCEPTS & TERMS

### This Rules Summary

Once you have read through and understand the game manual, this Rules Summary can be kept nearby for use as a quick reference when playing the game. This is not meant to replace the game manual, which contains more verbose explanations, as well as examples of play.

### Units

- **Naval Unit** - Ships are also referred to as Naval Units. Naval Units with a large *star* or *rising sun* icon in the background artwork are “*Capital Ships*” (Battleships and Aircraft Carriers). Ships without these icons are “*Non-Capital Ships*.”
- **Ready / Ops Complete** - Naval units will be flipped from their normal “*Ready*” side to their back “*Ops Complete*” side for various reasons, such as Naval Movement or Retreat. Units flipped to their Ops Complete side are limited in what actions they can perform.
- **Land Based Air (LBA)** - LBA are large air corps based on land; they move and fight differently from Naval Units.

### Cards (this section assumes you are using the revised resource cards variant I compiled in another file)

- **Resource Cards (RC)** - RC are used in several phases of the game for a variety of purposes such as: gaining *Initiative*, taking special *Actions*, influencing *Combat*, *Interrupting* your opponent’s actions, and triggering historical *Events*.
- **Strategic Event (event)** - The “event” keyword appears on RC that represent major historical events or actions in the Pacific war. These RC are used and discarded like any other card, but when they are played for their Event text, the associated Strategic Event *Counter* is flipped to its ✓ checked side, and that card’s event text cannot be used again.
- **Card Keywords:**
  - **Action** - This card replaces your Action for that round.
  - **Combat** - Play these cards during Combat; specific timing is in the card text.
  - **Supply** - Play during the Supply phase; specific timing is in the card text.
  - **Interrupt** - Play during your opponent's turn, forcing a premature end or delay of their turn; specific timing is in the card text.
  - **Intercept** - Similar to Interrupt, but these cards only pause the enemy’s turn while they are resolved.
  - **( Event )** - This keyword flags a card as one of the six Strategic Events in the game.
- **Additional Important Terms:**
  - **Unopposed** - Some Action cards include the word “unopposed” in their descriptive text, which means the Defender does not conduct an Airstrike/Surface attack in return.
  - **Air-adjacent** - For LBA and long-range Airstrike attacks by Carrier aircraft, an OZ is considered to be “Air-adjacent” if it is connected by a Sea Route that does NOT have a Nav Point dot. OZ connected by a Sea Route with a Nav Point are too distant for LBA or Carrier aircraft to strike.
  - **Column Shifts** - When a card refers to “column shift” it is referring to the Attack strength columns on the Combat Results Table found on the map. Shifting left or right will decrease or increase Attack strength.

### The Map

- **Operation Zones (OZ)** - OZ are the white-outlined areas on the map that are connected by dotted movement lines (*Sea Routes*). A circular OZ is a *Base*, and a rectangular OZ is a *Port*. Some Ports also contain a printed *Victory Point* value.
- **Sea Routes (SR)** - A movement path between two OZ for use by naval units; a large white dot along a Sea Route indicates an additional movement point is required to move along it.
  - *Note: Two of the Sea Routes are “closed” and cannot be used until opened by the appropriate Allied player Action. These closed SR are represented by blue dotted lines each with a blue Nav Point dot along it.*
- **Adjacent OZs** - For **Naval Unit** purposes, any two OZ that are directly connected by a Sea Route are considered “adjacent”. However for **LBA**, Adjacency is better defined by *Air Superiority Zones* (see next entry). ( ? )
- **Air Superiority Zones (ASZ)** - ASZ represent air power projected by LBA units. ASZ can play a role in controlling Bases and Ports, and are used to determine adjacency for LBA. An Air Superiority Zone covers all OZ adjacent to the LBA’s OZ, *but only if the connecting Sea Routes do not have a white Nav Point dot*. The distance along a Sea Route with a Nav Point is too great for LBA to project an ASZ to the OZ so connected. The term *Air-adjacency* is often used in this context, especially on the Revised Resource Cards variant I compiled ([see separate file](#)).

## REINFORCEMENTS PHASE (6.0)

Both players place their reinforcements and repaired units from the turn track to the OZ indicated, ready-side up. British ships with a two-number Setup Code in the form “X-Y” enter as reinforcements on turn X and are removed from the game during the reinforcements phase on turn Y.

