deployed in static, dug-in defenses to repel an amphibious assault, and there wasn’t a mobile reserve to deal with the Japanese airborne raiders. The decision by the Australian Blackforce Commander to withdraw required the Japanese parachutists to go onto the attack or conduct blocking actions against their enemy, particularly along the Usua Ridge that overlooked the airfield, operations that mauled the Rikusentai. Although reinforced with another airdrop on the 21st, and linked up with the 228th Infantry, the Japanese were unable to prevent the bulk of the Allied force from successfully withdrawing. By the 22nd over 550 of the Japanese parachutists were dead, effectively destroying the 3rd Yokosuka.

POST CAMPAIGN

The Japanese deployed paratroopers on only one other occasion during the war. This was on December 6th, 1944, in parachute drops to retake the airfields at San Pablo and Buri on Leyte Island. The parachute drops were codenamed Operation Te-Go, and were to be coordinated with a counter-attack by the Japanese 26th Infantry Division (Operation WA). On this occasion, Ki-49 (Helen) and Ki-57 (Topsy) bombers and transports were used to drop 409 parachutists of the Katori Battalion, who began descending or shortly after landing by the parachutists were killed during their descent or shortly after landing by the Japanese were unable to prevent the bulk of the Allied force from successfully withdrawing. By the 22nd

WITHIN the US 674th Parachute Field Artillery and equipment, but their actions who survived began destroying aircraft during their descent or shortly after landing by the parachutists were killed during their descent or shortly after landing by the Japanese 26th Infantry Division (Operation WA). On this occasion, Ki-49 (Helen) and Ki-57 (Topsy) bombers and transports were used to drop 409 parachutists of the Katori Battalion, who began descending or shortly after landing by the parachutists were killed during their descent or shortly after landing by the Japanese were unable to prevent the bulk of the Allied force from successfully withdrawing. By the 22nd

DÉNOUEMENT

The Japanese parachute forces suffered extremely high casualties in operations that, although successful in achieving tactical surprise, were operational and strategic failures for the East Indies campaign. Both the Rikusentai and Teiushin Shudan units lacked any sort of artillery support (those who fought at West Timor used captured weapons as well as a mountain gun “lent” it from the 228th Infantry) and no anti-tank weaponry. The reliance on “shock and awe” to overwhelm defenders worked only on those occasions where the Japanese initial assault had back under US control and all of the parachutists killed. The attack by the Japanese 26th Infantry Division was beaten back with heavy losses to the 26th, effectively ruining it, with defending US forces holding on to both airfields.

SOURCES


LANDSKNECHT PUBLISHING SERVICES, INC. Part # GAO20121 Printed in the USA Copyright © 2012 Paul Rohrbaugh

FORLORN HOPES

RULES of PLAY

1.0 INTRODUCTION

2.0 GAME COMPONENTS

2.1 The Game Map

2.2 The Playing Pieces

2.3 Markers

2.4 The Die

2.5 Player Aid Charts (PAC)

2.6 Airbase Display Charts (ADC)

3.0 IMPORTANT CONCEPTS

4.0 THE SEQUENCE OF PLAY

5.0 RANDOM EVENTS PHASE

5.1 11th Air Fleet Commitment

5.2 JIN Covering Force Commitment

5.3 Allied Reinforcements

5.4 Random Event Determination

6.0 AIRBASES

6.1 Limited Intelligence

6.2 Types of Airbases

6.3 Airbase Housing Capacity

6.4 Airbase Layout

6.5 Mobile Airbases

6.6 Airbases as Targets

7.0 THE INITIATIVE PHASE

7.1 Japanese General Regroup Decision

7.2 Individual Unit Regroup Designation

7.3 Reconnaissance Flights

7.4 Initiative Determination

7.5 Initiative Missions Determination

8.0 AIR/NAVAL OPERATIONS PHASE

8.1 Initiative Missions

8.2 Alternating Missions

8.3 Passing

8.4 Closure

9.0 AIR MISSIONS

9.1 Air Mission Restrictions

9.2 Air Mission Movement

9.3 Staging

9.4 Intercepter Scramble

9.5 Target Scramble

9.6 Air Mission Target Designation

9.7 Air Combat

9.8 Aborting the Mission

9.9 Anti-Aircraft Fire (AA)

9.10 Bombing Combat

9.11 Paratroop Assualt

10.0 NAVAL OPERATIONS

10.1 Naval Missions

10.2 Naval Units

10.3 Naval Unit Movement

10.4 Naval Unit Surface Combat

10.5 Naval Bombardment

11.0 GROUND OPERATIONS PHASE

11.1 Ground Unit Initiative

11.2 Ground Unit Movement

11.3 Stacking

11.4 Ground Combat

11.5 Amphibious Landing

12.0 OPERATIONS CONCLUSION

12.1 Air Reconnaissance Return

12.2 Naval Units Return to Port

13.0 SUPPLY PHASE

13.1 Supply Sources

13.2 Supply Lines

13.3 Supply Units

13.4 Hints on Supply Sources

13.5 Penalty for Failing to Trace Supply

14.0 REGROUP PHASE

14.1 Individual Unit Regroup

14.2 Airbase Reorganization

14.3 Mobile Airbase Completion or Removal

14.4 Removing Hints

14.5 General Regroup Turn

15.0 REINFORCEMENTS

16.0 VICTORY POINTS PHASE

16.1 VPs Awarded During the Course of the Game

16.2 VPs Awarded After Game End

16.3 Victory Levels

17.0 SCENARIOS

17.1 Introductory Scenario: The Battle of Java Sea

17.2 Forlorn Hopes: The Campaign for the Dutch East Indies

18.0 EXAMPLES OF PLAY

19.0 DESIGNER’S NOTES

20.0 BIBLIOGRAPHY

Design:
Paul Rohrbaugh

Developer:
Lembit Tohver

Graphics & Layout:
Mark Mahaffey

Editing:
Jack Beckman

Production:
C. Rawling

Playtesting:
Jim Brown
Rex Lehmann
Ethan McKinney
Ken Monson
Tom Russ
David Smith
Philip Tohver
Henry Yip
The Sunday Simulators

Copyright © 2012 Paul Rohrbaugh
1.0 INTRODUCTION

“It ain’t the individual, nor the army as a whole, but the overleathiest teamwork of every bloomist’s soul!”

—J.F. Knox.

2.0 GAME COMPONENTS

Your copy of Forlorn Hopes should contain the following components:

• One 22” by 34” map sheet containing the Operational map and a Tactical Battle Board, and various displays and tables
• 264 double-sided counters
• Two airbase display charts – one for each player
• Two four-page pullout Player’s Aid Charts (PAC)

This rulebook

Not supplied with this game but needed for play is a ten-sided die.

2.1 The Game Map

The game is played on a stylized map divided into hexagons (hexes). The Operational map portrays the area of Sumatra, Java, Southern Borneo, and the Celebes Islands over which a large hexagonal grid has been superimposed. The hexes facilitate positioning and movement of opposing units. Each hex contains a number that is referenced on the Terrain Effects Chart (TEC, see the PAC). A hex is also individually designated with a four-digit number, which is used in set-up. Partial hexes without hex numbers are unoccupied and may not be entered.

The game also includes a “Tactical Battle Board” (TBB) used for resolving the air combats in the game. This part of the map includes an Air Battle Round Track, as well as spaces for recording the air units’ altitude, status (normal or disrupted), and whether an air unit is flying a particular type.

2.1.1 Map Charts and Tables: Also prominently the mapbook is a third of both sides aircraft would be down at one time for maintenance and repair. The game does not take players with keeping track of such mundane matters, and the counter mix reflects these design decisions.

2.2 Air Unit Type Symbol: There are several different types of air combat units with a top-down aircraft symbol on the counter:

A) AF The Attack Factor value in the upper-left corner of the counter represents a unit’s capability for damaging an enemy air unit by firing at it during air combat (Section 9.7). A value that is the same color as the plane’s silhouette indicates this is for defensive use only.

B) DF The Defense Factor value in the lower-left corner of the counter represents a unit’s capability for defending (wading off damage) against hostile fire.

C) BF or Strafing The Bombing Factor value in the upper-right corner of the counter represents a unit’s capability for damaging targets on the ground or sea (Section 9.10) depending on its type (see entry F). A lighter unit with an “S” instead of a numeric BF may make low-level strafing attacks against ground targets. This is a subset of bombing combat.

D) TMA (Tactical Movement Allowance) This value in the lower-right corner of the counter represents the speed and acceleration of an aircraft. This is the number of Movement Points (MP) an air unit must spend each impulse when moving on the TBB. The printed MP value for bomber units is used when they are loaded with bombs. Their MP value is increased by 1 when they have dropped their bombs (for whatever reason).

E) SR (Strategic Range) This smaller size value below the wing in the lower-right side of the counter represents the range in number of Strategic Movement Points the aircraft can travel on the Operational map (Section 9.2).

F) Aircraft Type This information is useful when cross-referencing the aircraft behavior on the Air Combat Movement Table. The fourth point of the aircraft symbol and its simplified form portrayed in the game are as follows:

• R (Regular Bomber)
• T (Transport)
• B (Bombardier)
• F (Fighters)
• P (Precision Bomber)
• R (Reconnaissance)
1.0 INTRODUCTION

“It ain’t the guns or armor, or the money they can pay. It’s the chaps that man the guns every day. It’s the individual, not the army as a whole. But the everlasting teamwork of every bloomin’ soul!”
—J.M. Kinn.

Forlorn Hopes is a wargame simulation of the campaign fought for control of the Dutch East Indies in February and March of 1942. The Japanese placed a high priority on taking the island territories, as the region was rich in oil, rubber, and other mineral reserves. Early attacks on the Philippines and Malaya had met with success, but the Japanese timetable for taking control was tight.

Despite the early victories, the Allies were putting up resistance. US carriers, absent from Pearl Harbor when the Japanese attack struck, were conducting raids on the eastern-most island defensive perimeter, and in Burma casualty lists were growing as US and British air units inflicted stunning losses on the Imperial Japanese air forces supporting the Japanese offensive. In the Dutch East Indies, the remnants of the Allies’ pre-war Far Eastern forces formed a hastily cobbled together mix of ships, planes, and troops that had never trained together, let alone fought a determined enemy. Singapore, the bastion about which the region’s defenses were based, was on the verge of air and seaborne assault.

