GREATER EAST ASIA CO-PROSPERITY SPHERE

WAR IN ASIA AND THE PACIFIC, 1939-1944

1.0   INTRODUCTION

Greater East Asia Co-Prosperity Sphere is a strategic level game of the Pacific War beginning in 1939, right after the German Third Reich invaded Poland. However, as opposed to history, in the game the War in the Pacific does not necessarily begin in December 1941. A political and military struggle by two players (the Japanese forces and the Allies with the American forces as the main constituents) writes the game history. The Japanese player leads the Japanese forces. The Allied player will command the American, Chinese, and Commonwealth forces (collectively referred to as Allied forces). Although the Japanese and Allied forces are enemies, at the start of the game, only China is formally at war with Japan. The USA and the UK are not. For details, see 8.0. This is Yasushi's fourth design of a strategic Pacific War game and clearly his best.

2.0   COMPONENTS

The game is composed of one map, these rules, 50 counters, player aid card, and 24 cards. The players will need to provide at least one six-sided die.

2.1 Map

The map depicts the Asia-Pacific region, and there are 24 spaces (squares) in all. Each space is connected to the others with a blue or white solid line. In addition there are a number of other features to keep track of information during the game: a Game Turn Record Track, a Production Track, Boxes for the Japanese and Allied Units Pools and Retreated Units, and a box for Vladivostok.

2.1.1 Spaces

Place the forces (called units) used in the game in the spaces. The background color of each space indicates the country that controls it at the start of the game (see 3.3).

> **Orange**: Japan
> **Blue**: USA
> **Light Brown**: Commonwealth
> **Purple**: China

2.1.2 Home Spaces

A space with a factory icon is considered a home space of that country. Newly produced units are placed in a home space of the respective country (see 6.3.1). Note that there are two home spaces for China, USA, and Commonwealth each.

2.1.3 Ports

Spaces with an anchor icon are ports (see 9.0).

2.1.4 Resource Zone

Two oil field icons are printed in Borneo. When the Japanese player controls Borneo, he gains Resource Points which can be used to perform Strategic, naval, and/or ground movement. The same benefit cannot be obtained by the Allied player (see 6.4).

2.1.5 Production Points

Small white squares are printed in the lower right corner of the Japan, Port Arthur, and Shanghai spaces. When these spaces are under Japanese control at the start of a Production Phase, the Japanese player receives the same number of production points as the number of squares printed in the spaces controlled. In case of Allied control, the Allied player does not get the same bonus. For the Allied forces, production points are only received by the USA, and they are the designated production points of the continental USA outside the game map (see 6.2).

2.1.6 Routes

A straight line connecting two spaces is called a route. Blue is a sea route, white is a land route. Naval units can be moved only via sea routes and ground units by land routes as their regular movement. However, ground units can also move via sea routes if the player uses Strategic Movement (see 8.1). Air units can only move by Strategic Movement, therefore they can be moved either via land or sea routes.

2.1.7 Long Distance Routes

When a dot is printed in the midpoint of a route (for example, the route between Japan and Midway), the distance between the connected spaces is considered to be "2". In all other cases it is "1".

2.1.8 Game Turn Record Track

It is used to display the game progress. The Game Turn marker is used to indicate the current turn.

2.1.9 Production Track

It is used by both players to put units currently in production.
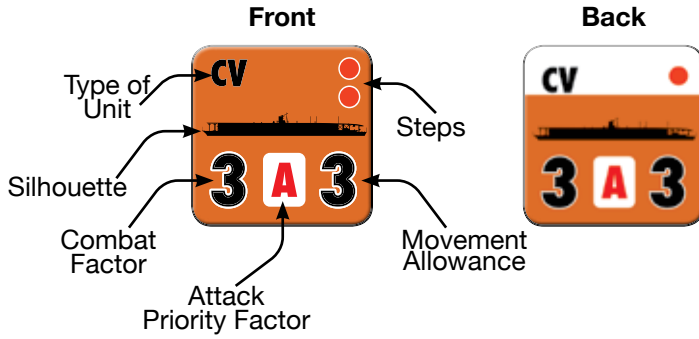
2.1.10 Boxes

