

WAR IN THE PACIFIC

(Rules changes and errata)

(Rounding is 5/4 unless stated otherwise)

(4.1) SEQUENCE OUTLINE (change)

The Air and Naval Phases are combined into an AIR/SEA Phase. The AIR/SEA Phase is broken down into 14 subphases as shown on chart 9.6.

1. Air search segment: as per search rules 8.0

2. Plot segment: all air strikes and naval movements are written down. Information should include subphase of each action and a hex by hex plot of naval moves. Non-naval strikes take place at the beginning of a subphase while naval strikes take place at the end of the subphase. Air points with non-naval strikes plotted may cancel them if there is a contacted enemy TF within range and launch a special strike no sooner than 2 subphases. A TF may plot a move, react, move, etc. sequence and then cancel everything after the react if there is a response to a contact. An air point can conduct a special strike once per daylight segment, but all other restrictions still apply. Any unused air points may launch special strikes at the end of the phase.

3. Strike segment: all action takes place simultaneously. Air strikes take off at the beginning of a subphase, and hit at the end of: the first hex moved if target only moves 1 hex; after 2nd hex if target moves 2 or 3 hexes. If the target moves out of regular range, then the attacker has the option of striking at extended range if his aircraft have the capability. If the target moves out of range, then the strike misses and counts as a mission. Strike lands at end of the subphase.

4. Air transfer segment: ditto.

TFs far removed from the action don't really need plots to move. Use commonsense.

(5.0) AIR OPERATIONS GENERAL RULE

Use additional air points and modifications on new chart. Air Point Chart 5.13.

(5.37) (Addition) Floatplanes may operate from capital ships without an air HQ. Capital ships are rated as to their ability to carry an air point, expressed as a percent. The point is lost if the ships split or 1 ship takes D3 or worse damage, unless the plane can fly to another base. Jap CA-17 + 18 hold 1/2; all BBs + US CA's + Brooklyn CL: 1/3; other CA's-1/4 each. May be used for search only, if CAP based. Count double for attrition. (Optional: retain fractions for floatplanes, planes are lost when ship is lost. One whole Air Point is needed for search.)

(5.38) There may be 2 air HQ's of each type in a hex.

(5.39) Air HQ ground movement supply multiple.

Group: 1 Wing: 2 Division: 3 Force: 4.

(5.43) (Addition) Airfield capacities: AP's per hex.

Atoll: 20 2-3 hex island: 75 Jungle: 150
Atoll + Anchor: 25 4+ hex island: 100 Mountain: 25
Island: 50 Mainland (clear) 250

(5.7) Air points on an airbase that is captured have a 2/3 chance to fly to any friendly airbase in Transfer range.

(6.19B) Seaplanes and floatplanes may only conduct search missions, unless they are operating from active HQ's.

(6.3) SPs may be bombed while entrained.

(6.4) Strafing is a bombardment strike, once per phase. Beginning on 1/43, B25's and A20's (Mosquitoes?) may be plotted to perform a strafing strike using their Air Combat Strength (in this instance: the strike counts as the weekly bombardment mission for the air points; the bomb strength cannot be used; and the air points still cannot initiate air-air combat.

(6.7) Joint Strike: if the lead strike can fly over a follow-up base then use "0" column for availability.

AIR MISSIONS

(7.0) All air losses from AAA and Air-to-Air are **doubled** while on extended range missions.

(7.4) NAVCAP is automatic over the same TF. Use "0" column for flying cover for another TF in the hex. Aborted air points may not fly CAP later in that subphase.

(7.43) Multiple TFs in same hex use "0" column for joint strikes.

(7.5) AAA

ALL ALLIED AAA FACTORS ARE DOUBLED, EXCEPT FOR SHIPS NOT IN PORT, BEGINNING WITH THE 4/42 CYCLE.

Task Forces: Each wave may be shot at only once. Use the approach mode most favorable to the defender in computing the TFs AAA fire. Beginning on 1/44 multiply Jap AAA totals by 1.5 before resolving Jap AAA fire. Land SPs are defended

by the highest single AAA value in the hex (not including ships).

(7.51) HB & B type air points must attack ships at their rated level (non-torpedo); exception: B25's and A20's may attack at low level beginning 6/42.

(7.6) Wave attacks may not be conducted against ground targets. All bomb points dropped are totaled and rolled for at the end of the subphase.

(8.0) SEARCH PROCEDURES

(8.11) Use new search table 8.1. (Delete old rule 8.1). Table shows planes needed to search a particular arc. Planes usually count for 1 point. Double the planes in a search will double the chances of a contact.

(8.13) The effective zone (1/3 contact probability) of a search arc consists only of the last 3 hexes of the arc. The rest of the arc has a 1/12 contact prob. (i.e. a 12 hex arc an effective area of hexes 10-12 while hexes 1-9 have only a 1/12 chance of a contact). Automatic contact at a 1 hex radius in daylight.

(8.14) Air points may triple their search value by intensive searching. This precludes the air point from any other mission that Game Turn.

(8.15)

Fighter = 1/3 pt for air search. Transports may not search.

Air Points may only search up to their maximum extended range.

Max search range is 15 hexes, except for Mavis-Emily (30 hex range, 30d arc=3pts, 60d arc=6pts, counts double less than 16 hexes)

(8.16) TF Air Search:

CV (all types) must conduct 180d search. Max Allied CV search range is 5, Jap is 6. Intensive CV search lasts only one phase.

(8.23) Once contact is established, it is held until the TF exits the search pattern or until night. Contact is reestablished on 1/3 roll at daylight before any movement if the TF is still anywhere in pattern (this will allow a strike in the same subphase). Contact may be maintained at night but there is a 1/3 chance of losing the contact for every hex the TF moves into at night. There may be no new contacts at night and there may be no air strikes at night. Beginning on 1/43 for the Allies and 7/44 for the Japs the chance of losing a night contact drops to 1/6.

(8.2) Once contact is established it continues for the rest of the daylight period or until the TF leaves the search pattern. There is a 1/3 chance of reestablishing contact in the next daylight period if the TF is still in the pattern.

(8.21) TFs in port (but not an anchorage if no BFs are present) are removed from the map and cannot be contacted by normal Search. Only a recon strike can generate information. A naval strike can be launched against a port without a contact.

(8.22) A TF may search in every hex that it moves into or at the end of a subphase. A TF contacted by any means in one subphase may not be special attacked or reacted to until the following subphase.

(8.23) Sub Search: Subs have to roll at night to maintain contact. Roll for every hex the TF moves into, subtracting 2 from the die roll. If contact is lost then it must be regained normally. A sub may attempt to search a TF only once per day, unless the TF splits or combines with another TF. Sub Contact Table: 1-3 true, 4-5 app. +1, 6 app. +2.

(9.1) TFs may have a maximum of 40 ship counters (i.e., 3xMS = 3 ship counters).

(9.4) TFs still compare engagement values for combat but there are no minuses for movement. Contact roll for night may never be higher than 5.

(9.86) DAMAGE LEVEL TABLE: a D3 ship has speed reduced by 2, but not to less than speed class 1. D4 ships are all SP 0

(10.0) NAVAL MISSIONS

(10.0) Reaction and Movement missions may be combined. The TF would follow a preset path until contact is made and could then react.