Will the Allied ships and the surviving air units and ground formations be enough to stop or seriously delay the Japanese offensive? Can the forces of the Emperor continue their juggernaut-like advance and bring about the “Greater East Asia Co-Prospereity Sphere”? Will you do as well or better than your historical counterparts? Learn and enjoy!

Game Scale: Each hex on the map is approximately 100 miles (160 km) across. An air unit is comprised of approximately 12 aircraft. A turn spans one week of time.

2.0 GAME COMPONENTS

Your copy of Forlorn Hopes should contain the following components:

- One 22” by 34” map/case containing the Operational map and a Tactical Battle Board, and various displays and tables
- 264 double-sided counters
- Two airbase display charts, one for each player
- Two four-page pullout Player’s Aid Charts (PAC)

This rulebook

Not supplied with this game but needed for play is a ten-sided die.

2.1 The Game Map

The game is played on a stylized map divided into hexagons (hexes). The Operational map portrays the area of Sumatra, Java, Southern Borneo, and the Celebes Islands over which a large hexagonal grid has been superimposed. The hexes facilitate positioning and movement of the playing units. Each hex contains a number that is referenced on the Terrain Effects Chart (TEC, see the PAC). A hex is also individually designated with a digit-number, which is used in set-up. Partial hexes without hex numbers are unsupportable and may not be entered.

The game also includes a “Tactical Battle Board” (TBB) used for resolving the air combats in the game. This part of the map includes an Air Battle Round Track, as well as spaces for recording the air units’ altitude, status (normal or disrupted), and whether an air is flying a particular fighter.

2.1.1 Map Features: Various types of terrain and certain features are denoted on the Operational map. These factors will greatly affect their effects explicated on the TEC. Some of these terrain types and features are: Towns, Cities, Jungle, Sea, Japanese Command Demarcation Line, and Borders.

2.2 Air Unit Type Symbol: There are several different types of air combat units with a top-down aircraft symbol on the counter:

A) AF The Attack Factor value in the upper-left corner of the counter represents a unit’s capability for damaging an enemy air unit by firing at it during air combat (Section 9.7). A value that is the same color as the plane’s silhouette indicates this is for defensive use only.

B) DF The Defense Factor value in the lower-left corner of the counter represents a unit’s capability for defending (wading off) damage against hostile fire.

C) BF or Strafing The Bombing Factor value in the upper-right corner of the counter represents a unit’s capability for performing regular bombing attacks, instead of their individual specialized bomb attack. Japanese D3a, B5n, F1m and Allied A-20 are single engine bombers. All other bomb- ers are multi-engine.

2.2.1 Nationality or Fleet (Japanese)

Unit counters, referred to as units in the rules, are printed with various color patterns and an indicator of the unit’s nationality (Allied) it belongs to. Flags alone are Infantry, while the back of the counter (usually) represents the same combat unit in its principal role. Flags with a circle to the left are motorized units: Infantry, Artillery, and Armored. This smaller size combat unit serves as both its attack and defense factor. Flags with a circle to the left are mortuary Infantry, flags with a starburst to the left are Artillery while silvered flags represent Armor.

A) USN and USAAF Balloon counter, which is a subset of bombing combat.

B) TMA (Tactical Movement Allowance) This value in the lower-right corner of the counter represents the speed and acceleration of an aircraft. This is the number of Movement Points (MP) an air unit must spend each impulse when moving on the TBB. The printed MP value for bomber units is used when they are loaded with bombs. Their MP value is increased by 1 when they have dropped their bombs (for whatever reason).

C) SR (Strategic Range) This smaller size value below the wing in the lower-right side of the counter represents the range in number of Strategic Map Movement Points the bomber must move on the Operational map (Section 9.2). Both sides had other tasks and operations that had to be carried out and are not the focus of the game. For example, the Allied bombing campaign against Japanese positions in western New Guinea, as well as AWACS efforts by
C) Ground Unit's Size

In this game the unit size is decorative, even since a single formation may have several counters. The sizes are Battallion (II), Regiment (III), and Brigade (X). If a number is there, then it is the identification number of the unit instead of its size (e.g. 4 II = 4th Regiment)

D) Unit Historical Formation Identification.

Abbreviations on the Counters:

• ARTillery
• BLACK Black Force
• CAV Cavalry
• F Formosa
• GULL Gull Force
• LSTM Landtrom
• MOT Motorized
• M Marine
• MD Military District
• SPARRD Sparrow Force
• TS Teishun Shidan (Raiding Group)

2.2 Naval Units: These represent squadrons of ships and are of three types: Warships, Carriers, and Transports. Both players also can have Submarine units that are squadrons of ships and are of three types: Submarines, Torpedo Boats, and Minesweepers. Submarines use against attacking air units during air combat, Submarine units generally contain only a symbol or notation for their use.

2.3 Markers

Markers are counters used to record various game functions, such as who is an ace, who has been captured, or the current turn. Markers generally contain only a symbol or notation for their use.

2.4 The Die

The game requires a ten-sided die to resolve combat and other factors for which performance will vary. For dice numbered 0 – 9, read a 0 as a “ten,” not a “zero.” Although the air reconnaissance and transport one 2-step unit, but damage to Mines of these units affects the ground unit fully.

2.5 Player Aid Charts (PAC)

Various charts and tables simplify and illustrate the game and furnish results for certain game actions. The Combat Results Tables and Terrain Effects Chart, along with other important charts and tables, are located on the PAC.

2.6 Airbase Display Charts (ADC)

Each player has its own ADC, which shows the airbases that a particular side can control. Section 6.4 details what is presented in the diagram below of an Airbase's Display.

2.7 Airbase Display Charts (ADC) (Revised)

The Allied player is awarded 1 VP each turn in which the Japanese player makes separate DRs for this formation. Although the air campaign plays the decisive role in the game, the ground combat units that participated are also represented.

3.0 IMPORTANT CONCEPTS

“...He hath borne himself beyond the promise of his age, doing, in the figure of a lamb, the feats of a lion.”

—William Shakespeare, Much Ado About Nothing, Scene 1, Act 1.

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here.

Air Unit A counter with an aircraft symbol on it is an air unit. Excluding the Allied and Japanese air reconnaissance and transport units, all other air units are air combat units (they have factors that allow them to perform bombing, strafing, and air combat). Air combat units are sub-divided into fighters (F) and bombers (B, RB, T, P, D).

ADC (Airbase Display Chart) One Allied and one Japanese. All airbases that a side can use, if controlled, are shown on their ADC.

Airbases function as static combat units during air operations. Their anti-aircraft factors may attack other air units conducting attacks against them.

AMC Air Combat Movement Chart on the PAC.

Bombing An air combat unit may participate in one bombing mission per turn if it has a bombing factor of 1 or more or an "S" (able to strafe) in the counter's upper right corner.

Command Demarcation Line When the dividing line between the Allied and the Japanese armies is crossed by an air unit, the line is crossed by an air unit.

5.1.1 11th Air Fleet Commitment

A DR is made to determine how many of its bombers and fighters are available. Make separate DRs for this formation's bombers and fighters.

Bombers: A number of air units equal to a DR. Randomly draw the units to determine which ones may be entered into play. Fighters: A number of air units equal to half of the DR (round up any fraction, i.e., half of 3 is 2). Again, randomly draw the units to determine which ones may be entered into play.
2.4 The Die

The game requires a ten-sided die to resolve combat and other factors for which performance will vary. For dice numbered 0–9, roll a 0 as a “ten,” not a “zero.” Throughout these rules, the abbreviations DR and DRM are used to stand for Die Roll and Die Roll Modifier, the latter being a plus or minus number used to adjust the combat result.

2.5 Player Aid Charts (PAC)

Various charts and tables simplify and illustrate the game and furnish results for certain game actions. The Combat Results Tables and Terrain Effects Chart, along with other important charts and tables, are located on the PAC.

2.6 Airbase Display Charts (ADC)

Each player has their own ADC, which shows the airbases that a particular side can control. Section 6.4 details what is presented in the diagram below of an Airbase's Display.

3.0 IMPORTANT CONCEPTS

“Hold but himself beyond the promise of his age, dazing, in the figure of a lamb, the feats of a lion.” —William Shakespeare, Much Ado About Nothing, Scene 1, Act 1.

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here.

Air Unit

A counter with an aircraft symbol is an air unit. Excluding the Allied and Japanese air reconnaissance and transport units, all other air units are air combat units (they have factors that allow them to perform bombing, strafing, and air combat). Air combat units are subdivided into fighters (F) and bombers (B, RB, T, P, D).

2.4 The Die

2.5 Player Aid Charts (PAC)

2.6 Airbase Display Charts (ADC)
5.14 The Japanese player can purchase any (remaining undrawn) air units of the 11th Air Fleet by expending 1 VP per air unit. If the Japanese player does not have any VP to expend, the additional air units may not be entered into play that turn.

Game Play Note: Even with a maximum availability roll, the Japanese player will have to spend 2 VPs to get all seven A6M Zero fighter units in the 11th Air Fleet counter-partnered by the US Navy. There was growing pressure to redploy these air units to bolster the defenses of the eastern theatre, and to increasingly aggravate the US carrier forces.

5.15 The H6K Mavis Recon air unit, if not eliminated, is available without a DR each time the 11th Air Fleet is committed to operations

5.16 All drawn and purchased 11th Air Fleet units are immediately placed in the Indochina off-map airbase on the ADC in the appropriate available boxes. All others are placed in the 11th Air Fleet Unavailable box on the Japanese ADC (disrupted or normal status box).

5.17 If the 11th Air Fleet is not committed, place all its currently surviving units into the 11th Air Fleet Unavailable box on the Japanese ADC in the appropriate boxes.

5.18 Unavailable 11th Air Fleet units can be designated for Regroup.

Game Play Note A practical advantage is the regrouping of uncommitted units and thus the removal of any disruptions to 11th Air Fleet units.