Various other boxes are printed on the map in order for the players to store units and/or markers.
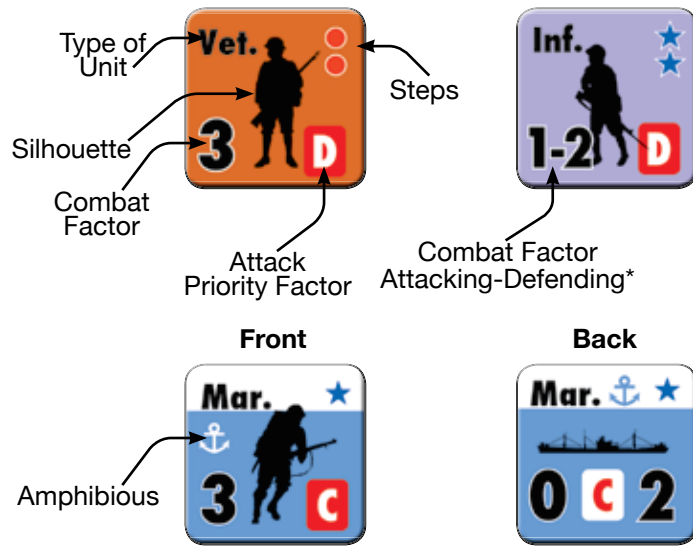
2.2 Counters

These are printed on heavy card stock and die cut. There are two types of counters: units representing combat units, and markers for displaying info.

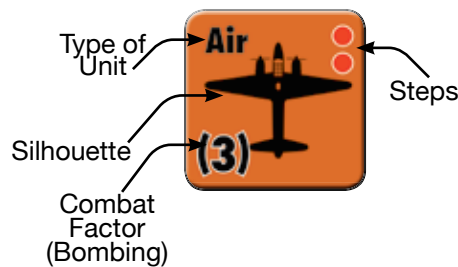## 2.2.1 Information Displayed on Counters
Naval Units:

Front — Type of Unit, Steps, Silhouette, Combat Factor, Attack Priority Factor, Movement Allowance

Back

Ground Units:

Type of Unit, Steps, Silhouette, Combat Factor, Attack Priority Factor, Combat Factor Attacking-Defending*

Front — Amphibious, **Back**

*Chinese units have different combat factors when attacking or defending.

Air Units:

Type of Unit, Steps, Silhouette, Combat Factor (Bombing)

2.2.2 Steps

The stars/circles in the upper right corner of a Unit counter represent the number of steps (fighting strength). Many units have two steps when at full strength (i.e., face up), and one step when they are reduced (back side). Marine units have only one step. Japanese and US air units have two steps, Chinese and Commonwealth air units have only one. If a two-step unit loses one step, it is flipped over to its back side (reduced strength). If a full-strength one-step unit or a reduced two-step unit loses one step, it is removed from the map and transferred to the respective Units Pool Box.

2.2.3 Types of Units

Units can be roughly divided into three types: naval, ground, and air.

Naval: aircraft carrier (CV), battleship (BB), marine (Mar)

Ground: marine (Mar), infantry (Inf), veteran* (Vet)

Air: air (Air)

* Only the Japanese forces have veteran units.

2.2.4 Nationality

Unit nationalities are color coded. A white stripe is printed on the upper part of the counter to easily iden-tify units that have only one step left.

> **Japanese**: orange
>
> **US**: blue
>
> **Chinese**: purple
>
> **Commonwealth**: light brown

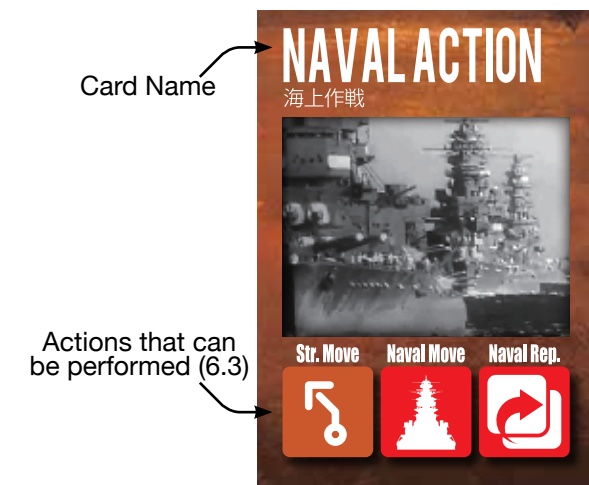## 2.2.5 Markers

There are markers for the Game Turn, for Control and for Resources. These will be explained in the rules below.

Turn — Game Turn **Control** — Allied Control **Resources** — Oil

2.3 Strategy Cards

There are a total of 24 Strategy Cards. For details, refer to the contents of the card and section 6.3.

Card Name — **NAVAL ACTION** 海上作戦

Actions that can be performed (6.3) — Str. Move, Naval Move, Naval Rep.

