**Pacific War, from Pearl Harbour to the Phillipines. Version 4.0 20191106 by R. Veenenberg.**

This is a strategic naval war game between the Imperial Japanese Navy (IJN) versus the Allied Navies. IJN player has 53 ships + 3 Land Based Air (LBA); Allies: 70 US, 18 British, 2 Australian and 1 Dutch ships + 11 LBA. Markers are: onetime only events, control of ports & bases, battle location, +1/+2 extra rounds attackers may battle, VP and Turn tracks. There are 16 two sided player cards. On the map are 11 ports and 11 bases connected by sea routes. Ships have air/surface attack, defence and speed values. LBA has only air attack values. A black defence box means that 1 is subtracted from each damage die roll. Ships have 2 sides: a ready front and an Ops completed back (speed 0). Capital ships (battleships & carriers) have a national flag or anthem; non-capital ships (cruisers) have none.

**Game Turn.** The game has 5 turns in which players try to control as many ports and bases as possible. 9 ports have a large number, which a player scores at the end of each turn if he is in control of that port. It is also the number of strength ground points (GP’s) needed to capture the port. The player who controls most bases at the end of a turn gets 1 VP.

Players set-up their at start units and markers. In a turn “0”, the IJN player executes 1 free air strike against Pearl Harbour (31+ column) and 1 against Singapore (6-7 column). Optional: IJN may strike again; rolls a die: 1: 3 column, 2-3: 6-7 column, 4-5: 10-12 column; 6: 16-19 column. The IJN places all H-coded ships in Japan and the Allies place all PH-coded ships in Hawaii ready side up.  
  
**Short description of a game turn.**  
A turn has 3 Phases and starts with the Reinforcement Phase: both players place their reinforcements: repaired, new ships and LBA; then both draw new cards, player with most VP’s draws first. Next phase is the Strategy Phase, which consists of rounds in which each player perform 1 of following actions or passes:

1. Move a number of ships in 1 port/base to any 1 port/base within range of the slowest ship in the group. Ships must end movement if entering an enemy occupied port/base: turn them to their Ops complete side.
2. Redeploy 1 LBA to any own controlled port/base or one with own ships on the map OR a redeploy a number of ships from 1 port/base to 1 own controlled **port** by sea routes not crossing enemy controlled ports/bases or ships. After redeployment ships preserve their ready or Ops completed sides.
3. Play 1 Strategy Phase card (13 events, which don’t start with “Use…”) and execute the event.
4. Discard 1 card to ready all Ops completed ships in 1 port or all non-capital ships in 1 base.
5. Allies: discard 1 card to open 2 Sea Routes from Australia OR 1 card to place a Fleet Train on an own base.

Before each round players may **discard 1 card** to gain the initiative AND perform 1 action, starting with the IJN player followed by the Allied player. If both players don’t want to use cards for initiative they roll a die to determine who goes first. The winner may perform an action followed by an action of the loser. When both players pass or roll a tie, the Strategy Phase ends.

The Supply Phase has 5 steps, in each step the IJN player goes first followed by the Allied player:  
1): Check all own ships **and LBA** which are **not in own controlled ports** for **isolation**. They are isolated if they cannot trace a sea route to an own controlled port free of enemy controlled ports/bases or ships. Isolated ships are placed on their Ops completed side on the nearest (number of opened sea routes) own controlled port. Isolated LBA is placed with next turn reinforcements.  
2): Enemy ports can now be captured if the attackers fleet has enough GP’s to match the VP number of the port. Cards can be used to increase the number of GP’s needed. Allies win if japan is captured.   
3): Players may redeploy ALL their ships and LBA (for free!) within the redeployment rules (see B).   
4): Resupply of ships: all Ops completed IJN ships in Japan, US ships in Hawaii and West-Coast, British ships in Ceylon and Madagascar and Australian ships in Australia are turned to their ready side; cards can be discarded to resupply ships in other ports or non-capital ships in bases: 1 card per port/base.  
5): VP’s are scored by both players for control of ports and bases and the VP-marker adjusted. If the Allies don’t capture Japan, the score at end of turns 4 and 5 decides who is the winner (see Winner).