Example: The Japanese player flies one 11th Air Fleet unit on a mission during turn 2. The unit is destroyed in air combat. At the end of turn 2 the Allied player is awarded 2 VPs (1 for commitment of the 11th Air Fleet and another for the destruction of the unit). On turn 3, not a regular regroup turn, the Japanese player commits one additional F1M Pete RB to the 11th Air Fleet to Regroup. The Allied player will receive another victory point (just for committing the 11th Air Fleet).

Game Play Hint: When committing 11th Air Fleet units to a mission or an interception, keep those units hidden from the Allied player until the last moment, for he will surely attempt to determine them on interception or mission targets.

5.2 JN CV Covering Fleet Commitment

The Japanese player must next decide and declare whether his Covering Fleet units will enter the game this turn.

This Fleet starts with:

• Two carrier naval units with 8 carrier air units (3x A6M, 2x D3A, 3x BSN that have a “CV” notation beside the JN ID at the bottom of their counters). These CV air units are available on the 2 Japanese CV naval units (6x CV unit).

• Six surface warship naval units (1x BB, 2x CV, 2x CA, 1x DD).

5.2.1 Commitment does not entail any obligation to enter any of the Covering Fleet's naval and air units into play.

5.2.2 The Allied player is awarded 9 or 1 CV (depending on the CV Covering Fleet naval unit each time that unit enters play (Case 16.1). a) The air units are only available to be used if a CV unit is brought into play, and only if the CV is brought into play, the Japanese player must decide which 4 air units are based with that CV (place them in the CV's ADC airbase box).

b) Six surface warship naval units (1x BB, 2x CV, 2x CA, 1x DD).

5.2.3 The Japanese player can only commit one Covering Fleet Force to enter the game up to three times during the game.

5.2.4 The first and second commitments can be on any turn prior to a Regroup turn.

5.2.5 The third commitment, if chosen, must occur on any turn after the Japanese player has taken a Regroup turn.

5.2.6 The second or third time the Japanese player commits this force's units to enter the game, they will only have available to enter the game those units that have survived the earlier commitments.

5.2.7 All JN CV Covering Fleet units that the Japanese player decides to bring into the game this turn must enter the map from the hexes with the red arrows pointing into them (north map edge) during the Air/Naval Operations (Module 14.0) and the Operational Phase (Module 14.1).

If the Covering Force is not committed for a turn, all air units automatically have their disruption removed during the Regroup Phase.

5.2.7.1 All Covering Force non-eliminated units are removed from the map during the Operations Conclusion Phase (Module 12.0), regardless of their status (ifdamaged, keep them in that condition).

5.2.8 Unlike the Japanese East and West Fleet Naval Units, the Covering Force can operate anywhere on the map.

5.3 Allied Reinforcements

The Allied player will place his current turn reinforcements or any held reinforcements on the map as noted in the scenario instructions. He can decide to hold them off and bring them on during this segment in a later turn, in which case he must announce this fact to the Japanese player.

He does not have to announce which turn they will be entered.

5.4 Random Event Determination

Starting with first turn of each scenario, after the Japanese and Allied Players have made the above determination, one of the six players rolls a die to determine if a random event occurs. Consult the Random Events Chart on the map by referencing the DR result number down the left column and then applying any event's text to the right.

Game Play Note Thus, a unit that returns from a mission during which it was disrupted is placed in the “flown-disrupted” box (lower-middle) of the airbase's display where it lands.

6.0 AIRBASES

Each on-map town/city/location has an airbase that may be eligible to be used by only one or both players (whichever controls the location). All controlled and possible to own airbases are printed on each player's ADC and are the holding location for each side's air units when not in a mission. Players will find it difficult to conduct effective air operations without them.

6.1 Limited Intelligence

Each player's ADC is kept hidden from his opponent throughout the game. Real wargamers are subject to a code of scrupu- losity in this regard. Disclosure to an opponent happens only as a result of air reconnaissance (Section 7.3) or Magic Intelligence (Random Event).

6.2 Types of Airbases

The main types of airbases:

• Major on-map Airbase: Soerabaya, Darwin, and Singapore (only after it surrenders to the Japanese player).

• Major off-map Airbase: Bases that are located in Australia (Alleys only) and both Indochina and Philippines (Japanese only).

• Minor on-map Airbase: Located in a town on the Operational map and listed on the player's ADC.

• Minor Mobile Airbase (2 Allied and 2 Japanese): These may be constructed in friendly, controlled, supplied hexes during the Mobile Airbase Construction process of the game.

6.3 Airbase Hosting Capacity

An air unit must be based or hosted at a friendly player's airbase.

6.3.1 Airbases The hosting capacities of all of the airbases are shown on the box on the players' ADC (value to the right of the aircraft symbol).

Note: A reconnaissance unit can also be based at a major airbase to any other units based there. It does not count against the hosting capacity.

6.3.2 Mobile Airbases A mobile airbase can host:

• Any air units up to its capacity (i.e., all bombers or all fighters); or

• Any 2 units of any type (bombers and fighters).

6.3.3 Major Off-map Airbases A major off-map airbase can host any number and type of air units. Off-map air bases cannot be disrupted or destroyed (Section 9.10).

6.3.4 Over Capacity Penalty If the number of air units at an airbase exceeds the hosting capacity, all of the units at the base are placed in the “flown” half of the airbase, and may only stage-move (Section 9.2) until the hosting capacity is restored. This construction begins during the Mobile Airbase Construction Phase of the game and concludes during the Regroup Phase.

6.3.5 Aircraft Carriers The 8 Japanese and 4 British CV naval air units are based on their CV's airbases represented by the Covering Force (Japanese) and Reserve Fleet (British) carrier naval units (CV). The carrier air units are removed from the game when the carrier unit is removed from the map by the owning player or the CV unit is eliminated by enemy attacks.

6.4 Airbase Layout

Each airbase is graphically represented on a player's ADC by a display that is divided into 6 boxes. The base's name, hex location, and the right side of its aircraft symbol (air gun picture) and basing value (to the right of the plane picture) are shown across the top of the Airbase Display.

6.4.1 An air combat unit that is eligible to perform a mission, during the Air/Naval Operations Phase, resides in the appropriate Ready (right most disrupted or normal box) of an airbase's display.

6.4.2 An air combat unit that has already flown a mission or interception, and is placed in the flown (middle disrupted or normal box) of its display.

6.4.3 Units that a player chooses to regroup (Section 14.1) are placed into the appropriate boxes (disrupted or normal) of the Airbase's display.

6.5 Mobile Airbases

Both sides can construct mobile air bases in friendly, controlled land or coastal hexes. This construction begins during the Mobile Airbase Construction Phase of the game and concludes during the Regroup Phase.

6.5.1 Construction Restrictions No more than one mobile airbase can be constructed in a particular hex.

6.5.2 Construction Procedure The player constructing the airbase designates the hex where the airbase is to be located, placing the mobile airbase counter with its Under Construction (back side) up on the Operational map hex during the Mobile Airbase Construction Phase (Module 14.0) and an under-construction mobile airbase is flipped to its front (functional) side. It may host air units from the next turn.

6.5.3 Attacks Against Mobile Airbases: An under-construction or operational mobile airbase may be the target of air bombing as a regular air base (it has no protection against ground combat). An operational Mobile Airbase has an AA factor of 1 (marked on the counter). If an under-construction airbase suffers disruption or an operational mobile airbase is destroyed as a result of bombing it is removed from the map. The owning player may attempt to reconstruct it again during a subsequent turn.

6.5.4 Dismantling Airbases: An un-disrupted mobile airbase that does not have any air units based on it can be dismantled for use somewhere else by simply removing the unit from the map during the Regroup Phase (Module 14.0). It can be re-con- structed in any subsequent turn.

6.5.5 Permanent Elimination A Mobile Airbase (operational or being constructed) can be destroyed if an enemy-controlled airbase in an enemy ground unit solely occupies the hex it is in at any point.

6.6 Airbases as Targets: Airbases can be the targets of enemy air missions. Effects are detailed below.

6.6.1 Airbase Defense An airbase may be designated as the target of an air mission, and may be attacked by bombing (Section 9.9). The defending airbase may establish itself at a location of its choosing, and may only be attacked in certain conditions. Off-map air bases cannot be disrupted or destroyed. The Japanese player's airbase AA value is reduced to 1 of the 6 airbases disrupted or destroyed. An under-construction mobile air base has no AA factor. An airbase has no intrinsic defense against ground combat units. A ground unit cannot attack an airbase. The ground unit can capture a non-operationally controlled airbase. Off-map airbases cannot be attacked, captured, disrupted, or destroyed.

6.6.2 Airbase Disruption The disrupted status of an airbase lowers its AA defense, hinders the ability of its air units to scram- ble (Section 9.9) or evacuate (Case 6.6.5),
5.4 The Japanese player can purchase any (maximum of 3 un-disrupted air units of the 11th Air Fleet by expending 1 VP per air unit. If the Japanese player does not have any VP to expend, the additional air units may not be entered into play that turn.

**Game Play Note:** Even with a maximum availability roll, the Japanese player will have to expend 2 VPs to get all seven A6M Zero fighter units in the 11th Air Fleet countermeasure. Sano and Tanaka are used to dealing with this!

**Design Note:** The unavailable units in this case may have been committed to another theatre of operations or been held in reserve by the Imperial High Command to proceed off-map by the US Navy. There was growing pressure to redeploy these air units eastward to bolster the defenses of the eastern theatre of operations.

5.5 The H6K Mavis Recon air unit, if not eliminated, is available without a DR each time the 11th Air Fleet is committed to or removed from the map during the Regroup Phase.

5.6 All drawn and purchased 11th Air Fleet units are immediately placed in the Indochina off-map airbase box on the ADC in the appropriate available box. All others are placed in the 11th Air Fleet Unavailable box on the Japanese ADC (disrupted or normal status box).

5.7 If the 11th Air Fleet is not committed, placed all its currently surviving units into the 11th Air Fleet Unavailable box on the Japanese ADC in the appropriate available box.