(10.1) Landing rates: AMPH 8 MPs per subphase, MS 5 MPs per subphase.

(10.11) Mavis-Emily and other seaplanes do not qualify as land-based aircraft for the air cover rule.

(10.22) Ships that have bombarded are still considered to have an anti-ship ammo load left (see rule 14.27). US CLs (except Omaha and CLAA) bombard as CAP. CW CL (except CLAA, and old) bombard as CAP.

(10.3 + 38.3) ETRAN + TRAN missions may be conducted into an enemy occupied hex if:

a: there is no Coast Defense present.

b: there are friendly ground units present that have engaged in combat.

c: the ships unload into the friendly ground units' entry hexside.

(10.3) Max ETRAN unit size is 3LP's. No engineers or armor may be carried. Raider, Rangers, SNLF, Commandos, paratroopers may use ETRAN ships as regular transport and may conduct Amphibious Assaults from them.

(10.5) Refueling takes place at the normal rate per hex but will never take over 2 complete subphases to conduct (Speed 3 ships are considered to be moving at sp-2 while refueling). A SF may use its total naval capacity for every 20 MPs expended.

(10.6) There may never be more than 4 TFs in a hex. All ships in a hex but not in a TF are considered one TF for purposes of combat and stacking.

(9.0 + 10.0 + 30.0) MULTI TF COMBAT

If there is more than one TF per side in a hex then the TFs must remain stacked in their order of entry. The top TFs search each other. If they miss then they search the second TF in each stack, etc. When 2 TFs contact, they go to the surface combat routine. The side that breaks off joins the next TF in the stack, and which may then be attacked by the victorious TF. The losing TF and its partner are combined into one TF and are set up normally, except that retreated CV's are placed in the 2nd line, not the third. Combat continues until all of the TFs of one side have been engaged or until all TFs have been searched.

If a TF moves into an adjacent hex in the same subphase and contacts an enemy TF with which it has just fought in the first hex then combat may resume (as this is still a battle of pursuit), otherwise a TF must refuel before fighting. As per rule 14.27 (revised), a ship could still fight using its HE load. HE fires with full effect at ships with a DF less than 3, but only with 1/2 effect (round bombardment factors down) at ships with a DF > 3.

(11.0) Mountain unit: minus 2 MPs cost to cross a Mtn hexside.

Commando: may be used as marine, airborne, Mtn.

(11.27) Air HQ's that unsuccessfully Force March are reduced to the next smallest size. Groups are eliminated.

(11.4) Brigades/Rgts. may not combine into divisions unless a HQ is available (broken down or unbuilt).

(11.5) Intrinsic Garrisons: Lost if player conducts demolition in that hex. Die if isolated for 6 weeks (may consume 1 SP per week if present to survive).

(12.0) GROUND COMBAT

(12.24) Supply not needed during Joint Assault Phase, except for combat results. Automatic LOC for first week.

(12.55) Ground Combat modifiers.

a: 13/41-13/43 Any Allied ground attack involving more than 1 national group subtracts 1 from the die roll. (Groups = US, ANZAC, DUTCH, BR/INDIAN/COLONIAL)(Both Hong Kong brigades are BR; 13th Canadian Bgd and 6th Canadian Division are US; Filipinos are US).

b: When any Allied unit attacks in a jungle hex, that unit, or units, uses one CRT worse than called for. This handicap ends 6/42 for USMC & AIF, 1/43 for US Army and ANZACs, 7/43 for the rest of the Allies. If there are units of mixed handicaps involved in an attack then the type with the most load points involved prevails (if even the worst table). Never worse than Table 3.

(13.0) SUB OPERATIONS

(13.3) Subron movement:

1-Move 250 MPs on cycle + operate

2-Move 250 MPs on cycle + operate

3-End of second cycle: return to port and refit

4-Two cycles to refit (10 SPs per SS, per cycle, plus refueling costs)

Coastal SS skip #2 above and return at end of first cycle.

(13.4) SS available for search are reduced by 1 at night.

(13.63) Only 3 CV screening points per TF regardless of how many CV's are in the TF.

(13.6) A sub squadron may attack a TF or a ship only once in a Phase. A sub squadron may attack only once per subphase.

(13.9) SS suppression uses the same values and chart as Air Search.

(14.0) SUPPLY (Ship refuel, refit, repair and do yard periods using NS [naval supply]. NS originate in Japan or off map, except the Resource Centers at Sourabaya and Balikpapan. The NS from the 2 Resource centers may only be used to refuel and not for any of the maintenance actions. NS is tracked separately from SP.)

(14.22) SF's do not need to refuel and do not take up dock space. They do need to replenish their store of naval SP's (NS).

(14.24) Each ship has 84 fuel factors on board (MS=168). Speed 1 expends 7 fuel factors per phase, speed 2 = 14, speed 3

= 28 (may not change speed class within a phase). Refueling is based on a percentage of the fuel factor remaining (i.e. a CV that has expended 56 fuel factors needs only to take on 27 NS to fill up - $56/84 = 67\%$, 67% of 40 = 27 NS). A ship may partially refill if desired.

(14.27) Ships carry 2 ammo loads: HE and AP. See Naval Combat 9+10+30 for effects. A ship must refuel with at least 50% of its normal load in order to rearm, regardless of how many of the 2 ammo loads have been fired.

(14.28) Ports with a Basic Supply capability may give basic supply to ships without the expenditure of NS. Ships may not use basic supply to move or to fire their main guns; AAA fire is 1/2. A ship on basic supply for 4-8 weeks needs 1 additional week of refit when it resumes conventional supply; 2 extra weeks of refit if it was on basic supply for more than 8 weeks. A ship coming off basic supply must refit before it can move.

(14.29) Ships expend fuel while refitting in addition to refit costs.

(14.37) Supply Intelligence: After 500 SPs have been put into a supply depot in a fortification, an additional 50 SPs may be put in storage and are immune to any form of bombardment. Supply Depot totals are rounded to the nearest 500 when responding to enemy searches; less than 500 is stated as "Less than 500".

(15.0) MS: Any MS with over 1/2 of its capacity filled by aircraft or ground units (except LTUs or BFs) may at the player's discretion be considered a speed 2 ship. These ships may only load and unload in a friendly port (including BFs), at which time it becomes a speed 1 ship again. The joint shipping counter must be reduced to the smallest size necessary to carry the cargo. Supply points may be carried in the excess capacity.

(15.4) Escorts may leave the Escort Mode in the same manner as MS's.

(15.67) MS pipelines broken by Air or Convoy Search may automatically be reformed at the end of a phase if so desired by a player.

(16.0 + 23.0) SPs are not needed for RailCap and SeaCap.

(17.0) A ship only needs to begin refit or repair within the stated time limit and continue uninterrupted to meet the requirement.

(18.3) The Allies may use Max Effort 3 times in an on-map port, while the Japs may use it only once. Never off-map.

(18.6) Ship repair:

A: A CV, CVL, CAP may repair D3 or greater damage only at Singapore, Pearl Harbor, USA, England or Japan.

B: CW repair D3 or greater damage on CL or larger: Singapore, ME, England, or USA (1/3 chance).