**Set Up:** The 16 cards are shuffled and placed face down in the Card Deck space. Both players place all units with set up codes on their locations and the VP and Turn markers at the 0-space of their tracks. H = Hawaiian Islands; M= Midway; F= Samoa; A = Australia; B= Borneo; P= Phillipines; S = Singapore; C = Ceylon. The Allied Player place his 2 “LAC” coded LBA in Australia, Port Moresby or Samoa: **ports may contain any number of LBA units; bases only 1 LBA unit.**   
The IJN player places 1 LBA in Japan, Indochina and Truk. **IJN player draws 4 cards** and inspects them. The IJN player decides his strategy and then divides his 26 non-coded ships over Japan, Indochina or Truk and non-capital ships only over Okinawa, Marianas and Kwajalein. The 9 port control markers are placed with their side up: 3 IJN and 6 Allied on 9 ports. Madagascar and West-Coast are always in control of the Allies (no markers used): no IJN ships may ever enter them. Finally base control mar-kers are placed depending on the location of LBA and ships. The 6 Strategic event markers are placed in their box, unused side up. The 2 Sea Routes Closed markers are placed on the 2 light blue sea routes. The +1/+2 MP’s remaining, battle and initiative marker are set aside for usage later.

**Winner.** At theend of each game turn both players total their VP’s for ports they control and who controls most bases gets 1 VP. The VP-marker on the VP-track is then adjusted with the difference of both players scores. The game ends in turn 4 if Japan has 5 VP’s or more OR the Allies 1 VP or more with their victory. On game turn 5 the Allies win if they have 5 VP’s or more, otherwise Japan wins.

**Control of ports and bases.** The game starts with all ports and most bases controlled by either player marked with a port or base control marker of their side face up.

**Bases**. A base is controlled by the side which has a LBA placed there (1) or which have a LBA unit placed on an adjacent port/base AND no enemy LBA is placed adjacent to that base (2) or which has ships placed in a base with no enemy LBA placed adjacent to that base (3). **Adjust base control markers after each players placement or removal of ships or LBA units**.

**Ports**. Start and remain under control of a player until captured by the enemy. Until captured, ports can be turned into **a base controlled by the opponent**, if the latter moves ships to that port which stay there and no own LBA is on an adjacent port or base. Place an enemy base control marker ON TOP OF the own port marker. If own LBA is (placed) adjacent, place enemy ships on top of the own port marker: NO enemy base control marker is used. In both situations **no VP’s are earned by either player** for control of the port. When a base control marker is placed, that player can place a LBA on the base which guarantees control of that base. Base control markers are removed after a port is captured or if enemy occupying ships or LBA leave the port.

**Reinforcements & new cards.** Reinforcements have a 1-5 number in the right upper corner of a unit and appears on the turn with that number. Japanese ships and LBA appear in Japan, British ships in Madagascar, Australian ships in Australia and US ships in West-Coast. Allied LBA appear in West-Coast and/or Madagascar (choice). Repaired ships follow the same rules, except that US ships appear in the Hawaiian Islands. If Japan/Hawaii is controlled by the Allies/IJN, no new ships or LBA may be placed there as long as the Allies/IJN control Japan/Hawaii and **all ships under repair are destroyed**. If Hawaii/Australia is captured by Japan, **US** and Australian ships may be repaired in the West Coast. Optional 1: Shangri-La, Alaska, New York and Texas arrive as reinforcements in Turn 5 only if the IJN has 1-4 VP’s at the end of turn 4. 4 ships arrive on 4 VP’s, 3 on 3 VP’s a.s.o. Draw at random. British ships that have a 2nd number are removed in the reinforcement phase of the turn with that number. **Cards**: IJN player receives 2 cards each turn if he controls **Borneo**. Optional 2: IJN draws a minimum of 1 card per turn and receives 1 card for each Allied port captured in the previous turn independent of the number of cards held in his hand. Allied player receives in turns 1-5 respectively 2, 3, 4, 8 and 10 cards. The maximum hand size of the IJN player is 4 cards and Allied player 10 cards. Players may not draw cards above his limit.