5.8 Unavailable 11th Air Fleet units can be designated for Regroup.

**Game Play Note A practical advantage is the regrouping of units and thus the removal of any disruptions to 11th Air Fleet units.**

Example: The Japanese player fields 11 10th Air Fleet units on a mission during turn 2. The unit is destroyed in air combat. At the end of turn 2 the Allied player is awarded 2 VPs (1 for commitment of the 11th Air Fleet and another for the destruction of the unit). On turn 3, not a general regroup turn, the Japanese player commits the 11th Air Fleet units to missions or interceptions. They return safely (possibly disrupted) from their missions and are placed in the flown box of a Japanese airbase. At the end of turn 3, the Allied player will receive another victory point (indicating the committing of the 11th Air Fleet).

**Game Play Hint** When committing 11th Air Fleet units to a mission or an interception, keep those units hidden from the Allied player until the last moment, for he will surely determine what they are, on interception or as mission targets.

5.2 **JN CV Covering Fleet Commitment**

The Japanese player must next decide and declare whether his Covering CV Force will enter the game this turn. This Fleet starts with:

- Two carrier naval units with 8 carrier air units (3x A6M, 2x D3A, 3x BSN that have a “CV” notation beside the JN ID at the bottom of their counters). These CV air units are based on the 2 Japanese CV naval units (4 per CV unit).
- Six surface warship naval units (1x BB, 2x CV, 2x CA, 1x DD).

5.2.1 Commitment does not entail any obligation to enter any of the Covering Fleet’s naval and air units into play.

5.2.2 The Allied player is awarded 5 or 1 victory point for each Covering CV Force naval air unit each time that unit enters play (Case 16.1).

5.2.3 All Japanese units that have already committed or been committed to another mission or interception are removed from the game by the owning player or the CV unit is eliminated by enemy attacks.

5.3 Allied Reinforcements

The Allied player will place his current turn reinforcements or any held reinforcements on the map as noted in the scenario instructions. He can decide to hold them off and bring them on during this segment in a later turn, in which case he must announce this fact to the Japanese player. He does not have to announce which turn they will be entered.

5.4 Random Event Determination

Starting first with turn of scenario, after the Japanese and Allied players have made the above determination, one of the players rolls a die to determine if a random event occurs. Consult the Random Events Chart on the map by referencing the DR result number down the left column and then applying any event’s text to the right.

6.0 AIRBASES

Each on-map town/city/locaton has an airbase that may be eligible to be used by only one or both players (whichever controls the location). All controlled and possible to be controlled airbases are printed on each player’s ADC. If the town/city’s airbase is not present on the map, the player must declare it on their turn. A random event may add an airbase to the map. It can be re-constructed in any subsequent turn.

6.1 Limited Intelligence

Each player’s ADC is kept hidden from his opponent throughout the game. Real wargamers are subject to a code of scrupu- lous honesty. Disclosure to an opponent that an airbase exists happens only as a result of an air reconnaissance (Section 7.3) or Magic Intelligence (Random Event).

6.2 Types of Airbases

The airbases come in four types of airbases:

- **Major on-map Airbase:** Soerabaya, Darwin, and Singapore (only after it surrenders to the Japanese player).
- **Major off-map Airbase:** Bases that are located in Australia (Allies only) and both Indochina and Philippines (Japanese only).
- **Minor on-map Airbase:** Located in a town on the Operational map and listed on the player’s ADC.
- **Minor Mobile Airbase:** (2 Allied and 2 Japanese) These may be constructed in friendly, controlled, supplied hexes during the Mobile Airbase Construction Phase of the game.

6.3 Aircraft Carriers

Any CV1M air unit can operate out of a disrupted CVS except to stage move to another undisrupted CVS. These units can base at either CVs.

6.3.1 Aircraft Carriers The 8 Japanese and 4 British CV naval air units are based on their CV’s airbases represented by the Covering Force (Japanese) and Reserve Fleet (British) carrier naval units (CV). The carrier air units are removed from the game if its carrier naval units were removed from the game by the owning player or the CV unit is eliminated by enemy attacks.

6.4 Airbase Layout

Each airbase is graphically represented on a player’s ADC by a display that is divided into 6 boxes. The base’s name, hex location, and (to the right) type of air units (air units, AA picture) and basing value (to the right of the plane picture) is shown across the top of the Airbase Display.

6.4.1 An air combat unit that is eligible to perform a mission, during the Air/Naval Operations Phase, resides in the appropriate Ready (right most disrupted or normal box) of an airbase’s display.

6.4.2 An air combat unit that has already performed a mission or an interception is placed in the flown (middle disrupted or normal box) of its display.

6.4.3 Units that a player chooses to regroup (Section 14.1) are placed in the appropriate Regroup (normal or disrupted) box of the Airbase’s display.

6.5 Mobile Airbases

Both sides can construct mobile air bases in friendly, controlled land or coastal hexes. This construction begins during the Mobile Airbase Construction Phase of the game and concludes during the Regroup Phase.

6.5.1 Construction Restrictions No more than one mobile airbase can be constructed in a particular hex.

6.5.2 Construction Procedure The player constructing the airbase designates the hex where the airbase is to be located, placing the mobile airbase counter with its base at the construction (back) side up on the Operational map hex during the Mobile Airbase Construction Phase (Module 14.0). An under-construction mobile airbase is flipped to its front (functional) side. It may host air units and be attacked.

6.5.3 Attacks Against Mobile Airbases An under-construction or operational mobile airbase may be the target of air bombing as a regular airbase (it has no AA anti-air defense under construction). An operational Mobile Airbase has an AA factor of 1 (marked on the counter). If an under-construction aircraft suffers disruptions or an operational mobile airbase is destroyed as a result of bombing it is removed from the map. The owning player may attempt to reconstruct it again during subsequent turns.

6.6 Airbases as Targets Airbases can be the targets of enemy air missions. Effects are detailed below.

6.6.1 Airbase Defense An airbase may be designated as the target of an air mission, and may be attacked by bombing (Section 9.9). It can be disrupted by fighting or bombing as a regular airbase (it has no AA anti-air defense under construction). It may be attacked, captured, disrupted, or destroyed.

6.6.2 Airbase Disruption The disrupted status of an airbase lowers its AA defense, hinders the ability of its air units to scramble (Section 9.9.5) or execute (Case 6.6.5),
and prevents the regrouping of air units based on the [Module 14.0).

6.6.3 Airbase Destruction Non-mobile airbases cannot be repaired or used by either player (at least in the time span of this game). Place an airbase “E" when it is placed in a neutral area or when its location is uncertain.

6.6.4 Airbase Capture A player’s ground combat units can capture an enemy airbase by solely occupying the hex containing the airbase, thus turning it into a friendly airbase (if on the capturing player’s ADC). Upon capture, the airbase is automatically marked destroyed and will become fully functional when the new owner repairs it during a Regroup Phase (Module 14.0). At the instant of capture, all air units on the ground there may attempt an airbase evacuation (Case 6.6.5), and escape to another airbase (Case 6.6.6) if the captured airbase is permanently removed from the game. In this case, it may never be rebuilt.

6.6.5 Airbase Evacuation At the instant that an enemy ground combat unit captures an airbase, each air unit on the ground at that base may attempt to relocate to another friendly airbase. For each air unit evacuating, the owning player must roll a die, modifies it by the applicable modifier (see the Air Evacuation Table on the PAG) and applies the result.

7.0 THE INITIATIVE PHASE “It’s all in the laps of the gods and, whatever happens, I don’t care if I see any forks over the long road back through the years... I feel that I have done my duty.” —Admiral Thomas C. Hart

During the Initiative Phase, both players will make decisions about commitment and regrouping of their forces. Then one player will roll a die, which will be assigned, to determine which player has initiative. The player who gains the initiative is referred to as the “Initiative player” for the current turn. The player who gains the initiative is referred to as the “Initiative player” for the current turn. The player who gains the initiative is referred to as the “Initiative player” for the current turn. The player who gains the initiative is referred to as the “Initiative player” for the current turn.

7.1 Japanese General Regroup Decision

7.1.1 The Japanese player first declares whether the current turn is a general regroup turn (Section 14.5).

7.1.2 There can be only one Regroup turn in the entire full game.

7.2 Individual Unit Regroup Designation

7.2.1 Next, both players may designate some of their disrupted air combat units at airbases as undergoing Regrouping.

7.2.2 Place the air unit into the Regroup box of its airbase display on the ADC (Section 14.1).

7.2.3 This is done in secret (be honest).

7.3 Reconnaissance Flights

7.3.1 Basing: A reconnaissance unit can be basing at any operational airbase, and counts as either a fighter or a bomber against the hosting capacity (Case 6.3.2) of a minor or a mobile base. It does not count against the hosting capacity of a major airbase.

7.3.2 Reconnaissance Procedure Air reconnaissance missions are flown in the third segment of the Initiative Phase. Players alternate placing reconnaissance air units, with the Initiative player going first followed by the non-Initiative player. For each air unit a player wishes to place on its mission, the owning player rolls a die, modifies the roll by any applicable DRMs (Section 9.7) and the Patrol mission for the turn. Otherwise the Allied player is the Initiative player.

7.3.3 Restrictions Air reconnaissance units cannot be intercepted, engage in air combat, or fired on by AA fire (and hence can only be disrupted or eliminated if caught on the ground). If destroyed on the ground while at an airbase, an air reconnaissance unit is permanently removed from the game. If the opposing player must disclose the numbers and type (fighters or bombers) of air units at the base. If a recon air unit is on a hex that is a target of an air mission, the DR of the mission is the opposing player’s scramble DR for any fighters that attempt to intercept in that hex. Also, if the Japanese player places his recon unit on Darwin and/or the Allied player places his recon unit on Singapore, a DR will apply against the opposing player’s scramble DR for any fighters that attempt to intercept in that hex. Also, if the Japanese player places his recon unit on Darwin and/or the Allied player places his recon unit on Singapore, a DR will applies against the upcoming Initiative Determination resolutions (Case 9.4.1, 9.4.2).