C: ANZAC same as CW except 100% chance of US repair.

(19.1) Air Attrition

Crated air points suffer 2% attrition per cycle. Fractions lost will be retained and added to fractional losses from later turns.

(19.25) Islands have a terrain cost of 4 for attrition.

(20.14) A TF that is in a port hex must be plotted to be either in or out of the port. If not plotted then the TF is out of port. (Change) T air points attacking in an anchorage (anchor symbol) have 2 subtracted from their antiship strengths, even if BFs are present.

(20.26) Yard Periods are also allowed on US SF's after 13/43.

(20.5) BFs may be captured as if they were ports, including undeployed BFs.

(20.53) 2 months to partially deploy, 2 months to fully deploy.

(20.6) A complete SF may pump 200 NS for every 20 MPs expended. [SF-D2 = 150, SF-D3 = 100, SF-D4 = 50]. NS unloaded by SF's may only be used to refuel/rearm ships.

(20.63) CW ships may only refuel at sea from the 2 CW SF's; the SF's may not deploy. ANZAC ships may use US SF's as if they were US ships.

(21.0) CONSTRUCTION

(21.25) A hex must contain a level 10 airfield in order for a 2nd airfield to be built.

(21.3) Entrenchments + Forts:

DO: Attacker dies

DR: Defending units flip to BH defense

DE: Assault succeeds, defender may flip, pay SP, go BH

All units attacking a fort must roll for combat attrition, regardless of the outcome.

(21.4) Beachhead Defense: BH defense may coexist with forts and entrenchments.

(21.54) The cost of an entrenchment is subtracted from a fort being built in the same hex. The cost of a minor road is

subtracted from a major road being built in the same hex.

(24.0) CW and ANZAC (CW = CW less ANZAC)

ANZAC DEFENSE ZONE (AZDZ)

The AZDZ consists of Australia, New Zealand, Eastern New Guinea, the Solomon Islands, and the string of islands from New Caledonia to Samoa (includes the Ellice Islands, but not the Gilberts), and Fiji.

Australian and New Zealand troops may only move to or fight in the AZDZ, except for the AIF (Australian 6, 7, 8, 9 Inf. Divs. and the 1st Armored Div.). Naval and air units follow AIF restrictions. ANZAC ships may refuel from US SF's at the normal rates.

As long as there is a Jap ground unit, brigade or larger, with a LOC from the AZDZ to Japan that is at least 8 weeks old, the AIF may not fight anywhere else except the AZDZ. The AIF divisions moving from the Middle East may stopover in India or Ceylon if there is not a Jap unit within 10 hexes, but they don't have to move away if one arrives. They must move to the AZDZ as fast as possible. They will defend if attacked. AZDZ ships are restricted to maps C, E, and G.

If a Jap unit lands in the AZDZ or any of the islands running from Java to Timor and northeast to New Guinea, the 11th, 12th divisions (bg) appear in any major Australian port, plus the 5th Div. HQ is available. All ANZAC units, except for the AIF, must return to their home countries to be rebuilt. Non-AIF units must also use home generated SPs to rebuild units, but units may reorganize with imports.

CBI ZONE

CW units may only fight on maps A, B, C. (Attack or receive naval missions with an engagement value > 0.)(CV38 in 1943 counts as an ANZAC)(British Pacific Fleet is an exception: see OA Sheet for composition). CW naval units cannot refuel at sea except from the 2 CW SF's that arrive late in the game.

(SP's generated in the following manner must be tracked separately by nation of origin.)

(24.1) Australia: All RailCap Centers produce 6 SPs per cycle.

(24.4) India: New Delhi, Bombay, and Calcutta each produce 10 SPs per cycle. New Delhi is one of the 3 Garrisons.

(24.8) (Addition) Each city in New Zealand produces 5 SPs per cycle.

(24.9A) Hong Kong: SeaCap=10, no RailCap or supply.

(24.9B) Malaya: CW (includes Bintan C0208) No Supply. RailCap 10/15: Singapore. SeaCap 20/20: Singapore. Garrison: 7 ground points.

(24.9C) Fiji Islands: (8th New Zealand, needs supply).

(25.2) Hawaii = all islands reachable by SeaCap. Garrison: change B to TAC and HB to B.

(25.4) ALASKA DEFENSE ZONE (ADZ)

Units assigned to the ADZ may only fight in the Aleutians; or the Hawaii-Midway island chain. The units are considered to be 8 MPs off-map at the air basing area with basic supply. The 1942 reinforcements automatically arrive in Alaska. The 1943 reinforcements are on the West Coast.

(26.0) OFF MAP MOVEMENT

Movement between the West Coast and African Holding zones, and the 7 map-edge areas is conducted as if it were normal Movement Expenditure. Movement distances are:

WEST COAST #1-146

AFRICA COAST #5-222

WEST COAST #2-170

AFRICA COAST #6-198

WEST COAST #3-282

AFRICA COAST #7-273

WEST COAST #4-423

(27.5) Chinese combat supply: Must still force march to attack; must expend 1 Provincial Point per attack to attack at full strength; if the Provincial Point is not expended then the attack is at 1/2 strength and roll for combat attrition.

(28.4) Formosa Garrison: 6 ground pts.

(30.0) SURFACE/SURFACE

(30.1) If a TF with all Speed 3 ships enters the surface/surface tactical display with a TF composed entirely of ships with less than Speed 3 capability then the Speed 3 TF may set up 1 hex-row further from the enemy TF than usual.

(30.6) A damaged ship may begin on the 1st line if so desired. Joint shipping must deploy in complete units if possible.

(30.95) All Jap DD units have their Tactical Range doubled on the first complete Tactical Sequence of a night battle. Such

units are not spotted by fire when using their 2 hex range (Long Lances). If a losing TF cannot retreat to an adjacent hex then there is a second complete battle between the 2 TF'S, but ship damage is ignored in placement. The battle continues until the TF wins, can retreat, or is destroyed.

(31.0) AIR/SURFACE

(31.3) Joint Shipping must be deployed full strength if possible.

(31.6) After Air/Air combat and, after a True Search Report is given, the surviving attacking air points are broken up into waves of no more than 15 air points each. This limit is no longer in effect after 8/44 or when Kamikazes are attacking.

(31.7) The attacking player will only know the general ship types (CV [any type], BX, CX, DX) and numbers on the 'Path of Approach' and only as far into the display as the air points penetrate. Ships with D2 or greater must be noted (oil slicks, smoke, listing). After the Attack routine is over then specific types and names are divulged. Recon planes (those with an R rating) will in addition be able to identify ships in adjacent areas.

(31.75) A player may not voluntarily choose a target ring without any enemy naval units.

(31.79) (Change) Ships in port defend at their normal speed - 1.

(33.0 + 34.0) PRODUCTION

(Both) Air points may appear crated.

These ships may be rebuilt after being lost: US: CVEs, Fletcher, Sumner, Gearing, all DE's; Jap: CD's; all: MS

(34.4) Japanese Economic Multiple:

0: None

1: 14%

2: 12%

3: 10%

4-7: 50%

Go Down: 58%

The Jap player rolls a 100% die to raise his Economic Multiple and adds 10% to the probability each turn that the increase is not met. The increase is automatic on the 5th turn (i.e., 7/42 roll for 14%, 8/42 roll for 24%, 9/42 roll for 34%, 10/42 roll for 44%, 11/42 goes automatically to multiple 2). Jap economic multiple equals 1.25 per production center!!!!!!!!!!