3.0 SETUP

Once the players have chosen which side to play, they each collect their own forces. Prepare the game according to the following instructions.

3.1 Placement of Units

All units are placed at full strength unless otherwise indicated. Units with an asterisk (*) are placed reduced (i.e., with their one-step side face up).

Japanese Forces Setup:

- **Japan**: Mar × 1, Inf* × 1, CV × 2, BB × 3, Air × 1
- **Port Arthur**: Inf × 1
- **Shanghai**: Inf × 1
- **Production Track**: CV × 1 in the CV box, BB × 1 in the BB box

US Forces Setup:

- **Pearl Harbor** or **Samoa** (the Allied player can decide how to split the forces): Inf* × 1, CV × 2, BB × 2, Air × 1

Chinese Forces Setup:

- **Chungking**: Inf × 1, Inf* × 1
- **Guilin**: Inf* × 1

Commonwealth Forces Setup:

- **Calcutta**: Inf* × 1
- **Rangoon**: Inf* × 1
- **Townsville**: Inf* × 1
- **Singapore**: BB* × 1

Units that are not placed on the map at setup are placed in the Unit Pool box of their respective side. After the game starts, they may appear as a result of Production (see 7.0).

3.2 Starting Strategy Cards

IMPORTANT RULE! Players choose the cards they want to play with each turn. Both players prepare the full complement of Strategy Cards (8 for the Japanese forces, 16 for the Allied forces) within reach and each side will choose a number of them according to their respective PP (see 6.0).

3.3 Markers Setup

Put the Game Turn Marker in the "1939" Box with the Japanese side face up. Place the Resource Marker in the "RP" box.

The game preparation is now complete. Players can start the game with the first turn (1939), according to the Sequence of Play (see 5.0).

3.4 Definition of Control

All spaces are always controlled by either the Japanese or the Allied forces (either American, Chinese or Commonwealth). Allied forces control a space as an Allied force, irrespective of the actual nationality. Players determine who controls a space according to the following priority order.

1. If a friendly unit (regardless of its type) is in a space, that space is under that side's control.
2. If an empty space is within range of an air unit (see 3.5), that space is under control of that side. If both sides' air units can claim control over a vacant space, #3 below applies.
3. If an empty space is not within range of air units of either side (or within range of both sides' air units), then the original owner (according to the background color) can claim control.

Which side controls a space is determined when necessary. As a result, the side that controls a space may change many times during a game, during a turn, or during an Operations Phase.

3.5 Air Unit Control Range

An air unit can control the space it occupies and any space connected by a land or sea route at a distance of 1. Spaces that are at distance 2 cannot be controlled by an air unit. Also, air units do not have control range to spaces that belong to a country the owning player is not at war with (see 7.0).

Use any suitable marker as necessary to indicate the actual state of control.

4.0   VICTORY CONDITIONS

The game ends at the end of 1944, at which point the winner is determined. Alternatively, the game ends the moment one of the two sides achieves their "Sudden Victory" conditions detailed below.

4.1 Japanese Sudden Victory Condition

At the end of a turn, if the Japanese player controls two or more Allied home spaces of different colors, the game ends immediately with a Japanese victory. Note that controlling two Allied home spaces of the same color (for example Chungking and Kunming) is not enough for a Sudden Victory.

4.2 Allied Sudden Victory Condition

At the end of a turn, if the Allied player controls the Japan space, the game ends immediately with the victory of the Allies. If both players meet the conditions of 4.1 and 4.2 at the end of the same turn, the game ends with the victory of the Allies.

4.3 1944 Victory Condition

If both players fail to achieve their respective sudden Victory conditions above, the Japanese playeS wins if 8 or more spaces (including the Japan home space) are under Japanese control. Failing that, the Allied player wins.

5.0   SEQUENCE OF PLAY

Greater East Asia Co-Prosperity Sphere is played by repeating a number of turns. Each turn is structured in the following phases:

1. **Production Phase:** Both players check their own production points (PP) for the turn and choose an equivalent number of friendly Strategy Cards to form their hands. Cards not chosen cannot be used this turn.
2. **Declaration of War Phase:** the Japanese player can declare war (once in the game). If the Japanese player does not declare war, the Allied player has the choice to declare war this turn (again, once in the game). The player that declares war can immediately conduct two Special Operations (see 7.3).
3. **Operations Phase:** Players will each conduct Operations one by one alternating back and forth and starting with the Japanese player. Players can pass when it is their time to perform an Operation. If both players pass consecutively, the Operations Phase ends.
4. **End of Turn Phase:** Units are rearranged starting with the Japanese player and followed by the Allied player (see 9.0).