**Note:** if your Reinforcement or Repair port is under enemy control, see Supply rule 10.3.

	Reinforcements	Repaired Units
Japanese	Japan OZ	Japan OZ
US	West Coast OZ	Hawaiian Islands OZ
British	Madagascar OZ	Madagascar OZ
Australian	Australian OZ	Australian OZ
Allied LBA	Madagascar OZ or West Coast OZ	Madagascar OZ or West Coast OZ

## RESOURCE CARD DRAW PHASE (7.0)

Both players draw RC as per the following table; Japan’s maximum hand size is 4 cards; the Allies maximum hand size is 10.

**Running out of Resource Cards** - The moment there is only 1 RC left in the draw deck, even if a player is in the process of drawing cards, combine that one RC with the cards in the discard pile and shuffle to create a new RC draw deck.

	Turn 0	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5
Japan Card Draw	4	0	0 or 2*	0 or 2*	0 or 2*	0 or 2*
Optional rule 15.2	4	1	0-3*†	0-3*†	0 or 2*	0 or 2*
Allies Card Draw	0	2	3	4	8	10
Optional rule 15.3	0	1	2	3	6	8

\* Japan draws 2 cards on Turns 2-5 only when it controls Borneo OZ. (It is impossible to control Borneo at the start of Turn 1)

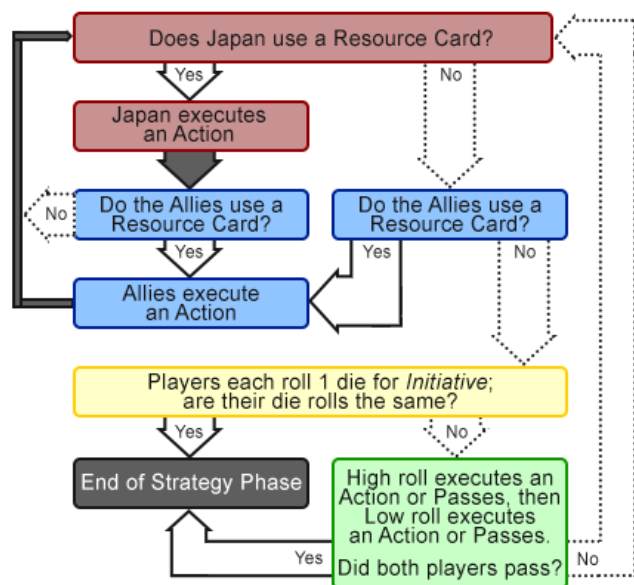
† Japan rolls 1d6; on a result of 2-6 Japan draws another card.

## STRATEGY PHASE (8.0)

The Strategy Phase is played in a series of Rounds, where each player is given a chance to take the Initiative, and to perform one Action. Rounds continue until a tied die roll ends the Phase, or both players decide to Pass.

### Initiative Flowchart

At the start of each Round, follow the flowchart to determine when/if players gain initiative and take their Action that round. Note that if one player uses an RC to gain initiative but the other player does not, that other player doesn’t get to perform an Action that round. If neither player uses an RC to gain initiative and take an Action, then they each roll a die to determine if the Strategy Phase continues for another round; high roll gains initiative and takes their Action first.



### Active Player Actions

The active player can perform *one* of the following six Actions:

- Move** a number of Naval units from one OZ to another using *Normal Movement* or *Return to Port Movement*. (no discard) (8.9)
- Redeploy** one LBA unit to a friendly-controlled OZ, or to an OZ with friendly naval units (no discard) (8.9.3)
- Discard a card to **Resupply** an OZ. (8.6)
- Discard an **Action** card to use its printed text (8.5).  
*NOTE: On Turn 1, text on cards can only be used in the Supply phase.*
- Discard a card to create a **Fleet Train** (Allies only, on turns 4 & 5 only) (8.7)
- Discard *one* card to permanently open *both* **Restricted Sea Routes** (8.8)

### Non-Active Player Interruption

Some cards (A-09, A-15, J-15) allow the inactive player to interrupt the active player; this always happens *BEFORE* the Active player declares/starts their Action.

## Actions In Detail

### 1.a. Naval Unit Movement (no discard) (8.10)

- Select an OZ and choose one or more *Ready* ships to form a Group.
- Move the group to ONE destination OZ (no splitting of the group), within Range of the group.
  - Group Range is the speed of the slowest ship in the group if movement ends in contact with the enemy.
  - Group Range is “3” regardless of ship speed if no enemy OZ or enemy ships are encountered during movement.
- Sea Lanes with nav points (large white dot) cost an additional movement point to transit.
- Movement ends when out of movement points or when entering an OZ containing enemy Naval or LBA units.
- Flip moved ships to their Ops Complete side (prior to combat), and place a Movement Points Remaining marker with the group to show any movement points that remain after moving. (remaining MP may be used during combat)
- Check for Base control (12.0).