**Initiative determination.** IJN player may play 1 card for initiative and then performs 1 action. Then the Allied player has the choice to do so. If the Allied player plays a card and performs an action, the IJN player has to choose again. If the Allied player declines to do so, then the IJN player again has the choice to play a card for initiative. If the IJN player declines, the US player has the choice and then the IJN player a.s.o. If both IJN and US player declines to play a card and both won’t pass, both roll a die. The winner performs an action followed by the loser. If a player passes, the other player may perform 1 or more actions until done. If both pass or roll a tie, the Strategy Phase ends.   
Optional 3: after rolling a tie, both players may perform 1 final action, IJN player goes first.   
Strategic event cards J15, A9 and A15 allow the non-active player to cancel the active players action. These cards have to be played after initiative determination, but before the enemy action.

**The Strategy Round: each (active) player may perform ONE the following actions:**

A). Move a group of ships in a port or base to any (enemy occupied) port or base within speed range.   
A player selects 1 or more ships in a port/base and moves them to another port/base at the slowest speed of a ship in the group. Sea routes with white dots cost 2 MPs to cross. Ship moving to a port/base with no enemy unit(s) present have speed factor 3. During movement no ships may be split off from the group. They may cross enemy controlled bases or ports, but have to stop when occupied by enemy units, in which case at least 1 round of combat is executed before players may retreat. The enemy may perform **Reaction Movement** if he has a ready carrier or LBA (only Allied player) in the port or base under attack: **Counter Attack** with a move of ships from ONE port/base with reduced speed of -1 to the base/port under attack OR an **Emergency Evacuation**: an immediate retreat of all units present before any combat takes place. In this last case the attacking fleet may continue movement if unused movement points are left. All ships that moved (except for retreats) **are turned down to their Ops completed side**. Before any movement actions or combat is executed, both players may play any “Use..” cards: J06, J07, J08, J10 (any time), J11, J15, A03, A04, A06, A07, A09, A11, A12, A14, A15. IJN player plays cards first, then the Allied player. J15, A03, A04, A09 and A15 are **Strategic events** and can be played once in a game. Optional 4: Kaga’s speed is 2.

B). Redeploy 1 group of ships to an own port OR 1 LBA to own port/base or one with own ships.   
A player selects 1 or more ships in a port/base and move them to an own controlled port any distance by connecting sea routes without crossing enemy controlled ports or bases or enemy ships.  
**Ships redeployed remain on their ready or Ops completed side**. He can also select 1 LBA and place it on any own controlled port or base or own ships with NO need moving over connecting sea routes.

C). Play 1 Strategy Phase card and execute the Event (**not allowed on turn 1)**. The next cards are valid: J01, J03, J04, J05, J09, J12, J13, J14, A1, A2, A8, A10, A16. Most cards start with “Select..” and don’t start with “Use…”. Card J03 is a Strategic event and can be played only once in a game.

E). (if Allies) open the 2 closed Sea Routes from Australia OR place a Fleet Train marker (turn 4 and 5).  
Allied player can open both sea routes discarding 1 card; both players than can use the routes. Allied player may place 1 Fleet Train marker per turn during the Strategy Phase on turns 4 and 5 on a base (**not a base in an enemy port**) for 1 discard per turn. The Base then functions as a port (no VP’s). The marker is removed at the end of the turn or when a IJN naval unit occupies the Base!!