This completes one turn. Players then advance the Game Turn marker and start with the Production Phase of the new turn.

5.1 North Wind Rain

The Japanese player can decide to move northward (attacking the Soviet Union) in either the 1941 turn or the 1942 turn (only). Operation North Wind Rain can only be chosen if Port Arthur is under Japanese control. In the Operations Phase in which North Wind Rain is to be carried out, a full-strength veteran infantry unit must be present in Port Arthur, and then moved to the Vladivostok space. This veteran infantry unit cannot return to the map. Also, the North Wind Rain Strategy Card is removed permanently from the game.

Operation North Wind Rain cannot be executed in 1940 or earlier, nor in 1943 or later.

From the turn following that in which North Wind Rain begins, the Japanese player has to spend a ground move each turn for the veteran infantry unit in Vladivostok. This ground move is done using a corresponding card or Borneo resources (see 6.4). In fact, the unit does not move, but it is a representation in game terms of the consumption of logistics necessary to wage war against the Soviet Union. If Port Arthur is under enemy control at the end of an Operations Phase, or at the end of a turn, North Wind Rain turns into a failure and the veteran infantry unit is permanently removed from the game at the end of that turn (it cannot be produced again). The Vladivostok space is treated as non-existent after that.

When assessing victory or defeat at the end of the 1944 turn, if Vladivostok is occupied by the veteran infantry unit, that space is included in the count of those controlled by the Japanese player. Its control does not affect the Sudden Victory condition in any way. There is no other way to control Vladivostok other than attempting Operation North Wind Rain.

6.0   PRODUCTION PHASE

The purpose of this phase is to choose Strategy Cards. Strategy Cards gained in a turn can only be used during that turn. Cards not used in a turn are discarded at the end of that turn (but can be chosen again on following turns). During the Production Phase, both players first check their own production points (PP) then secretly choose that many Strategy Cards to form their hand. Cards are not revealed to the other player until used.

6.1 Japanese PP

The Japanese player receives a number of PP equal to the number of squares in the lower right corner of controlled spaces at the start of the Production Phase (up to a maximum of 4).

6.2 Allied PP

Before war is declared, the Allies automatically receive 6 PP. After the United States joins the war, the Allies receive:

- If Japan declared war on the United States:
  +4 PP (10 PP in total)
- If the United States declared war on Japan:
  +2 PP (8 PP in total)

NOTE: The Allies gain no additional PP if Japan declares war on the Commonwealth.

6.3 Strategy Cards

By using a Strategy Card during the Operations Phase, a player can perform any one (and only one) of the actions described below. Once used, the Card is discarded, but can be chosen again in the following Turn(s). These are the types of actions:

6.3.1 Development

Choose a friendly unit and place it at full strength in the Box with the corresponding name on the Production Track. Infantry and veteran Infantry Units are not placed on the Production Track, they are immediately placed in a friendly Home Space currently controlled (for the Allies: each country deploys to its corresponding Home Spaces). As long as there are Cards, there is no limitation on the type and number of Units that can be developed during a turn. NOTE: to place a Chinese or Commonwealth unit on the game board the Allied player MUST play a CBI Front card.

6.3.2 Replenishment (Army or Navy)

Icons marked "Navy" can be used with Naval or Air Units, those marked "Army" can be used for Ground or Air Units. "Any" can be used with any type of Unit. Either return one reduced-strength Unit on the map to full strength (see 8.4.1), or advance one friendly Unit on the Production Track one Box to the right. A unit that has reached the rightmost Box on the track is immediately placed in a friendly Home Space currently controlled (translator's note: as confirmed in correspondence with the Designer, this is to say that the rightmost box on the Production Track is to be read as "place unit(s) on map").

6.3.3 Strategic Movement

Perform Strategic Movement (see 8.1) of one stack of Units.

6.3.4 Naval Movement

Move one stack of Naval Units (see 8.2).

6.3.5 Ground Movement

Move one stack of Ground Units (see 8.3).

6.3.6 North Wind Rain

See 5.1. This action can be only performed in 1941 or 1942.

6.3.7 CBI Front

The Chinese or Commonwealth forces can perform an action. See 8.5 for details.

6.3.8 Reaction

It is an action that only the US forces can perform. For details, see 8.6.1.

6.3.9 Bombing

Attack enemy Units by using Air Units that have not performed direct combat (see 8.8).