(33.32 + 34.62) REVISED PRODUCTION COSTS

ALLIES:

MS: 4/5

Bomber: 3.5/12

SS: .6/9

Airborne: 4/12

Raider, Ranger Batt: 5/12

JAPS:

SNLF: .5/12

Airborne. Rgt: .5/12

Engineer: 1.5/13

Armored Div.: 5/18

MS: 1.5/12

Inf. Div.: 1.5/12

(35.3) Strategic AAA = 1 Air HQ, all ports + BFs, 3 ground units in a hex.

(35.7) Mines: roll once for each mine per cycle.

(38.0) SPECIAL NAVAL RULES

(38.5) Retain fractions on reduced joint shipping.

(38.8) Allied PT boats within 6 hexes of Jap SeaCap block the passage of the SeaCap through the hex.

(38.??) APDs.

(38.9) SHIP CONVERSIONS (title change)

(38.9.1) Hybrid Jap BB/CV

(38.9.2) Allied Ship AAA refit - Any US ship (BB, CA) available before 1/43 and with a low AAA of less than 10 may receive an AAA refit. Ships go to E or W Coast; spends 5 cycles and 1/3 (round up) of new ship cost. AAA goes to 3 times old AAA.

(38.9.3) There are 3 Jap ships available for conversion to CVLs (AVP-1 into CVL-6, AVP-2 into CVL-7, BB-9 into CVL-8). The conversion of CVL-6+7 takes only 13 cycles, while CVL-8 takes the full 22 cycles. All 3 jobs cost 3 prod points each. The conversions may not be initiated except to replace a lost CV of any type (i.e., if the first Jap CV was lost in 5/42 then the conversion of CVL-6 could then commence). There must be a delay of 3 cycles before the change can begin and

the ship must be in major Jap port. BB-9 cannot be converted to a CVL after 5/43, and may not be switched back to a BB at a later stage of construction. (Optional: Conversions to CVL 6, 7, 8 may begin at any time; same cost and duration).

(39.0) ADDITIONAL SPECIAL RULES

(39.3) Air points may not attack in the AirSea Phase after they are uncrated.

(39.45) CW CVEs & CVLs do not adjust against Kamikazes (US built or unarmored decks).

(39.77) The US player may deploy/build an additional 22 CVEs if he ignores this rule.

(39.78) A CV (x) may fly off its entire deckload as defined in rule 39.77

(39.97) Sourabaya and Balikpapan fuel points may not be used for refits, repairs, and yard periods.

(41.2, 41.3) INITIAL DEPLOYMENT – (See separate sheets).

(41.0) STARTING SEQUENCE (clarifications)

(41.53) Only supply and ground units may be shipped in this special pipeline phase. Both players now plan their cargo shipments for the first cycle.

(41.55) **The game begins with subphase 3/1/13/41.** Rule 41.6 specifies exceptions to this.

(41.6) SPECIAL SCENARIO RULES

(41.61.B) Pearl Harbor TF is at speed 0. Only 4 BB (36,37,39 48), 1 target ship (50% chance of being mistaken for a BB), 3 CL's (7,8,50) and SF(D3) are vulnerable to torpedo attack. They are to be placed in attack paths 1+2 from the core outward that will be the path of the T bombers.

(41.61.D) The Japs have 13 Zeros, 14 Kates, 13 Vals. All aircraft must attack on Subphases 3+4, except for 5 Zeros retained for CAP. 4 Kates carry torpedoes, 4 Kates carry heavy bombs, the rest of the aircraft carry normal loads. The 8 torpedo and heavy Kates are the only aircraft that inflict double damage on a ship (if an attack is mixed then damage is not doubled). Jap strafing table change (just this strike, do not add 3 to die): 26-40pts: (1=10%,2=20,3=30, 4=40, 5=50,6=60).

(41.61.G) 1 die is rolled after every wave. If the roll is less than or = to the number of the wave then 1/2 of the remaining US F's (randomly selected) may intercept any Jap bombers that have yet to attack. All Remaining Zeros may screen.

(41.62.A) Except as provided for in 41.8, no Allied air points may perform any strikes or CAP until subphase 6 of SeaAir phase 1.

(41.62.K) The Allied SS in Pearl and Manila may be attacked in the 1st phase. Each group of two is treated as 1 ship: 0-0-1, 0/1-2. Damage: D1: no effect, D2+D3: 1 SS sunk, D4: both SS sunk.

(41.62.L) Pearl Harbor air points may only conduct 360o searches until subphase 10. US West Coast ships may not move until subphase 10.

(41.63.A) The Nagumo TF is inactive for the first 2 subphases. It must conduct air strikes on Pearl Harbor during subphases 3 + 4 of the 1st Phase. The TF is at speed 3 the first phase and has 42 fuel factors remaining. After subphase 4 the TF must head NW for the rest of that phase.

(41.63.B) Allied TFs begin the game without a mission plot. On subphase 4 all Allied TFs at sea must, and any TFs in port may, have missions plotted. There may be no combat missions plotted to occur before subphase 10. CV 6 TF has 28 fuel factors left, CV 2 TF has 56 fuel factors; they are not required to enter Pearl Harbor.

(41.63.F) TF Z has an automatic reaction mission plotted for the entire first AirSea phase. It must react to the first Jap AMPH contacted in a coastal hex of Malaya and pursue it at speed 3 to the end of the phase. TF Z may not move more than 3 hexes from Malaya. (Optional-Plot missions as in 41.63.B above). It has just refueled.

(41.63.G) Through 5/42: the first time the Japs capture a port, roll for captured MS. Throw 1 d6 for every level of cargo capacity; roll of 1 or 2 the Japs get a MS(D3) in the port. This takes place every time the Japs capture a port for the first time.

(41.63.H) All US NCT aircraft present at the beginning of the game are to be considered carrier-trained, except for the 5 SBDs in the CA-24 convoy (Tactical Block A24's). These are USMC aircraft, and were carrier-trained (besides the Navy took the good planes from the Marines after Pearl Harbor and gave them the F2A'S and SB2U's which were later massacred at Midway).

(41.63.I) Any CW/ANZAC ship present at the beginning of the game is to be considered expendable. If one these ships is scheduled for a later withdrawal, but is sunk before it is due to leave, then Allies do not have to withdraw another ship in its stead.

(41.63.J) The Pensacola has 1/3 fuel remaining, the US CA TFs around Pearl Harbor have 2/3 fuel remaining

(41.64) (Delete first 2 sentences of old rule) US SS are treated as normal except that there is a 1/2 chance that a hit is a dud (roll d6, 4-6 and hit is a dud). This disability lasts until cycle 6/42 plus 3d6 (1 cycle per pip rolled).

(41.6XA) Allies may not blow up any facilities until a Jap ground unit or TF is on or has passed within 2 hexes of the

facility, or the hex or an adjacent hex has been attacked by Jap aircraft.