7.3.5 Patrol During the Reconnaissance flights segment, RB air units can Patrol for the turn by placing them in the hex where it is based and turning the unit 180 degrees from the standard facing of the player’s units to designate that it is Patroling. An RB air unit on a Patrol Mission confers a favorable DRM on Air Base Evacuation (Case 6.6.5), Interception (Case 9.4.3), Scramble (Case 9.5.1), Sporting (Case 10.3.2), Naval Interception (Case 10.3.3), and Night Action Surface Naval Combat (Case 10.6.1).

7.3.6 Duration Air Reconnaissance and RB air units are disrupted on the hex they were placed until the Operations Conclusion Phase (Module 12.0), at which point they are returned to a friendly airbase within their range factor.

7.4 Initiative Determination The Japanese player rolls a die, modifying it by all applicable modifiers as listed on the Initiative Table (see PAG). If the DR result is 6 or higher the Japanese player is the Initiative player for the turn. Otherwise the Allied player is the Initiative player.

7.5 Initiative Missions Decision

The Initiative player can roll a die and consults the Initiative Missions Table (see PAG) to determine what missions he can perform before the alternating mission phases commence in the Air/Naval Operations Phase (Section 8.2).

8.0 AIR/NAVAL OPERATIONS PHASE “In war nothing is impossible, providing you use audacity.” —General George C. Patton

The Forlorn Hopes campaign was dominated by the air war raging overhead and the naval movement of troops. The key actions by the players in the game involve their air and (to a lesser extent) naval units. The Air/Naval Operations Phases are a series of missions. The player executing a mission is known as the “Mission player”, while his opponent is the “Interceptor player”. The purpose of a mission is to move friendly troops and supplies or disrupt/reduce the opposing units, bases, cities, ports, and other assets via combat. The Interceptor player may want to prevent or reduce the success of the mission by engaging the mission units in air or naval combat. Players will in general alternate performing missions, with the Initiative player deciding first whether to perform an Air Mission, Naval Mission, or pass. Once both players have passed twice consecutively, this phase ends.

8.1 Initiative Missions

8.1.1 The Initiative player gets to conduct a varied number of different missions first as determined in the Initiative Phase (Section 7.5), before the non-Initiative player gets a chance to conduct a mission.

8.2 Alternating Missions

Once the Initiative player has completed all of his initiative missions, or no longer wishes to perform further initiative missions, play switches to alternating missions, starting with a non-Initiative player mission and followed by an Initiative player mission. Players then continue alternating performing missions.

8.3 Passing

A player eligible to perform a mission may elect to pass (not perform) a mission opportunity, whereby the eligibility switches back to his opponent.

8.4 Closure

When both players, in succession, elect to pass their mission opportunities twice in a row, or both players no longer have units capable of performing a mission, the Air/Naval Operations Phase is over for the current turn. Proceed to the Ground Operations Phase (Module 11.6).

9.0 AIR MISSIONS Conducting air missions is the focus of the game. Air missions will be performed as a player’s regular mission or as a reaction mission (Case 9.1.4) that targets opponent air units during an opposing player’s naval mission.

9.1 Air Mission Restrictions

9.1.1 Air Mission Composition: The number of air units that can participate in an air mission per player is determined by the Air Mission Composition Chart on the PAG.

Designee’s Note: These limits, admittedly arbitrary, are necessary to keep the air battles at a manageable level.

9.1.2 Air Mission Eligibility: Each air unit may only perform one air mission per Air/Naval Operations Phase. There are two types of air missions: a regular air mission, which can only be disrupted or eliminated if caught on the ground, and an Alternate air mission, which can only be disrupted or eliminated if caught on the ground.

9.2 Air Mission Movement

Air units move from one or more airbases to the target hex on the Operational map. An air unit, in order to move to any airbase, an air unit can move away from its airbase is indicated by the unit’s range factor (printed to the left of the unit’s TMA rating). Each hex entered normally costs 1 range point. Do not count an air unit’s airbase against its range movement limit, but count the target hexes. Units may only move into and/or through numbered hexes on the map. It costs two additional range points to enter the target hex. Japanese units enter via the north map edge red arrow hexes, west of the Command Line for Indochina, east of...
6.6.3 Airbase Destruction. Destroyed non-mobile airbases cannot be repaired or used by either player (at least in the time span of this game). Place an airbase “Ephemeral” on its location when this occurs.

6.6.4 Airbase Capture. A player’s ground combat units can capture an enemy airbase by solely occupying the hex containing the airbase, thus turning it into a friendly airbase (if on the capturing player’s ADC). Upon capture, the airbase is automatically marked destroyed and will become fully functional when the new owner repairs it during a Regroup Phase (Module 14.0). At the instance of capture, all air units on the ground there may attempt an airbase evacuation (Case 6.6.5), and escape to another friendly airbase. Captured mobile airbases are permanently removed from the game. In this case, it may never be rebuilt.

6.6.5 Airbase Evacuation. At the instance that an enemy ground combat unit captures an airbase, each air unit on the ground at that base may attempt to relocate to another friendly airbase. For each air unit evacuating, the owning player rolls a die, modifies it by the applicable modifiers (see the Air Evacuation Table on the PAC) and applies the result.

7.0 THE INITIATIVE PHASE

“It’s all in the laps of the gods and, whatever happens, I don’t now see any forks over the long road back when I feel that I took the wrong turn.”

—Admiral Thomas C. Hart

During the Initiative Phase, both players will make decisions about commitment and regrouping of their forces. Then one player will roll a die, which is considered a “random” roll, and determine which player has initiative. The player who gains the initiative is referred to as the “Initiative player” for the current turn. The player who gains the initiative is also referred to as the “Mission player,” and a possible second from the “Magic” Random Event.

7.1 Japanese General Regroup Decision

7.1.1 The Japanese player first decides whether the current turn is a general regroup turn (Section 14.5).

7.1.2 There can be only one Regroup turn in the entire full game.

7.2 Individual Unit Regroup Designation

7.2.1 Next, both players may designate some of their disrupted air combat units at airbases as undergoing Regrouping.

7.2.2 Place the air unit into the Regroup box of its airbase display on the ADC (Section 14.1).

7.2.3 This is done in secret (be honest).

7.3 Reconnaissance Flights

7.3.1 Basing: A reconnaissance unit can be hosted at any operational airbase, and counts as either a fighter or a bomber against the hosting capacity (Case 6.3.2) of a minor or a mobile base. It does not count against the hosting capacity of a major airbase.

7.3.2 Reconnaissance Procedure. Air reconnaissance missions are flown in the third segment of the Initiative Phase. Players alternate placing reconnaissance, air, and naval units, with the Initiative player going first followed by the non-Initiative player. For each air unit a player wishes to place on the map, the owning player rolls a die, modifies the roll by any applicable DRMs on the Reconnaissance Table on the PAC, and determines the result. If available, the air unit can be placed on any Operational map hex within its 10 hex range from its hosting airbase (Section 9.2).

7.3.3 Restrictions. Air reconnaissance units cannot be intercepted, engage in air combat, or fired on by AA fire (and hence can only be disrupted or eliminated if caught on the ground). If destroyed on the ground while at an airbase, an air reconnaissance unit is permanently removed from the game.

7.3.4 Air Recon Effects/Outcomes. When an air reconnaissance unit is placed in a hex, the owning player may designate an airbase in the hex for examination.

7.3.4.1 Casualties. The opposing player must disclose the number and type (fighters or bombers) of air units at the base.

7.3.4.2 Fights. If a recon air unit is on a hex that is a target for an air combat (Case 6.6.5), and the opposing player’s scramble DRM for any fighters that attempt to intercept in that hex. Also, if the Japanese player places his recon unit on Darwin and/or the Allied player places his recon unit on Singapore, a DRM applies during the upcoming Initiative Determination resolution (Case 9.4.1).

7.3.5 Patrol. During the Reconnaissance Flights segment, RB air units can Patrol for the turn by placing them in the hex where it is based and turning the unit 180 degrees from the standard facing of the player’s units to designate that it is Patrolling. An RB air unit on a Patrol Mission confers a favorable DRM on Air Base Evacuation (Case 6.6.5), Interception (Case 9.4.3), Scramble (Case 9.5.1), Sporting (Case 10.3.2), Naval Interception (Case 10.3.3), and Night Action Surface Naval Combat (Case 10.3.4).

7.3.6 Duration. Air Reconnaissance and RB air units that landed during the turn they were placed until the Operations Conclusion Phase (Module 12.0), at which point they are returned to a friendly airbase within their range face.

7.4 Initiative Determination

7.4.1 The Japanese player rolls a die, modifying it by any applicable modifiers as listed on the Initiative Table (see PAC). If the DR result is 6 or higher the Japanese player is the Initiative player for the turn. Otherwise the Allied player is the Initiative player.

7.5 Initiative Missions Determination

7.5.1 The Initiative player then rolls a die and consults the Initiative Missions Table (see PAC) to determine which missions he can perform before the alternating missions commence in the Air/Naval Operations Phase (Section 8.2).

8.0 AIR/NAVAL OPERATIONS PHASE

“In war nothing is impossible, providing you use audacity.”

—General George S. Patton

The Forlorn Hopes campaign was dominated by the air war raging overhead and the naval movement of troops. The key actions by the players in the game involve their air and (to a lesser extent) naval units. The Air/Naval Operations Phase seeks to recreate a series of actions. The player executing a mission is known as the “Mission player,” while his opponent is referred to as the “Interceptor player.” The purpose of a mission is to move friendly troops and supplies or disrupt the opposing units, bases, cities, ports, and other assets via combat. The Interceptor player may want to prevent or reduce the success of the mission by engaging the mission units in air or naval combat. Players will in general alternate performing missions, with the Initiative player deciding first whether to perform an Air Mission, Naval Mission, or pass. Once both players have passed twice consecutively, this phase ends.

8.1 Initiative Missions

8.1.1 The Initiative player gets to conduct a variable number of missions first as determined in the Initiative Phase (Section 7.5), before the non-Initiative player gets a chance to conduct a mission.

8.2 Alternating Missions

Once the Initiative player has completed all of his initiative missions, or no longer wishes to perform further initiative missions, play switches to alternating missions, starting with a non-Initiative player mission and followed by an Initiative player mission. Players then continue alternating performing missions.