### 1.b. Return to Port Movement (no discard) (10.4)

- Select an OZ and select any ships there to form a Group.
- Move this Group to a PORT with no distance limitations, but the path taken cannot pass through an OZ that is enemy-controlled or occupied by enemy naval units.
- Ready Naval Units are *not* flipped to Ops Complete (or vice versa) when they Return to Port.

### 1.c. Reaction Movement (**Non-Active** player response) (8.12)

- When the *Active* player moves naval units into an OZ containing a *Ready* enemy Aircraft Carrier, the *Non-Active* player may conduct *Reaction Movement*.
- If the *Active* player is Japan and they move naval units into an OZ with an Allied LBA, the Allied player may conduct Reaction Movement. (conversely, the presence of Japan’s LBA units never triggers a Japanese Reaction Movement)
- **Emergency Evacuation reaction move**
  - If the Defender qualifies to make a Reaction Move, they may choose to retreat ALL units in the OZ using the *Return to Port* rules (10.4).
- **Counterattack reaction move**
  - The Defender may select ONE OZ with *Ready* ships that are in *Reaction Range* of the OZ that is under attack, and move a group of them to that OZ to participate in Combat; flip the reacting ships to Ops Complete.
  - *Reaction Range* is the reacting ships’ Speed minus 1.

### 2. Land-Based Air Redeployment (no discard)

- Redeploy one LBA unit to a valid destination OZ anywhere on the map with no distance or Sea Route restrictions. A valid destination OZ is friendly-controlled or has friendly naval units present.
- Only one LBA can occupy a Base; any number of LBA can occupy a Port.

### 3. Discard a card to Resupply your naval units in one OZ

- All friendly naval units in a friendly *Port* are resupplied (flipped) to their *Ready* side.
- If the chosen OZ is a friendly *Base* rather than *Port*, only *Non-Capital* ships can be resupplied.

### 4. Discard an Action card to use its printed text. (8.5)

- Some cards are labeled with the “Action” keyword; these are Action cards. To use an Action card, discard it and follow the text on it. If the label also contains the “event” keyword, follow the Strategic Event steps as well. (4.6)

### 5. Discard a card to create a Fleet Train (Turns 4 and 5 only) (Allied player only) (8.7)

- During Turns 4 and 5 the Allied player can discard a card to place one Fleet Train marker on a friendly Base in an OZ that does NOT contain a Port controlled by Japan. Only one FT can be placed per turn.
- A Fleet Train acts like a Port controlled by the Allies, but it does not earn Victory Points.
- FT markers are removed in the follow instances:
  - At the end of the Supply Phase of the turn it was placed on the board.
  - If an enemy ship enters the Fleet Train’s OZ when there are no Allied ships in the OZ.

### 6. Discard a card to permanently open the two Restricted Sea Routes (Allied player only) (8.8)

- The Allies can discard one card to open *both* Restricted Sea Routes.
- Once open, both Japan and the Allies can use these routes, and they cannot be closed again.

## COMBAT PHASE (9.0)

When opposing units are in the same OZ, combat occurs. The Active player is the Attacker, and the Non-Active player is the Defender. ALL units in the OZ take part in combat, their Ready/Ops Complet status does not matter. Each Round of Combat is divided into an Airstrike Combat segment and a Surface Combat segment.

- **Resource Cards:** At the start of each Combat round's Airstrike and/or Surface segment, players alternate playing any applicable Resource cards, *one at a time*, Japan always going first. There is no limit to the number of RC played.
- **Rounds of Combat:** Entering an OZ guarantees one round of combat, but additional rounds are only possible if the Attacker has movement points remaining (one additional round of combat per remaining MP).

### Airstrike Combat (9.1.1) Segment

Each side may conduct Airstrike combat if they have an Aircraft Carrier (and/or LBA in the case of the defender) in the OZ. Airstrike combat is resolved simultaneously.