(41.6XB) STRATEGIC TRANSPORT

1-During the first 7 cycles of the game: 3 US divisions may be transported from off-map to any major friendly port on the maps using a speed 3 MS. The MS must then immediately leave the maps. If the speed3 MS are sunk, the Allies lose victory points.

(41.6XC) ALLIED DEFENSE PERIMETER.

Any PBY, PBM, PV, B26, or A20 assigned to an active air HQ of at least wing size and based in India, Ceylon, Australia, Espiritu Santo, New Caledonia, or any island on Maps F or G, may be used as a torpedo bomber against any Jap ships within range (Normal Range = maximum torpedo range). The PBs have an antiship strength of 7 and the other aircraft are rated as 5. All of these must attack at Low level and do count as part of a combined attack. The B26 and the A20 lose this capability after 9/42.

(41.6XD) SPECIAL HURRICANE REINFORCEMENTS

a: An MS(D2) appears 3/13/41 in the Africa Coast Holding Zone carrying 5 Hurricane air points. The convoy may unload anywhere within 6 weeks. The MS is then removed.

b: CW CV-92 appears 3/1/42 in the Africa Coast Holding Zone with 5 Hurricanes on deck. These must make a simultaneous fly off to any Allied airfield within 3 weeks. The CV must immediately withdraw.

c: b is repeated on 1/3/42 but with 4 Hurricanes.

(41.81) VARIABLES

a: CV 6 TF is in Pearl. 1/6 chance. Jap player not notified until first strike is plotted and launched. Leave TF marker at sea.

b: One BB division is out of Pearl (2 BB, 1 CA, 1 Brooklyn CL, 3 DD). 1/6 chance. (1/4:1=Okl, Nev.; 2=Penn, Ariz.; 3=Tenn, Cal; 4=WV, Mary.). Jap doesn't know. The division is with an existing TF.

c: Clark Field CAP (d6:1=1F, 2-3=2F, 4-5=3F, 6=4F). Randomly select F types.

d: 1/3 chance CAP over Pearl (1-3 F's).

e: d6-roll 1=Clark Field B-17's may launch 1st strike.

2= " " " " " " simultaneous strike.

f: TF Z (Prince of Wales, Repulse)(2 separate rolls d6)

1=TF is accompanied by CW CV 92 (1 Fulmar, 1 Barracuda, 1 Sea Hurricane). Japs know of deployment. If CV lost there is no penalty for CW. If it survives then it must withdraw when called for. It may fly CAP immediately.

1 or 2 = TF Z has CAP (1-3 F2A's). Separate roll.

(46.34) Speed 3 CL's fulfill this requirement.

(46.51) Gradual Jap training decline. 1-5 on 9/43, 1-4 on 10/43, etc.

(46.66) Add these units to those in construction:

Jap BB-9; CL-22, 23, 25

US CA-70, 71; CL-62, 80, 81, 89, 90, 95, 96

Ground units - Allow CW divisions to have 2 or 3 brigades. Different values depending on how many brigades.

SPs - Differentiate between Naval Supply (NS) and Supply Points (SP). They can be stored at the same location; only NS can be carried by SF; MS can carry NS or SP; ships refuel, repair and refit using NS; SP used for all other supply purposes; Japanese must keep track of origin of NS, any NS from NEI cannot be used for refit or repair.

(9.6) Number of Hexes Moved per Subphase

Subphase:	1*	2*	3	4	5	6	7	8*	9*	10	11	12	13	14	
SC1/6mp:	1	1	-	-	1	-	-	1	-	-	1	-	1	-	(6 total)
SC1/5mp:	1	1	-	-	1	-	-	1	-	1	-	1	-	1	(7 total)
SC1/4mp:	1	1	-	1	-	1	-	1	1	1	-	1	-	1	(9 total)
SC2/6mp:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	(14 total)
SC2/5mp:	1	2	1	1	1	1	1	1	2	1	1	1	1	1	(16 total)
SC2/4mp:	1	2	2	2	1	1	1	2	2	2	1	1	1	1	(21 total)
SC3/6mp:	2	2	2	2	1	1	1	2	2	2	1	1	1	1	(21 total)
SC3/5mp:	3	2	2	2	2	1	1	3	2	2	1	2	1	1	(25 total)
SC3/4mp:	3	3	2	2	2	2	2	3	3	2	2	2	2	1	(31 total)

- = no movement

* = night subphase

When moving from one movement area to another, switch to the correct line at the appropriate subphase; drop excess hexes.

WITP-ORDER OF APPEARANCE

(October 31, 1999)

Air blocks are shown at Trained Unit arrival time

JAPANESE: (This completely replaces the original OA. If a month is missing, then nothing arrives.)

13/41: Carrier Block (CTU)
1/42: CVL-2, BB-7, 4-SS, BF; Carrier Block (CTU)
2/42: Carrier Block (CTU)
3/42: 4-SS, BF; Carrier Block (CTU), Bomber Block (TU), Fighter Block (TU)
4/42: 30th Inf. Div.; Carrier Block (CTU)
5/42: AVP-4, DD-48, 4-SS, BF, 71st Inf., 1st Maizuru SNLF, SF (D2); 2xCarrier Block (CTU)
6/42: 46th Inf., 3rd Kure SNLF; Carrier Block (CTU)
7/42: CVL-4, DD-46, Transport Air Block, 1st Arm. Div., 58th Inf., 4th Kure SNLF; 2xCarrier Block (CTU), Bomber Block (TU), Fighter Block (TU)
8/42: CVE-3, DD-49, 59th Inf., 5 Kure SNLF; Carrier Block (CTU), Bomber Block (TU), Fighter Block (TU)
9/42: CVL-5, BB-8, 4-SS, 60th Inf., 4th Yokosuka SNLF; 2xCarrier Block (CTU), Fighter Block (TU)
10/42: DD-50, 61st Inf., 5th Yokosuka SNLF; Carrier Block (CTU), Bomber Block (TU), Fighter Block (TU)
11/42: 4-SS, 2nd Guards Div., 3rd Sasebo SNLF; 2xCarrier Block (CTU), Bomber Block (TU), Fighter Block (TU)
12/42: 62nd Inf., 4th Sasebo SNLF; Carrier Block (CTU), Bomber Block (TU), Fighter Block (TU)
13/42: CL-21, 4-SS, SF (D2), 2nd Arm.; 2xCarrier Block (CTU)
1/43: CVE-4, CVE-5; Carrier Block (CTU), Bomber Block (TU)
2/43: 4-SS; 2xCarrier Block (CTU)
3/43: CL-25; Carrier Block (CTU)
4/43: 4-SS; 2xCarrier Block (CTU)
5/43: 4-SS
7/43: CL-22, 3rd Arm.
8/43: 4-SS
10/43: 4-SS
11/43:
12/43:
13/43: CL-23
1/44: 4-SS
4/44: 2-SS
5/44: CV-7
7/44: BB-9 (If not converted to CVL-8)
10/44: CV-8, CV-9

ALLIED:

(This chart replaces the original OA)

American air blocks are shown at (Carrier) Trained Unit arrival time

Indian units appear in India unless otherwise specified.

All battlegroups must appear on the map as battlegroups. ADZ: assigned to Alaska Defense Zone.)