6.3.10 Reinforcements from the Atlantic

See 8.9 for details.

6.4 Resource Points (RP)

If the Japanese player controls Borneo at the beginning of the Operations Phase of a Turn, the RP can be used during the Operations Phase. Place the Resource Marker in the blank box connected to Borneo with the front side up (two oil well icons). If Borneo is under Allied control, the Allied player cannot use the RP.

To use an RP, the Japanese player must be able to trace a Strategic Movement (see 8.1) from Borneo to Japan.

Instead of playing a Strategy Card, the Japanese player can use one RP to perform either a Strategic (see 8.1), naval (see 8.2), or ground (see 8.3) move (for one stack). When an RP is used, the Resource Marker is flipped to its back side or returned to the RP box if already on its back side. Only one RP can be used per Operation.

7.0   DECLARATION OF WAR

In the Declaration of War phase of each turn, the Japanese player has the first option to declare war. If not, then the Allied player has the option to declare war. If both players decide not to declare war, play proceeds to the Operations Phase.

Hence, only one of the players can declare war on the other each turn. Each player can declare war only once in a game.

At the beginning of the game, Japan and China are already at war. The United States and the Commonwealth are non-participating countries. They will enter the war through the declaration of war of one of the players.

7.1 Declaration of War by the Japanese Player

The Japanese player may declare war on (1) the United States alone, (2) the Commonwealth alone, (3) both the United States and the Commonwealth. The countries targeted by the declaration of war are immediately considered at war with Japan.

7.2 Declaration of War by the Allied Player

The Allied player can declare war on Japan. The PP that the Allied player receives at war varies whether the declaration was made against or received by Japan (see 6.2). If the Allied player declares war, only the United States will be at war with Japan. The Commonwealth is at war with Japan only if the Japanese player declared war on the Commonwealth. Once the Allied player declares war, starting with that turn, the Allied forces go first in the Operations Phase and the End of Turn Phase.

7.2.1 Cost of the Declaration of War

Lobbying the US Congress is necessary to arrive at a US declaration of war. This is represented by a "cost" calculated as 6 minus the current turn number. For example, declaring war on the first turn costs 5, on the second 4, etc. The cost is paid for by discarding an equivalent number of Strategy Cards in hand during the Declaration of War Phase. The discarded cards are not revealed to the Japanese player. The Allied player CHOOSES which cards to discard -- it is not random.

7.2.2 Cost of the Declaration of War after Japan and the Commonwealth are at War

In case Japan and the Commonwealth are already at war, it costs one less than normal (see 7.2.1) for the US to declare war on Japan. Even in this case, the US can conduct two Special Operations against Japan (see 7.3).

7.3 Special Operations following a Declaration of War

Countries that receive a declaration of war must immediately transfer all friendly air units they have on map to the Retreat Box.

Following this, the player that just declared war can immediately perform up to two Strategic (see 8.1), naval (see 8.2), and/or ground (see 8.3) moves for free (i.e., no Strategy Card required). If a naval or ground move is performed, the unit must finish its move in a space controlled by the country that war was just declared on. Also, while performing a naval move, it is not necessary to stop when entering an empty enemy controlled space (see 8.2.1). Units must still stop if entering a space occupied by enemy units. In battles caused by moves performed at this time (see 8.6), US forces cannot react (see 8.6.1) and the order of attack changes (see 8.6.4).

Examples:

Japan declares war on the Commonwealth. The Japanese player cannot attack a space controlled by the Chinese army using Special Operations.

The US declares war on Japan. The following turn, Japan declares war on the Commonwealth. Japan can use Special Operations to attack spaces controlled by the Commonwealth, but cannot attack spaces controlled by the US using Special Operations.

7.4 Constraints on Countries not at War
7.4.1 Non-US Allied Operations

Even if the United States is not at war, Strategy Cards are still obtained during the Production Phase and the Allied player can conduct operations during the Operations Phase. China is at war with Japan from the beginning of the game, and the Allied player can use CBI Theater Cards for Operations normally.

While not at war, the Commonwealth can still develop units (see 8.5.1) and perform replenishment (see 8.5.2) using CBI Theater Cards, but units cannot move from their initial placement space (even during

the End of Turn Phase). While not at war, developed Commonwealth Units cannot leave the space that they are placed in.

Allied army units already at war can pass through a space controlled by a different Allied country not yet at war with Japan, but cannot stop there.

7.4.2 Japanese and US Operations

The Japanese player cannot move their units into a space controlled by an Allied country not at war with Japan. Also, air unit control range does not extend to spaces controlled by an Allied country not at war with Japan.