8.3 Passing

A player eligible to perform a mission may elect to pass (not perform) a mission opportunity, whereby the eligibility switches back to his opponent.

8.4 Closure

When both players, in succession, elect to pass their mission opportunities twice in a row, or both players no longer have units capable of performing a mission, the Air/Naval Operations Phase is over for the current turn. Proceed to the Ground Operations Phase (Module 11.0).

9.0 AIR MISSIONS

Conducting air missions is the focus of the game. Air missions will be performed as a player’s regular mission or as a reaction mission (Case 9.1.4) that targets spot cities, ports, and other assets via combat.

9.1 Air Mission Restrictions

9.1.1 Air Mission Composition: The number of air units that can participate in an air mission is determined as listed on the Air Mission Composition Chart on the PAC.

Designee’s Note: These limits, admittedly artificial, are necessary to keep the air battles at a manageable level.

9.1.2 Air Mission Eligibility. Each air unit may only perform one air mission per Air/ Naval Operations Phase. There is no limit to the number of times a particular target can be attacked by air missions during a turn. To be eligible to perform an air mission (regular or reaction), the air unit must be in the “Ready” box of its Airbase Display.

An individual unit in the Regroup section of its Airbase Display cannot perform an air mission.

Air combat units that have already performed a mission are placed in the Bown section of the airbase.

With the eligibility limits, disrupted air combat units may participate in missions, but with lower odds of success and with greater risk. When an eligible disrupted air unit is assigned to a mission, place a disruption marker with the unit.

Note: It is recommended that players not reveal the constituent air units of an air mission to the other player. Air, or bombing sorties occur, whichever comes first.

9.1.3 Air Mission Target Designation: Place the air mission “Target” marker on the hex to be attacked by the air mission. If the mission player decides to perform a staging mission (Section 9.3), no target hex designation is made.

9.1.4 Reaction Mission: This is an Initiative player’s air mission performed during a Mission player’s naval mission.

At any point, after the Mission player’s naval units have become spotted, the Initiative player can interrupt the movement of naval units and perform a reaction mission. This mission is resolved the same as a regular mission (i.e. the Mission player can attempt to Intercept with friendly air units). Only air units that perform a reaction mission are considered to have performed their mission for the turn. Once this reaction mission is completed, the Mission player can continue with his naval units’ movement. Only one reaction mission can be performed on any single mission map hex entered by the Mission player’s units.

9.2 Air Mission Movement

Air units move from one or more airbases to the target hex on the Operational map. The distance an air unit can move from its airbase is indicated by the unit’s range factor (printed to the upper left of the unit’s TMA rating). Each hex entered normally costs 1 range point. Do not count an air unit’s airbase against its range movement limit, but count the target hex. Units may only move into and/or through numbered hexes on the map. It costs two additional range points to enter the map. Japanese air units enter via the northernmost edge red arrow hexes, west of the Command Line for Indochina, east of...
The line for the Philippines. Allied air units enter on the south map side and British forces entering from 1112-1412. It also costs 2 range points to exit from these arrow hexes to these off-map airbases. Thus, it will cost an air unit flying from the off-map Japanese airbase air base to Palombar via hex 1401 seven range points. $2 for entering the map at 1401 from Iodincha. It will send the same seven range points to return to the same base. $5 for the hexes and 2 to exit from 1401.

9.3 Staging
Instead of conducting a combat air mission against a designated target hex, the mission player may move one or more fighter units up to twice its range factor from one friendly air base to another. The airbase the leaves from may be disrupted, but the destination airbase cannot be disrupted. This occurs on the mission player’s Airbase Display, announced as a stage mission but nothing further and thus is obscured from his opponent.

9.3.1 A unit that has flown a mission or an interception earlier in the turn may stage move. A unit that stages into the appropriate Flown box of the new host airbase will activate and so on. If either

9.3.2 A disrupted unit that stages must make an accident risk check (Case 9.11.11).

9.3.3 A unit that has been assigned to regroup (Section 14.1) this turn can stage, but loses its regroup opportunity (placed into the flown section of the new airbase after it has staged).

9.4 Japanese and Allied units may still stage during a General Regroup Turn.

9.4 Interceptor Scramble
If the air mission’s target is within the range of fighters at the Interceptor player’s air bases, up to four of those fighter units may attempt to scramble in order to intercept and attack the mission player’s air units. The Interceptor player does not have to declare beforehand what fighters will scramble, but is limited to 4 (four) attempts per mission for each a different unit.

A fighter unit may attempt and, if successful, may perform any regular operations PER Air/Naval Operations Phase, even though it may have participated in an air mission earlier in the phase.

Even though interception is not an air mission, a fighter unit that attempts an interception (successful or not) before it has performed an air mission is no longer eligible to perform an air mission during this Air/Naval Operations Phase.

A fighter unit attempting an interception from the Flown box of its airbase display does so with a reduced chance of success.

A unit that stages is placed into the appropriate Flown box of the new host airbase. However, all the units still count towards the number of units at the airbase when such attempts are made.

9.6 Air Mission Target

Designation
After the Interceptor’s Target Scramble are complete, the mission player must designate which specific target is to be attacked.

An air unit can only target one specific ground target unit, any area, or a location (airbase, city, or port) in the target hex – Mission player’s choice. If the Target is naval, it is versus all the naval units in the hex. Individual naval units target for each air unit will be decided during the air battle (if intercepted) or designated before AA fire (if not intercepted).

Optional Rule: If both players agree, the target of the air mission may be moved to a different target hex before the mission start. This allows: 1) an air unit to be placed in the mission, and 2) a new target to be designated. This is recommended in order to avoid clutter on the TBB.

9.7 Bomber Formation Flying
When the sequence numbering chart, the bomber player can allocate one single choice for up to four units of same nationality (Allied) or same Air Fleet (Japanese 11th or Army) multi-engine bombers. The bombers fly in close formation and start at the same altitude. This represents the bomber squadrons flying in a large defensive formation to mutually support each other. During their TBB turn, all units of this formation move together and must remain at the same altitude. The TBB positioning of the units of this formation in relation to each other may not change during their move. The Allied player can never assign the Sequence number to the Bomber Formation.

9.8 Intercepting Air Mission

Air Combat occurs when mission air units encounter given interceptors or other units that have the proper sequence markers on their air units (Section 9.4) to the target hex. The mission player has the proper sequence markers on their air units (Section 9.4) to the target hex. There was no successful Scramble Interception, there is no Air Combat, and the mission proceeds directly to AA Combat (Section 9.9) and Bombing Combat (Section 9.10).
4.1 Interception Procedure For each interception attempt, the Interceptor player designates a fighter unit, declares that he is attempting an Interceptor Scramble, rolls a die and modifies the result by any applicable DRMs on the Target Scramble Table (see PAC) and references the modified roll to the results description (bottom of the table on PAC). Note: Both types of scramble, “Interceptor” and “Target,” may be made from the same base. However, all the units still count towards the number of units at the airbase when such attempts are made.

9.6 Air Mission Target Designation
After the Interceptor’s Target Scramble are concluded, if there is more than one type of target in the target hex, the Mission player must declare which specific target is to be attacked.

An air mission can target only one specific ground unit, carrier naval unit, airbase (airway, city, or port) in the target hex – Mission player’s choice. If the Target is naval, it is versus all the naval units in the hex. Individual naval units target for each air unit will be decided during the air battle (if intercepted) or designated before AA fire (if not intercepted).

Optional Rule: If both players agree, the target of the interception mission more than one unit in the target hex, the Mission player may designate each of these targets one at a time.

9.7 Air Combat

9.7.1 Air Combat Movement and Combat Tables

9.7.2 Air Combat Components: The following components are used in air combat:

• The Tactical Battle Board (TBB)
• 8 low/high altitude markers
• 8 movement sequence markers (four each)
• 2 Air Combat markers
• 2 Air Combat Movement and Combat Tables (see PAC)

9.7.3 Air Combat Set Up: Place the Air Battle Round marker in the first space on the Air Battle Track (printed on the map). First, all the bombing mission is against naval units, the Interceptor player deploys his naval units, one to a hex, in the Target Zones on the TBB (Section 9.9.3, Naval Anti-Aircraft Fire).

Be sure that one air unit that left its airbase from the “disrupted” quadrant has a disrupted marker associated with it.

Each player then secretly places his sequence marker on each of his air units involved in the Air Battle. A player also places a “Low Altitude” or “High Altitude” marker on each of his units that he wishes to start at the medium altitude (no markers). Play continues in the order of sequence marker on the unit. Bombers (assumed to be loaded) may not set up at high altitude. If a player has fewer than the number of units involved, he may place the combination of sequence markers on his units. If, for example, there is one unit in the battle, he could use sequence markers “1” and “3” aside. The Mission player is required to assign a higher sequence number to a latecomer (Case 9.7.1) than to an earlycomer (TBB on the first round of the air battle).

This sequencing is important, because it determines the order in which air units will move. If play cannot start, perform combat during each round of the air battle (Case 9.7.4).

After sequencing, the Mission player sets up his air units on the board edge labeled “M.” He may place no more than one unit in a hex. Interceptor units and mission latecomers start off the board. When a unit starts its first impulse of movement of the air battle, its movement sequence number is revealed, and any markers attached to the unit are placed in the Air Combat Tactical Status Box corresponding with its sequence number. The markers placed there determine altitude, disruption, and whether or not the unit has the act. The only marker that follows the unit around the TBB is its sequencing marker. This is recommended in order to avoid clutter on the TBB.

9.7.4 Bomber Formation Flying When allocating the sequencing number chains, the Mission player can allocate one single chain for up to four units of same nationality (Allied) or same Air Fleet (Japanese 11th or Army) multi-engine bombers that are adjacent to each other and start at the same altitude. This represents the bomber squadrons flying in a large defensive formation to mutually support the flyers. During their flight, the formation of these units may move together and must remain at the same altitude. The TBB positioning of the units of this formation in relation to each other may not change during their movement. The Allied player can never assign the Sequence number 4 to the Bomber Formation.