- Take turns (Japan first) playing applicable Resource Cards, one at a time, as desired.
- Total the Airstrike value of all of your units to determine which *Column* to use on the Combat Results Table (CRT).
- *Column Shift* may occur under the following circumstances:
  - If the enemy has more Aircraft Carriers in this combat round, shift one column to the left.
  - If the enemy has LBA in this combat round, shift one column to the left.
  - Resource Card text may cause a column shift.
  - » Column Shifts can shift the attack to the left past the "1" column, and as a result no hits are inflicted.
  - » Column Shifts can *NOT* shift the attack to the right past the "31+" column; use the 31+ column in this case.
- *Airstrike Hits:* Roll a die and look up the result in the appropriate CRT column; this is the number of *Hits* achieved.
  - For each Hit, the *attacking player* chooses an enemy Naval or LBA unit on which to apply that Hit.
  - Hits must be as *evenly distributed* across opposing units as possible.
  - Once hits are assigned, proceed to the *Damage* subphase below. **Exception!** *LBA that are hit once are sent to the Turn track and return as "Repaired" on the following turn. LBA hit twice return in two turns.*
- After Airstrike Combat is resolved, first the Active player, then the Non-Active player state whether they will Retreat. If neither side retreats after Airstrike Combat, proceed to Surface Combat.

### Surface Combat (9.1.2) Segment

The Attacker decides whether to conduct Surface Combat. If Surface Combat occurs, it is resolved simultaneously. If the Attacker opts to NOT engage in Surface Combat, skip down to Combat Round Winner (9.4).

- Take turns (Japan first) playing applicable Resource Cards, one at a time, as desired.
- Total the Gunnery strength of all of your units to determine which *Column* to use on the Combat Results Table (CRT).
  - Resource Card text may cause a column shift.
  - » Column Shifts can shift the attack to the left past the "1" column, and as a result no hits are inflicted.
  - » Column Shifts can *NOT* shift the attack to the right past the "31+" column; use the 31+ column in this case.
- *Gunnery Hits:* Roll a die and look up the result in the appropriate CRT column; this is the number of *Hits* achieved.
  - For each Hit, the *receiving player* chooses one of their Naval units on which to apply that Hit.
  - Hits must be as evenly distributed across Naval units as possible.
  - Once hits are assigned, proceed to the *Damage* subphase below.

### Damage (9.2.5)

For each Hit assigned to a unit, roll one die for Damage and apply it to that unit as follows:

- If the targeted unit is *Heavily Armored* (black box around its Defense value), *subtract one* from *each* die rolled against it.
- If the unit was assigned more than one Hit, add the resulting die rolls together for the total Damage dealt to that unit.
- Compare the total Damage dealt to the unit's Defense value.
  - If Damage > Defense of the unit, that unit is sunk/destroyed and removed from the game.
  - If Damage ≤ Defense of the unit, that unit is out of action and will return in X turns, where X is the amount of Damage that unit took. Place the unit on the Turn track to return as a repaired unit X turns from the current turn. If this would see it repaired on a turn after Turn 5, remove it from the game instead.

## Combat Round Winner (9.4)

At the end of a Combat Round, the **Attacker** wins if they have at least one unit remaining, and one of the following is true:

- All Defending units were eliminated.
- The Defender retreated.

If the **Attacker** won the combat round, they must choose one of the following options:

- Retreat ALL of their surviving units as per 9.5 below.
- Or, remain in the OZ, flipping all of their units to their Ops Complete side.

The **Defender** wins the combat round if at least one Defending unit survives. If the Defender wins, the **Attacker** must choose between the following options:

- Extend combat for another round (if the Attacker has at least one MP remaining to do so).
- Or, retreat all units from the OZ. The Attacker *must* retreat if they have no MP remaining to extend combat.

## Retreating (9.5)

» The Defender may retreat prior to combat via *Reaction Movement* (8.12) if they meet the criteria to do so.

» The Attacker decides if they will retreat at the end of Airstrike Combat.

» The Defender decides if they will retreat at the end of Airstrike Combat.

» The Attacker decides if they will retreat at the end of Surface Combat.

» The Defender decides if they will retreat at the end of Surface Combat.

» The Attacker *must* retreat if ALL Combat Rounds are complete but Defending units remain in the OZ.

1. A retreating player must:
  - a. Retreat ALL of their units from the contested OZ.
  - b. Naval units return to any friendly-controlled *Port* of unlimited distance, but must avoid passing through an OZ controlled by their opponent or an OZ with one or more opposing naval units in it.
  - c. If b. is not possible, Naval units Redeploy as if Isolated, returning to the nearest friendly port regardless of enemy disposition. If multiple ports are equidistant from the OZ, the owner chooses where each unit goes.
2. Additional rules for a retreating *Defender*:
  - a. LBA are moved to the next turn's reinforcement space on the Turn track.
  - b. All of their retreating naval units are flipped to Ops Complete.