The Allied player cannot move US units to spaces controlled by Japan until the US is at war with Japan. Also, control range of Allied air units not at war with Japan does not extend to spaces controlled by Japan.

8.0 OPERATIONS

In the Operations Phase, starting with the Japanese, players take turns performing one Operation each. Once the US declares war on Japan, starting with the following turn, the Allied player goes first.

Players can pass instead of performing an Operation, but if both players pass in succession, the Operations Phase ends immediately, even if either side has Strategy Cards remaining. A player that cannot perform an Operation must pass. If there are Strategy Cards remaining (or in the case of the Japanese player, also RP remaining) then a player that passed previously can resume Operations.

IMPORTANT: If the Allied player wants to conduct Operations (development and movement) with Commonwealth or Chinese forces, it is necessary to use CBI Theater Strategy Cards. Using other cards, Operations can only be performed with US forces (see 8.5). Bombing icons are also printed on CBI Theater Strategy Cards. When performing a bombing action using a CBI Theater Strategy Card, a player can only use air units of the nationality indicated by that icon's color.

8.1 Strategic Movement

Move up to 3 (Japanese) or 5 (Allied) units stacked in the same space to any other space on the map. Distance is unlimited, but the move can only go through friendly-controlled spaces and must end in a friendly-controlled space. Any unit can move along sea routes, whereas naval units cannot use land routes.

Note that there is no limit to the number of friendly units that can occupy one space (i.e., stacking is unlimited).

8.1.1 Air Units

Air units can only move using Strategic Movement.

8.1.2 Retreat Box

Each side's Retreat Box is considered a friendly-controlled space connected via sea route to that side's home spaces. Therefore it is possible to use Strategic Movement to move friendly units to it. It is conversely possible to move any unit in the Retreat Box onto the map via Strategic Movement.

8.2 Naval Movement

Move up to 3 (Japanese) or 5 (Allied) naval units stacked in the same space to another space on the map. The distance that can be moved is represented by the movement allowance of the naval unit. In case of a stack made up of units with different movement allowances, the stack moves using the smallest of the allowances. Naval movement can only take place over sea routes.

8.2.1 Enemy Units

Naval movement is halted when entering an enemy-controlled space, regardless of any remaining movement allowance.

8.2.2 Enemy Air Units

Entering a space occupied by an enemy air unit costs one more movement point than normal. If the units moving do not have sufficient movement allowance left, they cannot enter the space where the enemy air unit is (for example, a moving force with a movement allowance of two cannot enter a space at 2 distance occupied by an enemy air unit).

8.2.3 Combat

Units entering a space occupied by enemy units must end their movement there (see 8.2.1) and resolve the battle (see 8.6).

8.2.4 Marine Units

Although a marine unit is a ground unit, it can use naval movement. Flip the unit to its back side (ship icon) during naval movement. If a battle occurs at the end of the naval movement just performed, the marine unit uses its back (naval) side for all factors during attacks with priorities A & B. It is then flipped to its front (ground) side and can attack during priority C. Essentially, it is a one step unit for losses. If it takes a hit as a naval unit it is sunk, or if it takes a hit as a ground unit it is destroyed, and put back in the pool.

8.3 Ground Movement

Move up to 2 ground units in a space over a land route (Chinese units must move individually) to a connected space (ground units move only one space at a time). Unlike naval movement, the presence of enemy air units in the destination space has no influence on movement. Marine units (see 8.2.4) stay face up during movement. Combat occurs (see 8.6) if the destination space is occupied by enemy units.

8.4 Replenishment

8.4.1 Replenishment of Reduced Units

Replenishment of a reduced strength (one step) unit of any type requires the player to trace a Strategic Movement (see 8.1) to a home space **AND** use a card.

8.4.2 Unit Advancement on the Production Track

Move one friendly unit on the Production Track one box to the right. A unit that reaches the rightmost box is immediately placed in a home space on the map. Units that were just placed on the Production Track this turn cannot be advanced during the same turn. Players can rotate units just placed on the Production Track 90° to indicate that they cannot advance on the track this turn (for example it takes at least three years to build an aircraft carrier).

A player may move only one unit on the Production Track one space to the right for each replenishment card.

EXAMPLE: On Turn 1, the Allied player uses a development card and puts a CV in the leftmost box on the Production Track. On the turn a unit is PLACED on the Production Track, it may move no further. On Turn 2, the player may expend a card to move the unit one box to the right – again, it may only move one box THAT TURN. On Turn 3, the Allied player may play a card to move the CV one more box to the right and immediately place it on the map at Samoa or Hawaii. If it was a Japanese CV it would be placed in Japan.