9.7.5 Air Combat Sequence of Play Each air battle has up to six impulses. Thus, the impulse for each unit has up to six impulses numbered 1-4. On Impulse one, the number 1 sequence unit of both players will activate. On the second Impulse, the number 2 sequence units will activate and so on. If either player has not placed a particular sequence number marker on one of their air units it or is not on the TBB yet, they do not activate an air unit in that impulse. The following sequence is followed in each impulse:

1) Placement of mission latecomers with the sequence number that is not filled (on the first round)
2) Interceptor unit, with that Impulse’s number sequence movement and:
   a) Anti-aircraft (AA) fire, if possible
   b) Bombing and continued movement if possible
3) Fire and continued movement if possible
4) Begin next impulse if it is not the conclusion of the fourth.
5) Advance the Air Battle Round marker on the air Battle Track once all aircraft on the TBB have completed their impulses.

Repeat this sequence until six rounds have been completed, or there is no Mission unit left on the TBB. If, at the end of six rounds, there are still Mission air units on the TBB, they are simply returned to base (Section 9.11). Each Mission bomber that had failed to deliver an attack on a target hex (labeled “M”), i.e. an aborted mission, a victory point is awarded to the opposing player (Section 9.8).

9.7.6 Entering the Tactical Battle Board: Units enter onto the TBB at the altitude chosen during set-up (Section 9.7.3) as follows:

a) Mission Units A Mission air unit starts on the TBB at the altitude where it was set up on the hexes labeled “M” (the mission entry area). Latecomers (Case 9.7.1) set up on a mission entry area hex, starting on round two of the air battle.

b) Interceptor Units When an off-board Interceptor air unit’s first movement impulse occurs, it may:

• Remain off the TBB and its altitude may be changed by one level (owning player’s choice)
An air unit may change its altitude one level per round (see the AMC on the PAC). A unit that dives more than one level during its impulse's movement may move in a straight line (no turns or rolls).

Stacking: While moving, air units may freely pass through hexes occupied by other air units and may end their movement, at any altitude, to any of the eligible hex sides. Opposing air units in the same hex, regardless of altitude, may not fire on one another. There are no collisions at this game’s scale.

Roll Movement: An air unit with enough remaining MPs may perform a special type of movement called a “roll.” A roll enables the unit to move into one of the hexes to either the left or right of the hex from which it fired. This is the only occasion that an air unit may move into a hex through a hex side other than the one it is directly facing. A unit in hex 3309, facing hex 3308, for example, may normally only move into hex 3308 with its next movement, but by doing a roll to its right, it can move into hex 3307. A bomber unit that has not dropped its bombs may not perform a roll.

Immelmann Roll: An air unit with enough remaining MPs may perform an extreme loop-turn called an “Immelmann.” This effectively enables the unit to move into the hex it is facing, and then change its facing 180 degrees. Bomber type air units (B, D, P, RB, and T) may never perform Immelmann Rolls. Example: A unit in hex 3309, facing hex 3308 moves into hex 3308, and then changes its facing towards the hex it had left (3309). It remains at the same altitude.

Bomber Defensive Fire: An air unit that occupies the same hex as an enemy air unit may only fire at a target generally to the front of the aircraft, that is facing hex 3308, two hexes distant at the game’s scale. For a bomber to perform defensive fire, the Mission player must first roll a die, modify the roll by the result of subtracting the bomber’s TMA from the interdictor’s TMA.

Air Target in the Same Hex: A unit may never fire at an aircraft target at the same altitude as itself, i.e., with a maximum of three hexes between the fighter and its target. A bomber unit may fire at an air target up to two hexes distant at the same altitude as itself. A bomber may fire only one hex between the bomber and its target.

b) Bomber Defensive Fire: A non-mov- ing bomber unit may fire at a moving Interceptor at the same altitude. The moving Interceptor may not fire back at the bomber. A bomber may only fire at a target one movement point away when it occupies the hex it commences its movement. Thereafter it may take fire each time that it enters a new hex, or moves to the bomber’s altitude in the same hex, that is within an enemy bomber's field of fire and range. Every non-moving bomber may fire as many times as a moving intercepter is willing to present itself as a target. For a bomber to perform defensive fire, the Mission player must first roll a die, modify the roll by the result of subtracting the bomber’s TMA from the interdictor’s TMA. Example: An Interceptor fighter’s TMA is 4, the bomber’s TMA is 3, so 4-3=1. Thus a DRM of +2 is applicable.
A multi-engine bomber

Combat is conducted

A non-mov

Beginning with

A

for a net DR modifier of +2. The Mission

and +2) and one other disrupted fighter (-1)

Example

another sequence number.

Sequence Markers for his planes. If there

Sequence Markers remain on the air units

then nothing happens. The Air Battle

Round 2, at the very beginning of each

9.7.7 Variable Combat Sequence

TBB from any board edge hex.

Example

It is round 4. The Interceptor player

if a “4” had been rolled, the

is considered to be at the last altitude it

maximum of one movement point to enter the

and fire, or it may move, fire, strafe/bomb,

and continue to move.

A unit may not make consecutive turns or

movements (rounding its turn before

the turn, turn 2 hexes for the increased MP

cost as shown on the AMC on the PAC). Each
turn or roll must be interspersed with a

during movement (dive, climb, moving

or if a fighter, firing). A unit may end

with a turn or a roll, and then start the next round with a

turn.

Recommendation When moving a unit,

leave its sequence marker in the starting hex,

facing the icon on the marker towards the

hex side the unit was facing before it

commenced movement (at the same altitude as

itself, if it is at a different altitude or

position). Reorient the unit’s sequence marker

with it. Also, 1/144 in or 1/700 scale

models can be easily adapted for play on the

Board.

Air Unit Facing

All air units must be orien-
ted such that the front of the aircraft

diagram is pointed towards a hex side at

all times. Bomber units may only move into

the hex in front of the unit. A fighter unit

not performing a roll maneuver also only

moves into the hex in front of it. Units

change facing by expending MP to

perform a turn or lane change (see AMC

on the PAC). The cost and ability to change

facing will depend on the type of air unit

and its status.

Altitude

Altitude is a measure of how high an air

unit is. The altitude is indicated on the

air unit’s markers (placed on the Air

Combat Tactical Status Box) to indicate

those air units at low and high altitude.

No unit can move above “highest” or below “low”

altitude levels. Recommendation Some

interregnum play testers used cube dice

instead of the altitude markers. A unit at low altitude is

placed on the playing surface. A unit at medium altitude

is placed atop one cube die. One at high altitude is placed atop two cube dice.

Changing Altitude A unit can change its

altitude level by climbing or diving.

Chasing an aircraft or being chased

will gain a unit MP. For the numbers, see

the AMC on the PAC. No unit can climb

more than one level per round. Loaded

bombers cannot climb above medium

altitude (Exception B-17). Except for the

P-40 fighter unit and its bomber

counterpart, loaded single-engine

aircraft fire, and it is resolved as a form of

bomber defensive fire (Case 9.10.2).

9.7.9 Air Combat Bombing

is conducted on the TBB as follows:

a) Air Combat Fire

An air unit may attempt to inflict damage on an enemy air

unit by firing its guns at the enemy unit.

A unit’s air attack capability is rated by its

Attack Factor (AF) printed top-left on its

card. If this value is red, it is used for
defensive fire only (bombers). The

ability of the targeted unit to absorb such

punishment without dire consequences is its

Defense Factor (DF), printed lower left on

the counter. A unit with no AF rating

may not fire, though a unit with a modified AF

rating of 0 or less may fire — its AF factor

functionally becomes 0. Each moving fighter unit

may fire only once during its impulse, and it

costs 1 MP to do so.

b) Range of Fire A fighter unit may fire at

an air target up to four hexes distant at the

same altitude as itself, i.e., with a maximum of

two hexes between the fighter and the target.

A bomber unit may fire at an air target up to two hexes distant at the

same altitude as itself, i.e., with a maximum of

one hex between the bomber and its target.

b) Bomber Defensive Fire A non-mov-
ing bomber unit may fire at a moving

Interceptor at the same altitude. The

movement may not be fired on in the

hex that it occupies, nor does it commences

its movement. Thereafter it may take fire
each time that it enters a new hex, or moves to

the bomber’s altitude in the same hex, that

is within an enemy bomber’s field of fire

and range. Every non-moving bomber may

fire as many times as a moving interceptor

is willing to present itself as a target.

For a bomber to perform defensive fire, the

Mission player must first roll a die, modify the roll by the result of subtracting

the bomber’s TMA from the interceptor’s TMA. (Example An Interceptor’s

TMA is 6, the bomber’s TMA is 3; so 6-3 = 3. Thus a DRM of +3 is applied.)

b) Bomber Defensive Fire A non-mov-
ing bomber unit may fire at a moving

Interceptor at the same altitude. The

movement may not be fired on in the

hex that it occupies, nor does it commences

its movement. Thereafter it may take fire
each time that it enters a new hex, or moves to

the bomber’s altitude in the same hex, that

is within an enemy bomber’s field of fire

and range. Every non-moving bomber may

fire as many times as a moving interceptor

is willing to present itself as a target.

For a bomber to perform defensive fire, the

Mission player must first roll a die, modify the roll by the result of subtracting

the bomber’s TMA from the interceptor’s TMA. (Example An Interceptor’s

TMA is 6, the bomber’s TMA is 3; so 6-3 = 3. Thus a DRM of +3 is applied.)

13

FORLORN HOPEs Rules of Play

12

FORLORN HOPEs Rules of Play

h) Air Target at a Different Altitude A

unit may never fire at an air target at an

altitude different from its own. Note:

Altitude level differences represent about

5000 feet (1500m). Tactical altitude differ-

ences are factored into the numbers.

d) Air Target in the Same Hex A unit may

never fire at an air target in the same hex as

itself, regardless of the target’s altitude.

c) Air Target at a Different Altitude A

unit may never fire at an air target at an

altitude different from its own. Note:

Altitude level differences represent about

5000 feet (1500m). Tactical altitude differ-

ences are factored into the numbers.

d) Air Target in the Same Hex A unit may

never fire at an air target in the same hex as

itself, regardless of the target’s altitude.

The bomber’s TMA is 3; so 6-3 = 3. Thus a DRM of +3 is applied.)