**Combat.** When ships are moved and enter a base or port where enemy ships and/or LBA are present combat occurs if no Emergency Evacuation takes place. Place a Battle Marker on the port/base under attack and place all units on the **Battle Card**. The speed of the slowest ship in the attacking force and distance covered determine how many Combat Rounds the attacker can fight. After movement the attacker can always fight 1 Combat Round and 1 or 2 Combat Rounds extra if he has 1 or 2 speed points left. Place the + 1 or +2 combat round marker on the Battle Card to keep track of how many extra rounds an attacker can fight. Each Combat Round consists of airstrike combat followed by surface combat. If there are no carriers or LBA involved only a surface combat is fought. If there are no battleships or cruisers only airstrike combat is fought. After each round the attacker may choose to retreat, followed by the defender. If the attacker is not able to remove all defending units within the number of combat rounds allowed, he loses and must retreat. Otherwise he wins. The winner may opt to retreat his units. If a player retreats, all his units must retreat. **Retreats are handled as redeployments**. If no retreat route is available, ships are Isolated and placed on the nearest own controlled port at their completed side. **LBA that retreats**, is placed with next turn reinforcements.

**Determine the number of hits of each player.** Combat is simultaneous as each player rolls a die and depending on the roll and his total strength a number of hits is obtained according to the CRT. Event cards may have a positive or negative Shift on the CRT. Airstrikes modifiers are: shift 1 column to the left if the opponent has more carriers in combat and 1 shift to the left if the defender has LBA. During airstrikes a player may place the hits on the ships or LBA of his opponent. During surface combat a player may place the hits on his own ships. Place 1 hit per unit and if all units have 1 hit, units may receive 2 hits a.s.o. In surface combat ships may never be placed on LBA (exception: Event card J07).

**Determine the damage per hit.** For each hit the opponent rolls a die for damage. The die roll result is the damage. Ships are sunk if the damage exceeds the Defence factor and are removed from play; LBA and ships hit <= their Defence factor are removed from the map and reappear that number of turns later equal to the number of hits. **Add +1 turn for hits in turn 0**. Armored ships subtract 1 from each damage roll. Optional 5: the carrier Shinano is heavily armored. Optional 6: IJN LBA may rebuilt next turn for 1 discard per LBA or reappear as reinforcements 2 turns later.

**Supply Phase: capture of Ports.** A port is captured if a player has enough “Ground Points” (GP’s) as the value of the port. Each 20 air and surface attack factors deliver 1 Ground point. Cards J02, A5 and A13 gain 2 GP’s; J16 adds 1 GP to a port defence. Each card discarded by the attacker delivers also1 GP. If a port is captured any base control markers are removed and the port is flipped to the side of the winner. If the Allied player captures Japan the game immediately ends with an Allied victory.

**Allied player advanced rules:** The Allied player has 1 Australian ground unit. If placed on a base it provides 1 GP and the base must be captured for control. If added to a port it adds 1 GP to its value. The unit can be redeployed in the reinforcement Phase. If a base with the unit is captured, the unit is removed but if a port with the unit is captured it is permanently removed from play. The Allied player may use once per turn **A or B**: A). **Sea Bees**: if the Allied player wins combat for a base they may immediately fly in 1 LBA to that base. B). **Magic**: After a tied die roll the Allied player may execute 1 action. C). **Fleet Train:** Allied player may place FT in the Reinforcement phase at no card cost.

**IJN player advanced rules:** The torpedo cruisers Kitakami & Oi are reinforcements on turn 1. Their attack strength is determined by a die roll -1. Minimum attack strength is 1. In a surface combat round they must be the first choices when placing hits. They cannot be used for capturing ports.   
If the IJN player loses one or more carriers on turn 1 he receives Kasagi & Ibuki as reinforcements on turn 5 and MAY choose to remove Ise & Hyuga **on turn 3** for conversion into hybrids to reappear on turn 5. If he doesn’t lose any carrier on turn 1, he MAY choose the Shinano to appear as a battleship on turn 4 instead of appearing as a carrier on turn 5.