- 13/41: US 8th Marine Rgt, 2-BF; CV-5 (2-F4F, 4-SBD, 2-TBD), 2-DD17, 2-MS, 2-SS
CW CA-56, 40, 80; CL-63, 53, CLA-21; 2-SS
- 1/42: US 102 Rgt. (bg), 2-BF; BB-40, 42; 2-SS, Carrier Block (CTU), Bomber Block (TU), Fighter Block (TU), Tactical Block (TU)
CW CL-66, 52, 88, 89, 59, 45; DD-12, 14; 7th Arm. Bgd., (2)-1(A); 7th Ind. Div. (I)
- 2/42: US 2-BF; 27th, 41st Divs.; CV-8(3-F4F, 3-SBD,1-TBD); CA-44, CL-43, 2-MS, 3-SS, SF(D2); Fighter Block (TU)
CW 6th, 7th Australian Divs. (ME); 21 East Africa Bgd.(A); BF(I), BB-5, 7, 9; CV-92(2-Seafire,1-SBD)(if not already extant); CV-67 (3-Albacore, 1-Fulmar); CVL-95 (2-Swordfish); DD-16; BB-03(West Coast); CLA-19, (- CLA-21)
- 3/42: US 32nd Div.; 1st Marine Raiders; 2-BF; CVE-1 (1-F4F, 2-SBD); CL51; 2-DD17, 2-MS, 2-SS; 3-F4F, Bomber Block (TU), Fighter Block (TU); Tactical Block (TU)
CW 20th Ind. Div. (I)(bg); 70th BR Div. (A), .BF (A), CL-60, CW Air Block
- 4/42: US 1st Marine Div., 2nd Marine Raiders; (2)-1,2-BF; 37th, AMERICAL Divs.; 147 Regt.; CL-53, 2-MS, 3-SS, APB; 3-F4F,2-SBD, Carrier Block (CTU), Bomber Block (TU), Fighter Block (TU), Tactical Block (TU)
CW 23rd Ind. Divs., BF (A), CV87 (2-Albacore, 1-F4F), ANZAC Air Block
- 5/42: US 2-BF, 24 Rgt., 4th Arm. Bgd. (bg); 138th, 153rd Regts. (ADZ); CL-52, 54; 2-DD17, 3-SS, 2-MS, SF; 4-F4F, 2-TBF, 2-SBD; Transport Block (TU)
CW 2nd Br. Div. (ME), 26th Ind. (I), CW Air Block; CA-39, CL-81A
- 6/42: US 2-BF, 2nd Marine Rgt., 1st Para-Marines; 53rd, 58th Rgt. (ADZ); BB-41, 55, CV-7 (3-F4F, 4-SBD, 1-TBF); CVE-2; 4-DD17, 4-SS, MS; Fighter Block (TU)
CW CA-48, (-CV92); CW Air Block; ANZAC Air Block
- 7/42: US (2)-1, 2-BF; BB-56, 57; CVE-12, 4-DD17, 4-SS, MS, Carrier Block (CTU), Fighter Block (TU), Tactical Block (TU)
CW CL-86, (CL-89, 53),
- 8/42: US 3rd Marine Raiders; 2-BF; 4-DD17, 3-SS, MS, Carrier Block (CTU)
CW 25th Ind. Div. (bg)(I); 5th Ind. Div. (ME); 29 BR Bgd. (ME); 43rd Ind. Arm. Div. (cadre); 254th Arm. Bgd. (bg), CW Air Block
- 9/42: US 40th Div., (2)-1, 2-BF; 2-DD17, 3-SS, SF, 2 Carrier Block (CTU), Bomber Block (TU)
CW 77 Ind. Bgd. (bg); DD-11, (- CV67); ANZAC Air Block
- 10/42: US 43rd Div., 2nd Para-Marines; 2-BF; CVE-3; 2-DD17, Carrier Block (CTU), Bomber Block (TU)
CW 3-1(A); CW Air Block (UT); ANZAC Air Block; (Withdraw 7Arm Bgd)
- 11/42: US 6th Marine Regt., 4th Marine Raiders, 503rd Airborne Regt, 2-BF; 2-DD65, Carrier Block (CTU), Bomber Block (TU)
CW CA-73; (2)-1(A); CW Air Block
- 12/42: US 2-BF; BB-58; CVE-27, 28;CL-57
CW 111th Bgd. (I); CLA-76, DD-15; ANZAC Air Block
- 13/42: US CL-55, 56
CW 3-1(I); 9th Australian (ME); CW Air Block
- 1/43: US CVE-4, 5, 15, 20; CL-58
CW 36th BR (I), (- CV87)
- 2/43: US CVE-6, 23;CA-45; CL-60
CW (2)-1(A); CA-96; CW Air Block, ANZAC Air Block; 268 Inf. Bgd (I)(WD: 32nd, 43rd Ind. Arm Divs.; 34th Ind. Inf. Div.)

3/43: US (87th Mtn. Rgt./4-1, 13th Canadian Bgd., ADZ-Must withdraw by 12/43); 2-DD17
 CW 3-1(I); CA-14, 55; 2-SS; (- BB03, CA80, CL88); CW Air Block (UT)

4/43: US BB-59, CVE-7, 4-DD65
 CW CV-87 (2-TBF, 4-F4F)(WC); ANZAC Air Block

5/43: US 2-DD17 Track BB Nevada
 CW (BB-05, CL-60); ANZAC Air Block

6/43: US CVL-22, CL63
 CW (BB-06, CA-39, CL-45); CW + ANZAC Air Blocks

7/43: US CV-9, CVL-23, CA-68, (1st SSF/4-1, 159th Rgt.: ADZ-1st SSF must leave by 12/43)
 CW 25th, 26th East Africa Bgds. (A); HQ 11th East Africa Div. (A)

8/43: US CV-17, CVL-24, 2-APB, CA-69, CL-95
 CW 81st West Africa Div. (A); (-CV38); ANZAC Air Block

9/43: US CV-16, CVL-25, CL62
 CW (2)-1(A); CVE-1, CA-73; (- BB09; CA-48, CL52, 99); CW Air Block; ANZAC Air Block

10/43: US CV-10, CVL-26
 CW (- CL59); CW Air, ANZAC Air, ANZAC TRANS Air Blocks

11/43: US BB-60, 61, 62; CL-80
 CW (- CLA19), CW Air; ANZAC Air; CW TRANSPORT Blocks; (WD-251st Ind. Arm Bgd)

12/43: US CV-11
 CW BF (A); (CL-46); CVE-2; ANZAC Air Block

13/43: US CVL-28, CA-70, CL-96
 CW (2)-1, BF (A); DD-6, 7,8; (- BB07, CA66, DUTCH CL4); CW Air; ANZAC Air

1/44: US CVL-24
 CW BF; (I): 3-1; CV-87 (2-SBD, 1-F4U, 1-Seafire); BB-00, 02; BC-72, CVE-3, 4, 5; CA-69, 57, 30, 60, 48; DD-17, 18, 19; DE-1, 2; 8-SS; (CL-44)

2/44: US
 CW BF; CVE-6; DD-20, 21, 22; DE-3, 4; 4-SS; (CL-66, 81A, 86); CW, ANZAC Air Blocks; (WD-44th Ind. Arm Div.)

