

USCL Track

USCL	0	1	2	3	4
Political DRM:	0	-1	-2	-2	-2
Axis Delay DRM:	0	-1	-2	-2	-2
Western Delay DRM:	0	-1	-2	-3	-3

Posture Display

WAR!	WAR!	WAR!	WAR!	WAR!	WAR!
U.S. and Western Minors	Britain	Nationalist China	Communist China	Russia	Soviet Minors

War State Display

Pre-War	Limited War	Total War
• No DOWs • Soviet Limit 1	• No Allied DOWs • Soviet Limit 1	• Soviet Limit 3

Pacific Map

Western US Box

- Use the **Port-to-Port** procedure to move to/from a port in the Gulf of Alaska or Northeast Pacific Naval Zones.
- Use the **Off-Map Box to Off-Map Box** procedure to move to/from the Panama Canal Box.
- Replacement Location for US units.
- Western **Naval Base**, **Home Country**, **Key Port**, and **Supply Source**.

Panama Canal Box

- Use the **Port-to-Port** procedure to move to/from a port in the Eastern Pacific, Southeast Pacific or Polynesia Naval Zones.
- Use the **Off-Map Box to Off-Map Box** procedure to move to/from the Western US, French Polynesia or Europe/Africa Box.
- Western **Naval Base**, **Home Country**, **Key Port**, and **Supply Source**.

Terrain Effects Chart

Hex Terrain Type	MP Cost	CRT Column Shift
Clear (including Desert)	1 MP	No effect
City or Capital	1 MP	1 left
Port	1 MP	No effect
Town	Other	No effect
Limited Stacking	Other	1 right
Rough (Hills, Forest, Swamp)	2 MP	1 left
All-Sea (without Beachhead marker)	Prohibited	Prohibited
Hexside Terrain Type	MP Cost	CRT Column Shift
Mountain	+2 MP	+2 left
River	+1 MP	+1 left
Road or Rail (one-step unit)	1/2 MP	No effect
Road or Rail (multi-step unit)	1 MP	No effect
Strait (connected)	As Road or Rail	+2 left
Strait (not connected) or BH -2	Entire MA	+2 left
BH -1	Entire MA	+1 left
SNLF BH -0	Entire MA	No effect
All-Sea or Lake	BH or Marine	Marine only (+2 left)

Movement Notes:

- Other: Pay the MP cost of the other terrain in the hex.
- Road or Rail: Movement along a Road or Rail negates any other terrain MP costs.
- As Road or Rail: Pay the respective Road or Rail MP cost.
- Entire MA: Unit must start adjacent to the hexside and expend its entire movement allowance.
- BH or Marine: Movement is prohibited unless moving onto Beachhead, or moving unit is Marine.
- EZOCs do not extend across Mountain, All-Sea, or Strait Hexsides.

CRT Column Shift Notes:

- 1 left or 1 right: Shift one column to the left or right on the Combat Results Table.
- +2 left: Shift that many additional columns to the left on the Combat Results Table. Hexside column shifts are in addition to a hex-based column shift (if any). However, hexside column shifts themselves are not cumulative and only the lowest shift applies. Example: A defender attacked across both mountain and river hexsides would only receive one shift for the river. If the hex also included a city, it would receive two shifts to the left.
- Marine only (+2 left): Combat across All-Sea Hexsides is prohibited except to Marine units.

Terrain Key

(Normal)	(Desert)	(Hills)	(Forest)	(Swamp)	Ice
Clear	Shanghai	Karachi	TOKYO	Provisional Capital (City)	Capital
Town	City	Capital	Port	Key Port	
Allied Danger Zone	All-Sea Hex	Naval Zone Border	Lake Hexside	River Hexside	Mountain Hexside
Country or Dependent Border Hexside	Region Hexside	Western Strategic Hex	Soviet Strategic Hex	Axis Strategic Hex	Limited Stacking Hex
No Axis Entry					

French Polynesia Box

- Use the **Port-to-Port** procedure to move to/from a port in the South Pacific Naval Zone.
- Use the **Off-Map Box to Off-Map Box** procedure to move to/from the Panama Canal Box.
- Western **Naval Base**, **Home Country**, **Key Port**, and **Supply Source**.

Used Asset Box

Forces in this box return to base at the end of the turn.