## SUPPLY PHASE (10.0)

Both players perform the following Supply Phase segments in order; Japan always conducts their part of each segment first.

### Check for Isolation (10.1) Segment

LBA and Naval Units not at a friendly port must check for *Isolation*. A unit is *Isolated* if it cannot trace a sea route to a friendly port without passing through an OZ controlled by the enemy or an OZ with enemy naval units in it.

1. Isolated LBA are removed from the map and become Reinforcements, arriving on the next turn.
2. Isolated naval units are flipped to their Ops Complete side, then Redeployed to the nearest friendly Port (owner's choice of ports for each unit if multiple ports are "nearest" the isolated unit).

### Port Invasion (10.2) Segment

A player with *naval units* in the same OZ with an enemy-controlled port can attempt to capture that port by using their naval units' strength, and by discarding Resource Cards.

- Receive 1 Ground Strength point for every 20 of your Airstrike+Gunnery strength points in the OZ.
- Receive 1 Ground Strength point for each RC you discarded.

If the player's Ground Strength points are  $\geq$  the VP value of that OZ, capture the port and place your control marker on it.

### Special Rule for Major Ports (10.3)

Major Ports function like any other port except for the following rule: If at the beginning of the Reinforcement Phase your major port or ports are not under your control, units being repaired are instead destroyed, and reinforcements are delayed until you recapture one of your Major Ports.

- Japan's Major Port is in the Japan OZ.
- The Allies' Major Ports are in the Hawaiian Islands OZ, and in the Australia OZ

## Control (12.0) Segment

Determine control of each OZ by Japan, the Allies, or neither; use Port and Base markers to show control.

Enemy Port Control (this table also works for Base control, just substitute 'Enemy Base' for 'Enemy Port')				
Forces Present	No Enemies	Enemy Ships	Enemy LBA	Enemy LBA Zone
No Friendlies	Enemy Port	Enemy Port	Enemy Port	Enemy Port
Friendly Ships	Friendly Base	--	--	neither control
Friendly LBA	Friendly Base	--	--	Friendly Base
Friendly LBA Zone	Friendly Base	neither control	Enemy Port	neither control

## Redeployment and Return to Port (10.4) Segment

- LBA units can be moved (Redeployed) to valid destination OZs anywhere on the map with no distance or Sea Route restrictions. The destination OZ must be friendly-controlled or have friendly naval units present. Only one LBA can occupy a Base; any number of LBA can occupy a Port.
- Players can move (*Return to Port*) any/all of their naval units to *Ports* they control anywhere on the map with no distance limitations, but the path taken cannot pass through an OZ that is enemy-controlled or occupied by enemy naval units.
- Ready Naval Units are *not* flipped to Ops Complete (or vice versa) when they Return to Port.

## Resupplying Naval Units (10.5) Segment

- Ships in the following OZs are *automatically resupplied* (flipped to their Ready side) at this point in the Supply Phase.

This Nation's Ships ...	are Automatically Resupplied if they are in ...
Japan	Japan OZ
US	Hawaiian Islands OZ or West Coast OZ
Britain	Ceylon OZ or Madagascar OZ
Australia	Australia OZ

- Ships in OZs with friendly Ports and Bases can be flipped to their Ready sides as follows:
  - Discard a card to flip all *Capital Ships* and *Non-Capital Ships* at *ONE* friendly *PORT* to Ready.
  - Discard a card to flip all *Non-Capital Ships* at one friendly *BASE* to Ready.

## Fleet Train Removal (8.7) Segment

- At the end of Turns 4 & 5, if there is a *Fleet Train* marker on the board, remove it from the game.

## VICTORY PHASE (11.0)

- Japan calculates VP, then Allies calculate VP as follows:
  - Total the value of the Ports each side controls, plus ...
  - Whichever side has the most Bases gets +1VP, plus ...
  - Any VP awarded by Resource Cards.
  - Compare each side's VP; the difference is used to adjust the VP track.
- Determine if Automatic Victory occurs.
  - Allies win immediately if they capture the Japan OZ with a Port Invasion.
  - Japan wins if they have 5 or more VP at the end of Turn 4.
  - Allies win if they have 1 or more VP at the end of Turn 4.
- Advance Turn marker
  - If this is the end of Turn 5 and the Allies have fewer than 5 VP, Japan wins.