3/44: US BB-63
 CW (2)-1(A); 28th East Africa Bgd.; 44th Ind. Airborne Div. HQ, CL-43, DD-23, 24; DE-5; 2-SS; CW Air; ANZAC Air

4/44: US CV-12, 18; CVL-29; CL-81, 89
 CW 77th Ind. Airborne Bgd., 2-SS; CW Air, ANZAC Air Blocks

5/44: US CVL-30
 CW CVE-7, 2-SS; CW, ANZAC Air Blocks; (CA-96)

6/44: US CV-13
 CW 4-SS, CV-38 (3-F4U, 1-SBD); ANZAC Air

7/44: US BB-64
 CW (2)-1, 22nd East Africa Bgd., 82nd West Africa Div. (A); 4-SS; CW Air, ANZAC Air Blocks

8/44: US BC-1
 CW BB-32, 79; CV-92 (4-Seafire); CVE-8, 4-SS

9/44: US 4-CVE, 2-DD, DE, CL-90
 CW 4-SS, ANZAC Air

10/44: US BB-35; BC-2; CV-20, 4-CVE, 2-DD, DE, 4-APB
 CW 3rd SAS (Cmnd/4-1); CV-10 (3-SBD, 2-F4U, 2-Seafire); CVE-9; 2-SS; CW Air, ANZAC Air, CW CAG Air Blocks

11/44: US BB-33, 34; CA-37; 4-CVE, 2-DD, DE, 3-APB
 CW (A): (2)-1; CVE-10; ANZAC, CW + ANZAC TRANS Blocks

12/44: US CV-31; 4-CVE, 2-DD, DE;
 CW CVE-11, 2-SS; CW Air Block

13/44: US 4-CVE, 2-DD, DE, 3-APB
 CW 14th Air Landing Bgd. (I); CVE-12; SF; CL-61, 81A, 08; ANZAC Air, CW CAG Air

1/45: US 4-CVE, 2-DD, DE; CA-71
CW BB-41, CA-66, 59; CL-42, 89; ANZAC Air, CW CAG Air

2/45: US 4-CVE, 2-DD, DE
CW CA-52, 59, SF; ANZAC Air Block

3/45: US 4-CVE, 2-DD, DE
CW BB-28, CV-67 (2-SBD, 1-F6F, 1-Seafire), 2-SS, (CA-14)

4/45: US 4-CVE, 2-DD, DE
CW 5th Parachute Bgd., (2)-1: (A); HQ 44th Airborne Div. (I); ANZAC Air

5/45: US 4-CVE, 2-DD, DE
CW CV-86 (4-F6F, 3-TBF); CVL-71; CA-52, 96; CL-33; CW CAG Block

6/45: US 4-CVE, 2-DD, DE
CW CVL-15, 18, 62; BB-17; CA-35; DD-25, 26; 2-SS; ANZAC Air

7/45: US 4-CVE, 2-DD, DE
CW (ME): 11-3; CW, ANZAC Air Blocks; CA-44, CL-53

8/45: US 4-CVE, 2-DD, DE, 2-ATOMIC DEVICES
CW ANZAC Air Block

9/45: US 4-CVE, 2-DD, DE, 1-ATOMIC DEVICE
CW CW, ANZAC Air Block

10/45: US 4-CVE, 2-DD, DE
CW ANZAC Air Block

NEW AND REVISED AIRCRAFT**Japanese**

PETE*	F	3L	-	-	12	-	28	
PETE*	R	(3L)	-	-	20	-	46	30/8
DAVE*	R	(1L)	-	-	25	-	55	40/8
JAKE*	R	(3M)	-	-	40	60	125	80/10
MAVIS+	B	(2L)	2/1	6/2	140	190	400	
EMILY+	B	(5M)	2/1-	6/2-	140	190	400	
Mavis/Emily +	T	-	9	-	"	-	-	
BABS	R	(1M)	-	-	35	-	75	-
THAI-1	F	2L	-	-	12	18	30	
THAI-2	B	(1L)	-	1	18	30	48	
(BETTY, FRANCIS, MAVIS-EMILY, NELL)	B							A-S: 1/0

Allied

OS2U*	R	(1L)	-	-	40	-	80	
SB2U*	D	(3M)	4	3	30	-	63	(Vindicator) (Vengeance?)
PBM-3+	B	(5M)	2/1	6/2	90	100	280	-
PBM-3+	R	(5M)	-	-	110	-	280	-
PV-1/2	B/R	(4M)	2/0	4/0	60	75	160	
WALRUS*	R	(1L)	-	-	30	-	60	
SEAFOX	R	(1L)	-	-	20	-	44	
SB2C++ D	(5M)	6/3	3/2	45	52	120	-	
PBY+	B/R	(3L)	2/0	2/0	60	100	240	
A-20	B	(4L)	3/1	4/2	60	80	220	
(B17, B24, B29)	B							A-S:1/0
DUTCH, A26, P61								

* = FLOATPLANE + = SEAPLANE ++ = SBC is really SB2C

AIR BLOCK CHANGES:

PETE	15 at start; 1 per carrier block until 2/44
DAVE	10 at start
JAKE	1 per CV block until 2/44; then 2 per CV block
MAVIS	All MAV-EM at start are MAVIS, as are all MAV-EM arriving thru 3/42
EMILY	All MAV-EM arriving from 4/42 onward are EMILY
BABS	10 at start
OS2U	15 at start; 1 per CV block, each CAP arrives with seaplanes on board
PBM (US)	1 at start; every 4th PBY becomes PBM
PV (CW)	2 at start; 2 per CW tactical block
WALRUS	5 at start, 1 per CW and ANZAC block
SEAFOX	2 at start, 1 per CW and ANZAC block

NEW SHIPS:

AVP-1, 2	2-A-2	1/4-3	(CHITOSE, CHIYODA) Japs
AVP-3	2-A-2	1/5-2	(MIZUHO)
AVP-4	2-A-2	1/5-3	(NISSIN-arrive 5/42)
AC-1	3-2-2	2/4-2	(IDZUMO) Withdraws 1/43
CCL-1, 2	4-1-1	2/4-2	(IOSHIMA, YASOSHIMA)
CVL-8	(optional)	(SHINANO-increase cap to 13 or 14)	
RICHLIEU-BB	13-3-12	5/20-3	(French BB)
CL-4	4-1-2	3/8-3	(JACOB van HEEMSKERC - Dutch)
DDS-1, 2	4-1-1	0/1-3	(Old CW DD's)< 1000 tons)
Add in APDs	(US + Japs)	Equal to ETRAN (or just use DE)	

INITIAL SETUP**JAPS (additions, changes, deletions only)**Navy:

Nagumo TF: 13 Zeros, 13 Vals, 14 Kates, $\frac{1}{2}$ fuel
 Shanghai: AC-1, CCL-1, 2 (China Area Fleet: ships may never go further than 4 hexes from China or Japan)
 Palau: AVP-1, 3 (4 Petes); + APB (D1); + 2xBF
 Samah: +APB (D2)
 Inland Sea: CVL-3, AVP-2; (2 Petes, 2 Kates, 3 Claudes) (- CVL2)

