

## Fleet Commander Nimitz - War

This expansion combines the 4 separate Nimitz Campaigns into one seamless Campaign that starts at the beginning of 1942 and doesn't stop until the middle of 1945.

You receive Supply Points (SP) each Campaign Turn. You use these to purchase Forces, Repair Forces, buy Battle Plans, and invest in your Infrastructure.

### Rules

This expansion details the US Resupply step in the Sequence of Play:

### US Resupply Step

Advance and Delay Forces Under Construction  
Gain Supply Points  
Allocate Supply Points and Rush  
Place Newly Started Forces on Tracks

These rules focus on the Shipyard production line. The Basic Training and Assembly Lines use the same rules. The Home Front Morale modifies the 3 production lines.

### Components

**1942**

**Front Commander Nimitz - Total War Expansion**

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a cost of 4, you would place the Ship counter in the Shipyard production line box with the “3-4”. An Infantry with a cost of 2 would be placed in the Basic Training box with a “2”. A Land-Based Aircraft with a cost of 3 would be placed in the Assembly Line box with the “3”.

You may build Battalion counters. Treat them as having a cost of 1. You may only purchase a Battalion if there is a US Battalion counter available.

At this same time, you allocate SP to Home Front Morale in the same way as you allocate SP to the 3 production lines.

Here is an example of how your Infrastructure sheet might look several turns into the game:

Shipyards	Basic Training	Assembly Lines
<b>Inferior</b> Capacity = 20 Rush = 3 <b>Built</b>	<b>Inferior</b> Capacity = 3 Rush = 3 <b>Built</b>	<b>Inferior</b> Capacity = 6 Rush = 3 <b>Built</b>
<b>Standard</b> SP: 15, (Max 6) Capacity = 35 Rush = 2	<b>Standard</b> SP: 10, (Max 5) Capacity = 6 Rush = 2	<b>Standard</b> SP: 10, (Max 6) Capacity = 10 Rush = 2
<b>Superior</b> SP: 40, (Max 15) Capacity = 50 Rush = 1	<b>Superior</b> SP: 20, (Max 8) Capacity = 9 Rush = 1	<b>Superior</b> SP: 30, (Max 12) Capacity = 18 Rush = 1
5-6	3	3
3-4	2	2
2	1	1
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Home Front Morale	US Resupply Ship
<b>Organizing (Phase 1)</b> 2 Delays in each production line each Turn.	Advance and Delay Forces Under Construction - Gain Supply Points - Allocate Supply Points and Rush - Place Newly Started Forces on Tracks
<b>Coming Up To Speed (Player)</b> SP: 15, (Max 6) Delay in each production line each Turn.	<b>Enthusiastic (Compressor)</b> SP: 20, (Max 10) 2 free Rushes each Turn.
<b>Hitting Their Stride (Garrison)</b> SP: 20, (Max 11) No adjustment to Held Objectives.	<b>Cheering (Once Available)</b> SP: 20, (Max 10) 4 free Rushes each Turn.
<b>Optimistic (Garrison)</b> SP: 20, (Max 11) 1 free Rush each Turn.	<b>Ticker Tape Parade (President)</b> SP: 30, (Max 17) 6 free Rushes each Turn.

*Example: Previously, you paid 15 SP to upgrade your Shipyards from Inferior to Standard. You paid 10 SP to upgrade your Basic Training from Inferior to Standard, and then 20 more SP to upgrade it to Superior. You also spent 2 SP toward upgrading your Assembly Lines to Standard, but you need to spend 8 more SP to complete the upgrade. You also have spent 4 SP upgrading your Home front track. When you spend 11 SP more, it will upgrade to “Hitting Their Stride”.*

*Last turn, you started construction of a cost 5 Aircraft Carrier. At the time, you placed the counter in the “5-6” box. During the Advance step, you move it to the “3-4” box. You also choose to spend 2 SP to Rush it to the “2” box.*

*You had other ships also under construction. This turn, they are in the “1” box. You advance them off the sheet and to the West Coast area of the map.*

Similar placements, advancements, and completions are also happening on the other 2 production lines.

## The Home Front Morale Section

The Home Front Morale track modifies the actions that take place on the other 3 production lines.

Your Home Front begins with an “Organizing” status. You need to spend 15 SP to complete the “Coming Up To Speed” box to upgrade. While you are “Organizing”, each of your production lines suffers 2 Delays each turn. This means that 2 counters that would have advanced in each line, do not advance.

*Example: In your Shipyards, you have a Battleship in the “2” box, and a Cruiser and Submarine in the “1” box. Due to the Delay of 2, you select 2 of those counters not to advance this turn.*

You may pay to Rush after suffering Delays.

*Example: You elected to have your Battleship and Submarine get Delayed, and not advance. Later in the Turn, you pay the Rush cost to advance the Battleship to the “1” box.*

Once your Home Front is sufficiently advanced, you gain free Rushes each turn. Use these as normal Rushes as detailed

previously.

## Fortification Counters



If the Japanese Hold the Island, the Japanese begin each Campaign Turn with the noted number of Fortification counters on the Island, even if some were discarded in a previous Campaign Turn.

Discard 1 Fortification counter each time a Japanese Infantry is about to suffer a Hit, instead of inflicting the Hit on the Infantry.

## Post-War Life

Each Home Front box also notes your career path after the war. The better you make life for the civilians during the war, the more grateful they will be to you after the war.

## Entering into a New Year

At the end of the 6th turn of 1942, note the number of Objectives you Hold with Supply Point counters off to the side, and continue on with 1943, and beyond, until the end of the 4th turn of 1945.

At the start of each new year, reference the new year’s Reinforcement sheet. Add the noted Japanese Forces to their Ship, Infantry, and Land-Based Aircraft sections of their Reinforcements area of the map.

Add your Forces to those available for production.

If the US starts the new year with any Destroyed Submarine Groups, Destroyer Groups, or CVE Groups, add the current year’s counters of the same name to your pile of US Ships available for production.

*Example: During the 1942 Turns, the US Sub Gp 2 was Destroyed. When starting the 1943 years, add the 1943 Sub Gp 2 to your pile of US Ships available for production.*

All destroyed US Land-Based Aircraft are returned to your pile of US Land-Based Aircraft available for production.

Use the appropriate year of Carrier-Based Aircraft as the War enters each new year.

## End of the War

Overall Evaluation	
Objectives Held	Evaluation
50 to 51	Great
45 to 49	Good
35 to 44	Historical
26 to 34	Poor
25 or less	Dismal

At the end of the war, total the number of Objectives you Held at the end of each year and compare that total to the Evaluation chart on the Reinforcement sheets.

## Optional Rule

As the war progressed, some Force counters have their values adjusted. If you like, you may freely swap out an existing counter on the map for its revised counter reflecting its new year’s values.

Most Forces retain the same values, but some counters, such as Aircraft Carriers, have notably improved values.

If you decide to use this rule, use it for both the US and Japan.