

# The Pacific War – Player Aid 1

## GAME SETUP (14.0)

### Unit Setup

- Shuffle the Resource Cards to make a Deck and place it face-down on its map outline.
- Allies place their units first, then Japan. *Setup Codes* printed on units are their starting locations per the tables below.
- Units with Setup Codes printed in **RED** are used when certain Optional Rules are in play.

ALLIED UNIT SETUP LOCATIONS			
Code	Starting Operation Zone	Code	Starting Operation Zone
H	Hawaiian Islands	B	Borneo
M	Midway	S	Singapore
F	Samoa Islands	C	Ceylon
A	Australia	LAC	Any of Australia, Samoa, or Port Moresby
P	Philippines	PH	See Turn 0 Special Sequence of Play, phase 4.

JAPANESE UNIT SETUP LOCATIONS	
Code	Starting Operation Zone
H	Hawaiian Islands -- This is the Pearl Harbor attack group used on Turn 0, Phase I.
none	Any of Japan, Indochina, Okinawa, Truk, Mariana Islands, or Kwajalein Atoll -- Capital ships must be placed in Ports.
LBA	Place one each in Japan, Indochina, and Truk.

### Markers (14.3)

- Place the Turn marker on the December 1941 box, and the Victory Points marker on 0 of the VP track.
- Place the two “Closed Sea Route” markers on the **BLUE** Nav Point dots found near the bottom center of the map.
- Place a Japanese Port Control Marker on Japan, Indochina, and Truk OZs.
- Place an Allied Port Control Marker on every other Port OZ on the map.
- After both players have set up their units, place respective Base Control markers on the map following 10.2.

---

## TURN 0 SPECIAL SEQUENCE OF PLAY

Turn 0 is conducted in 5 phases that are unique to this turn only.

- 1) **TORA TORA TORA** : All Japanese Aircraft Carriers with Setup Code “H” perform one round of Airstrike Combat against the US Naval units in the Hawaiian Islands OZ. Roll on the [31+] column of the Combat Results Table.
- 2) **Air Raid Malaysia** : The Japanese LBA in the Indochina OZ performs one round of Airstrike Combat against British Naval units in the Singapore OZ. Roll on the [6-7] column of the Combat Results Table.
- 3) **Operation Z** : Move all Japanese naval units with Setup Code “H” to the Japan OZ, with their Ready side up.
- 4) **Sleeping Giant** : Place all US naval units with Setup Code “PH” in the Hawaiian Islands OZ, Ready side up.
- 5) **A Day of Infamy** : This concludes Turn 0; NO Victory Points are awarded. Proceed to Turn 1.

Additional rules unique to Turn 0...

- No Resource Cards can be played on Turn 0.
- Units damaged on Turn 0 return to the board one turn later than normal. Example: A unit that took 1 damage on Turn 0 is repaired and returned to play on Turn 2 rather than Turn 1

# The Pacific War – Player Aid 2

## URNS 1-5 STANDARD SEQUENCE OF PLAY

### Standard Sequence of Play for Turns 1-5.

#### Reinforcements Phase

- Players place their reinforcements from the turn track into their indicated OZs (*see table in 6.0*).

#### Resource Card Draw Phase

- Players draw the appropriate number of RC cards (*see table in 7.0*).

#### Strategy Phase

- Players may spend RC (or roll dice) to gain Initiative (*see flowchart in 8.0*).
- Take Actions, including Combat(9.0) as desired/required.
- Repeat until the Strategy Phase ends when both players pass, or their initiative die rolls are a tie.

#### Supply Phase

- Japan checks for Isolation, then Allies check for Isolation.
- Japan conducts Port Invasions, then Allies conduct Port Invasions.
- Japan conducts Redeployment and Return to Port, then Allies conduct Redeployment and Return to Port.
- Japan conducts Resupply of Naval Units, then Allies conduct Resupply of Naval Units.

#### Victory Phase

- Japan calculates VP, then Allies calculate VP. The difference between those results is used to adjust the VP track.
  - Determine if Automatic Victory occurs.
  - Advance Turn marker; if this is the end of Turn 5, determine Victory.
- 

## COMBAT SEQUENCE

### 1. Play Resource Cards

- a. Japan may play one RC, then the Allies may play one RC; repeat until both players pass.

### 2. Airstrike Combat

- a. Attacker totals the Airstrike Strength of their units, and rolls against the CRT. Attacker *evenly*\* assigns Hits to opposing units. Prior to rolling, be sure to check for *Column Shifts* that may occur due to opponent force composition and RC used.
- b. Defender rolls against the CRT and *evenly assigns*\* Hits to opposing units. Prior to rolling, be sure to check for *Column Shifts* that may occur due to opponent force composition and RC used.
- c. Both players roll for Damage, simultaneously applying the effects.
- d. Does the Attacker retreat? If yes, end combat and retreat all of the Attacker's units.
- e. Does the Defender retreat? If yes, end combat and retreat all of the Defender's units.

### 3. Surface Combat

- a. The Attacker decides whether to engage in Surface Combat. *If not, skip to combat step 4.*
- b. Attacker rolls against the CRT, then the Defender *evenly assigns*\* the resulting Hits to their units.
- c. Defender rolls against the CRT, then the Attacker *evenly assigns*\* the resulting Hits to their units.
- d. Both players roll for Damage, simultaneously applying the effects.
- e. Does the Attacker retreat? If yes, end combat and retreat all of the Attacker's units.
- f. Does the Defender retreat? If yes, end combat and retreat all of the Defender's units.

### 4. Additional rounds of Combat can occur if all of the following are true:

- a. Neither player retreated from the OZ.
- b. The Attacker has one or more remaining Movement Points to spend on further combat rounds. If the Attacker chooses to press the attack for another round, go back to Step 1.

\* **Evenly assigning Hits** means to apply them so that no unit has more than 1 more hit applied to it than to any other unit.  
Examples: 4 hits on 2 ships = both ships are assigned 2 hits. 7 hits on 3 ships = 3 hits on one ship and 2 hits on the others.