Army Groupings:

Manchuria-Heilungkang, Jehol, Kirin, Liaoning
 North China-Anwei, Chahar, Honan, Hopei, Shansi, Shantung, Suiyan
 Central China-Chekiang, Hupeh, Kiangsu, Kiangsi
 South China-Kwangtung/Hainan, Fukien

Changes:

- 8-3 (Kirin)
 - 7-3 (Heilungkang, Formosa, Indochina)
 + 3-1 (Indochina)
 + 2x7-3 (any where in North China)
 + 2x7-3 (anywhere in Central China)
 + 2x7-3 (Kwangtung/Hainan)
 - 2xRUFES (Japan)
 9 PETES and 10 DAVES - either on Capital ships anywhere or in Japan
 10 BABS - Any Air HQ; no more than 2 per HQ
 Anwei air unit moves to Kiangsu
 6 TERRIS - anywhere
 Kwajalein - Delete 4 Kates, add 4 Nells
 Truk - Add 1xWing, 1 Zero (NCT)
 Saipan - Add 1xGroup, 1 Kate (NCT)

Unit Locations:

Japan-7, 52, 53, 54, 56 Divs.; 1,2 Yokosuka; 1,2 Kure, 1 Sasebo. SNLF (1,2 Yokosuka are airborne)
 Korea-19, 20
 Indochina-Guards, 55
 Formosa-2, 48
 Okinawa-16
 Manchuria-1, 8, 9, 10, 11, 12, 14, 23, 24, 25, 28, 29, 57
 North China-17, 21, 27, 32, 35, 36, 37, 41, 110
 Suiyan-26
 Central China-3, 6, 13, 15, 22, 33, 34, 37, 43, 116
 Shanghai-4
 Kwangtung/Hainan-5, 15, 38, 51, 104

Thailand:

2x7-3, 3x2-1 (any hex Thailand)
 Bangkok: 1xGroup (5xThai-1, 5xThai-2)
 1 x Supply Block (usable only by Thai forces)

CW SETUP**Naval:(changes only)**

Hong Kong	DDS-1, 20 NS
Singapore	400 NS (ships only)
Ceylon	DDS-2, 200 NS
Africa Coast	CW CA-84, Dutch CL-4
Port Moresby	CL-47 (from Sydney), 50 NS
Auckland	CL-70 (from Sydney), 100 NS
Jakarta	100 NS
India	Bombay, Calcutta - 100 NS
2xMS Pipeline	Africa7/Perth/Melbourne/Wellington
1xMS "	Sydney/Wellington
1xMS "	Africa6/Colombo/Singapore
1xMS "	Africa5/Bombay (5 hexes, 350 SP capacity)
1xMS (each)	Sydney, Melbourne, Perth, Wellington, Bombay, Singapore

Ground/Air: (changes and unit titles only)

Burma	1, 2 Burma Bgds; 13, 16 Ind. Bgds. HQ 1 st Burma Div.
India	14,17,19 Ind. Divs.; 48 th , 63 Ind. Bgds.; 50 Ind. Air Bgd. (bg); 32 nd Arm Div. (bg), 50, 251 Ind. Arm. Bgds. (bg), 1xGroup (Bombay) (3xC47)
Ceylon	34 Ind. Div. (bg); 99 Bgd. (bg) ; 2xWalrus
Malaya	Divisional HQs (8th Aust-C0107, 9th & 11th Ind., Singapore Fortress-C0108) 22+27/8 Aust. Bgds (C0107); 1, 2 Malaya Bgds, 12/9 Ind. Bgd. (C0108) 22/9 Ind. Bgd (A3831); 8/9 Ind. Bgd (A3730) 28/11 Ind. Bgd. (A3631); 6/11 Ind. Bgd. (A3530), 15/11 Ind. Bgd. (A3531) Straits Settlements Volunteer Force (SSVF) Bgd (2pts)(C0108?) (Delete other units in Malaya) 100 SP-Singapore, 100 SP (A3630, A3732) 1xGroup(1-Hudson, 1 Sword)(A3730) 1xGroup(1-Hudson, 1 Blenheim)(A3832) 1xGroup(1-F2A, 2 Blenheim)(A3530) 1xDiv(5-F2A, 1 Sword, 1 Blen, 1 PBY)(C0108) 1xSeafox (A3632)
Africa Coast	18 British Div.; 1xSeafox, 1xWalrus
Hong Kong	Island, Kowloon Bgds
Australia (total change):	1st, 2nd Divs. bg (Sydney) 3rd, 4th Divs.; 1st Arm Div. bg (Melbourne); 23/8 Bgd. (AIF)(Darwin); (may break down into three 1pt. battalions) 3 Bgd. bg (Townsville); 4 Bgd bg (E1533); 29 Bgd. bg (Brisbane); 19 Bgd bg (Perth); 10th Div. bg (Newcastle)(actually 1 Cavalry) 500 SP-Sydney (200 NS) 300 SP-Melbourne (100 NS) 100 SP-Darwin, Perth (50 NS each) 1xGroup(1 Hudson, 20 SP (Rabaul) 1xGroup(1 PBY), 20 SP (Port Moresby) 1xWing(4 Hudson, 1 Walrus) Sydney 1xWing(1 Hudson) - Melbourne
New Zealand	3 Div. (HQ, 14th, 15th Bgds.) , 1, 4, 5 Bgd bg (actually divisions) 1 Arm Bgd bg 8 th Bgd. (Fiji)

200 SP-Auckland (100 NS)

NEI: Completely redo, add planes, units, etc.

US SETUPNaval:

Manila + SF (D2), 200 NS (on SF), 200 NS in Manila
 West Coast + SF (D2) (Phase Sea Lane: WC2), 400 NS
 + 2 F2A (deckload on CV3)
 CV2 TF Replace F4F's with F2A's; add 2xSBD as deckload (actually SB2U's); + 1 OS2U; 2/3 fuel
 CV6 TF + 1 F4F; + 1 OS2U, 1/3 fuel
 CA 35 TF (near Pearl) 2/3 fuel
 CA 36 TF (near Pearl) 2/3 fuel
 CA 28 TF 1/2 fuel
 Pensacola TF 1/3 fuel
 Worldwide + 7 MS (in West Coast and/or Africa Coast)

Ground/Air:

Oahu 298, 299 Rgts (bg); 24, 25 Divs. (bg)(or HQ and 2 regts each);
 + 1 F4F, 4 OS2U (CAPS), 1 B17 (enroute from WC, arrives after wave 1-6), +1 PB
 2800 NS, 700 SP
 Philippines 4 Marine Rgt (bg)(fort); 1 Provisional Arm Group (108 M-3); 11-3 (bg)(C2503); move 1 PB
 Manila to Davao
 Wake Island 20 SP
 Midway 20 SP
 AVG 20 SP
 Alaska 4, 37 Rgts; 297 Rgt. (bg); 2xP36, 1xB18
 West Coast 1xPBM, 2xPV, 19xP40, 14xP39, 3xB17, 3xPBY, 2xC47, (34th, 161st Inf. Regts., later added
 to Oahu divisions.)
 Production add 1 Fighter Block 7/41