8.5 CBI (China Burma India) Theater

The Allied player uses CBI Theater Strategy Cards in order to operate Chinese or Commonwealth units. No Strategy Cards other than CBI Theater ones can be used to perform Operations with Chinese and Commonwealth Units. Each card can be used to perform Operations with either the Chinese or the Commonwealth forces, not both. The following are the Operations that can be performed with a CBI Theater Strategy Card.

8.5.1 Unit Development

Place a Chinese or Commonwealth unit from the Allied Units Pool in one of that country's home spaces. If all the home spaces of that country are currently under enemy control, no unit can be developed this turn. The Commonwealth must deploy infantry units first if there are any in the Allied Units Pool. When developing naval or air units (or Chinese units), these are placed on their reduced side directly in one of the corresponding country's home spaces, and not on the Production Track.

8.5.2 Replenishment

Similarly to 8.4.1, one reduced Chinese or Commonwealth unit already on the map can be restored to full strength by playing a CBI card and being within strategic range of a home space. Units just developed (see 8.5.1) can be replenished in the same turn.

8.5.3 Strategic Movement

Same as 8.1. The Allied player can move up to 5 units but they must be of the same country (China or Commonwealth) and starting from the same space.

8.5.4 Naval Movement

Same as 8.2. Basically it is used to move the sole Commonwealth battleship unit.

8.5.5 Ground Movement

Same as 8.3. Only units of one country can move (China or Commonwealth). Furthermore, Chinese units can only be moved one at a time. There is no restriction to the spaces that the units can enter as long as they abide to the movement rules (see 8.1 to 8.3). For example, a Chinese Unit can enter Rangoon if the Commonwealth is at war with Japan.

8.6 Combat

Combat occurs when a player moves, via naval or ground movement, his own unit(s) into a space currently occupied by enemy unit(s). Combat is resolved immediately after the move is completed. The side that moved into the space is called the attacker, and the side that was already in the space is called the defender.

8.6.1 Reaction

Prior to the resolution of combat arising from a naval movement of Japanese units, the Allied player (and only the Allied player) may move up to two US naval units from the Allied Retreat Box to the space where combat is about to occur. This is a special Operation that requires using a Strategy Card with the reaction icon (see 6.3.8). The US naval units just placed will participate in combat as if they were originally in that space.

8.6.2 Combat Resolution

Combat is resolved by having each unit involved in the battle fire once. Roll the same number of dice as the number of steps that the unit has and apply (see 8.6.5) a hit to the enemy for each result that is equal to or less than the combat factor of the shooting unit.

Chinese infantry units have a combat factor of "1" when attacking, and a combat factor of "2" when defending.

8.6.3 Priority

All Units have an attack priority factor from A to D. When resolving combat, A units of both sides fire first and simultaneously, after applying the results, B, C, D units take their shots in this sequence. Combat ends when the D units of both sides have fired. If neither side has units with a certain attack priority factor, that step is simply skipped.

8.6.4 Special Operations

Combat that occurs as a result of a Special Operation following a declaration of war (see 7.3) is considered a surprise attack. Regardless of the actual attack priority factors, all units of the side performing the Special Operation fires first, then results are applied, after which the opposing side units can fire. Furthermore, only those defending units that have an attack priority factor equal to or greater than all those that performed the surprise attack can fire.

For example, if Japanese aircraft carrier units (attack priority factor "A") launch a surprise attack on a US aircraft carrier and a battleship unit (the latter with an attack priority factor "B") and eliminates only the US aircraft carrier, the Allied player cannot fire back with the surviving battleship unit since it has a lower attack priority factor than the Japanese unit. In this case, however, since the US battleship survives, the Japanese aircraft carriers have to retreat (see 8.7).

8.6.5 Applying Hits

After both sides' units of a certain attack priority factor have finished firing, resulting hits are applied to the enemy units starting with the Japanese player, followed by the Allied player. Each side decides how to allocate hits to enemy units according to the following restrictions:

1. Hits must first be allocated to enemy units that have the same attack priority factor. Hits can be allocated as desired by the firing player. For example, if there are two hits to allocate, they may be both assigned to the same unit, or two units can be assigned one hit each.

2. If there are hits remaining to be allocated after all units with the same attack priority factor (1)

have been eliminated, they can be assigned only to the same type of units (i.e., naval or ground) as the firing units. Also, this time the receiving player is free to allocate the hits as desired.

3. If there are still hits remaining after (2) because all the units of the same type have been eliminated, hits are then allocated freely by the firing player. See (4) and (6) for additional constraints.

4. Naval units that allocate hits to ground units can only reduce but not eliminate them. Similarly, ground units can only reduce and not eliminate naval units. If there are hits that cannot be allocated due to this restriction, they are lost.

5. Any remaining hits after the elimination of all units are lost.

6. Hits cannot be assigned to air units (see 8.6.7).

8.6.6 Combat Factor Modification

If one (or both) of the following circumstances occur at the time of combat, all of that side's units have their combat factor increased by 1. If either occurs for BOTH sides, then ALL units of both sides have their combat factor increased by 1:

• There is a friendly air unit in the space where combat occurs.

• There is a friendly air unit that is in range (see 3.5) of the space where combat occurs. In the case of Allied units, the modification is awarded even if the air units are of a different nationality.

8.6.7 Air Units

If the space entered contains only enemy air units, no combat occurs and the enemy air units are immediately eliminated (although combat will occur if a reaction is made). Also, if at the end of combat, only air units survive for the defender, they are eliminated. Air units have no combat power and cannot fire (exception: see 8.8).

8.6.8 Aircraft Carrier Diversion

At the beginning of combat, each player (starting with the Japanese player) can choose to use one of the participating, full-strength aircraft carrier units as an air unit. When diverted, the carrier is treated as an air unit for all purposes during that combat, i.e., it does not receive hits from the enemy, cannot shoot, but grants the combat factor modification to other friendly units (see 8.6.6). There is no additional effect when diverting an aircraft carrier when there is already an air unit present or in range (see 8.6.6), except that by doing so that carrier will not suffer enemy hits. Note that if all other friendly units in the same space are eliminated and at least one enemy unit survives, the diverted aircraft carrier it is automatically eliminated as with air units.

8.7 End of Combat

When all units of both sides have fired once, that battle ends. If the defender is annihilated and at least one step of an attacking unit survives, the attacking side wins and controls that space. If the defender still has at least one step surviving, the defender wins. If it is a battle caused by naval movement, put all surviving attacker units (including marines) in the attacker's Retreat Box. If it is a battle caused by ground movement, return all the surviving attacker units to the space they moved from.

8.8 Bombing

A single air unit can attack enemy units that are in a space within control range (see 3.5). The air unit attacks as if it were an aircraft carrier (i.e., a naval unit) with a combat factor of 3.

No modification of combat factor occurs (see 8.6.6). Japanese and US air units have up to two steps, Chinese and Commonwealth air units have one step. Since the air unit is considered a naval unit, it is possible to eliminate an enemy naval unit, but an enemy ground unit can only be reduced, it cannot be eliminated.

The bombed side cannot fire against the bombing air unit, but each time a 6 is rolled for the bombing resolution, the attacking air unit loses a step. If there is at least one air unit or aircraft carrier in the bombed space, instead each time a 5 or a 6 is rolled for the bombing resolution, the attacking air unit loses a step.

8.9 Reinforcements from the Atlantic

The Allied player immediately transfers one aircraft carrier unit and one battleship unit from the Allied Units Pool to either the Pearl Harbor or Samoa spaces (they need to be either the Pearl Harbor or Samoa spaces (they need to be under Allied control and units can be freely assigned to these spaces, i.e., they do not have to be placed together in the same space). This represents fighting forces pulled from the Atlantic Theater. As a result, when determining the outcome of the game, reflecting that it is affected by the war in Europe, the Japanese player wins if he controls 7 or more spaces (i.e., one less than normal – see 4.3). Reinforcements from the Atlantic can be chosen only once during a game. After having exercised this option, the Grand Strategy Card can only be used for ground movement.

9.0   END OF TURN

When the Operations Phase ends, the Japanese player may use Strategic Movement for the friendly units on the map, moving them one by one, without the need to use a Strategy Card. The only constraint is that at the end of the turn only one naval unit can occupy each space without a port. Other than this, there is no limit to the type and number of units that can be placed in one space. Following the Japanese player, the Allied player performs the same type of movement. Chinese and Commonwealth units are also able to perform Strategic Movement during this phase, but the Commonwealth units cannot move unless they are engaged in the war. When the US declares war on Japan, the order of execution of this phase changes and the Allied player carries it out first.

Care should be taken in the order of movement as control of spaces may change as a result of the Strategic Movement of air units.

CREDITS