FORLORN HOPEs Rules of Play

13

FORLORN HOPEs Rules of Play

h) Bomber Defensive Fire A non-mov-

ing bomber unit may fire at a moving

Interceptor at the same altitude. The

movement may not be fired on in the

hex that it occupies, nor does it commences

its movement. Thereafter it may take fire
each time that it enters a new hex, or moves to

the bomber’s altitude in the same hex, that

is within an enemy bomber’s field of fire

and range. Every non-moving bomber may

fire as many times as a moving interceptor

is willing to present itself as a target.

For a bomber to perform defensive fire, the

Mission player must first roll a die, modify the roll by the result of subtracting

the bomber’s TMA from the interceptor’s TMA. (Example An Interceptor’s

TMA is 6, the bomber’s TMA is 3; so 6-3 = 3. Thus a DRM of +3 is applied.)
If the modified result is 5 or less, the bomber may make a low altitude bombing attack against the Interceptor unit; otherwise it may not fire at the Interceptor unit in that hex (although it can try again if the Interceptor unit moves to another hex that is within range).

For purposes of this case, an Interceptor is at its former altitude when it leaves a hex to start a dive.

### 9.7.10 Single-engine Bomber Fields of Fire (Optional Rule)

Single-engine bombers may not fire out of their front field of fire (Case 9.7.9b). The single gunner in those aircraft cannot bring this weapon to bear in that firing arc. However, any of the single-engine bombers listed below that has delivered or jettisoned its bomb load can be used as a fighter. The air unit can then attack out of its front field of fire when it moves, as do fighters, but with the following DRM and a range of 2 hexes (not 4):

- F1m and D3a Val

Bombers that attack as a fighter may not perform roll maneuvers.

A single-engine bomber that does attack an enemy air unit as a fighter may not fire upon any other enemy air unit for the rest of the round (the rear gunners can't draw a bead due to the violent maneuvers, as well as the break-up of the bomber's defensive formation).

The BSN K31 Torpedo bombers cannot attack like a fighter. The BSN aircraft did not have forward-firing airframes were designed to provide stable platforms for level and torpedo bombing.

**Design Note** The 2-hex range limit in this rule (unit 4 hexes as the case with fighters) is due to the lesser degree of training for the bomber pilots in comparison to their fighter brethren in this manner of air combat.

### 9.7.11 Air Combat Resolution

The player controlling the firing unit rolls a die and modifies the result by all applicable DRM shown on the Air to Air Combat Table (see PAC), compares the modified result to the target unit’s modified DR rating, and applies the result as shown on the same table immediately.

A unit is automatically disrupted for the remainder of the game turn when it loses a step. A unit already disrupted is not affected by additional disruption results.

### 9.7.12 Aces Each side has ace units. An Allied fighter unit can gain an ace by shooting down an opponent's aircraft; never it reduces or eliminates an opposing air unit. When this occurs roll a die. If the result is 9 or 10 immediately place an ace counter with that fighter unit. Japanese aces start the scenario deployed with an air unit as air unit arrive as per the Random Events procedure (Section 3.5). The ace may not be transferred to another unit and this permanent removal from the game if his unit is eliminated. The number of aces available in the game is limited to those in the combat area. The Japanese has three aces and the Allies have two aces total. More than one ace may be assigned per unit.

### 9.7.13 Lucky shots

When firing, if the actual DR is 3 or 10, regardless of DRM modifiers, it is a Lucky Shot, consult the Lucky Shots Table on the PAC to see its effect.

### 9.8 Aborting the Mission

This case applies to individual Mission units.

**Abort Procedure** At any time during a mission, before facing AA fire, a bomber unit may abort its mission. The unit jettisons its bomb load and, if on the TBB, possibly accelerates, heads for the board edge, and returns to base (Case 9.10.11). If the aborting unit is a bomber unit, the Interceptor player is awarded 1 VP (Section 16.1). This occurs each time one of the Mission bomber units exercises this option.

If a bomber unit fails to deliver its bombs to the target zone on the TBB within the allotted six rounds, it is considered to have aborted its mission and the Interceptor player is awarded 1 VP (Section 16.1). If the aborting unit is a bomber, the Interceptor player may stage the bomber unit's air unit to any airbase within its printed range (not doubling the range). If the aborting unit is a fighter, the Interceptor player is awarded 1 VP (Section 16.1).

- **Naval Combat Units**: A ground unit, regardless of its size, has an AA factor of 1, even when disrupted or when engaged in naval combat.

### 9.9 Anti-Aircraft Fire (AA)

When a bomber or a strafing fighter unit reaches the desired Target Zone (“T” hexes on the TBB), its altitude is deemed to be the altitude it has on the TBB at that point.

To resolve any bombing mission against naval units, the owning player deploys one naval unit per 1000 range points toward the mission target hex. Do not apply the result as shown on the same table immediately.

A unit is automatically disrupted for the remainder of the game turn when it loses a step.

A unit already disrupted is not affected by additional disruption results.

### 9.9.2 AA Procedure

The Interceptor player rolls the die, to which he adds the target’s (or adjacent firing naval unit’s) AA factor. Find the number standing in the row corresponding to the bomber unit’s altitude in the chart below. Subtract range points that the Interceptor air unit will expend to reach the bomber's mission target hex from range points expended by the Mission air unit that traveled farthest to reach target hex. Do not include either unit’s at-start airbase hex. Four (4) is maximum positive DRM.

### 9.9.3 AA Procedure

When bombing or strafing fighter unit – hereafter called the “bomber” – then faces AA fire from its intended target and (if a naval mission) from naval units which are on the TBB hexes adjacent to the area attacked by the bomber. If the bomber is not disrupted, the bomber unit is given the option to change its altitude (strafing fighters are always at low altitude).

### 9.9.4 AA Procedure

The 2-hex range limit in this case (base + 1) is also applied to naval units. Include either unit’s at-start airbase hex. Four (4) is maximum positive DRM.

### 9.9.5 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.5 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.6 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.7 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.8 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.9 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.10 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.11 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.12 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.13 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.14 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.15 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.16 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.17 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.

### 9.9.18 AA Procedure

In excess of the number of T hexes, deploy 2 units if all units are of the same nationality total are disrupted and 3 units if all units are of the same nationality. Do not divide DR modifier by 2 if a single-engine bomber or target is not a fighter.
For each disrupted air unit on the TBB:

- **No Effect**
- **Result**

- **No Effect**
- Target unit has an Ace (9.7.12)

- **All**
- **No Effect**

Each time a Japanese

+2

When a ground

Ace is with firing unit (this requirement

mean can be met in consecutive impasses).

If no air battle is being resolved, these units automatically receive this DRM. A unit that performs a Precision Bombing attack has a +1 DRM for the bombing attack resolution. "P" type units cannot attack un-disrupted marked targets.

**Designers Note:** Actually they did, but not at all effectively. Rather than have players deal with the very remote possibilities that these weapons would actually bit a fast moving ship, I’ve taken it out of the game. Those who disagree can just deal with it!

9.10.6 Torpedo Bombing

"T" type air units may perform Torpedo Bombing attacks against naval unit targets only.

- **These units must be at low altitude and
- **fly in a straight line for 2 hexes, the last of**
- which is the target hex, to make a Torpedo Bombing attack. A Torpedo Bombing attack has a +2 DRM for the bombing attack resolution. These units can make regular bombing attacks instead of torpedo attacks (the owning player declares how these air units are armed at the start of the mission).

9.10.8 Bombing Resolution Precondition

If there is air combat (Section 9.7), the bomber must move into one of the four target zones (labeled “T”) hexes or the opposing naval unit on the TBB. If there is no air combat, play proceeds as if the bomber is moving through the target zone/

- **Naval Unit**
- **Anti-Aircraft**
- **Bombing Combat**
- **Naval Unit**

9.10.1 Bombers:

A air combat unit may conduct a bombing attack if it has a bombung

- **factor (BF) printed in the upper right corner of its counter.

9.10.2 Strafing Mission fighter units that have not engaged in air-to-air combat during this tactical battle, or if there was a successful Intercept, may conduct strafing attacks at a non-air target. Strafing must be conducted at low altitude in a target zone hex (labeled “T”) hexes or the opposing naval unit on the TBB. If there is no air combat, play proceeds as if the bomber is moving through the target zone/ naval unit. Note the altitude and status of each participating bomber unit. Declare the target, if it had not already been done during AA Combat (Section 9.9).

9.10.3 Dive Bombing

"D" type air units must expend 2 MP in a target zone hex if on the TBB; an additional restriction for cities/ports and a Disruption marker is placed on the unit. An already disrupted naval unit that is hit again is reduced and flipped to its "Crippled" side (keep the Disruption marker on the reduced unit).

**Exception** The Japanese Diahatsu Barge is eliminated if reduced. If an already disrupted and reduced naval unit is hit again, the owning player rolls a die. Modify the DR by +1 if the affected unit is a transport or Japanese carrier naval unit. If the DR is 1-5, then the unit remains disrupted and crippled (modi
cation happens from the additional hit). If the DR is 6+, then the unit is eliminated and immediately removed from play.

**Ground Combat Units** When a ground combat unit suffers a disruption result, an appropriate “D” marker is placed on the unit counter on the Operational map. A ground combat unit, while disrupted, may not move. It may attack an enemy ground combat unit. It retains its full ground combat factor as a defense factor and still has an AA factor of 1. Additional dis interruptions from air bombing cause no further effect on a ground unit. Air bomb

cannot reduce or eliminate a ground combat unit.

Darwin Radar Each time a Japanese bomber (not fighter) unit scores at least

**FORLORN HOPES Rules of Play: 15**
one hit on this city, the Allied player rolls a die, modifies the result by any applicable DRMs listed on the Darwin Radar Table, and then flips the radar marker over to its destroyed side.

If the die roll result is 5 or less, the radar station is destroyed, and the Allied player loses the -2 Scramble DRM (Cases 9.4.1 and 9.5.3) from point on the game in. If you remove the Allied player’s -2 (4) in favor of the Japanese player takes effect once the Darwin radar is destroyed.

9.10.11 Bomber Accretion
All combat implies after a bomber unit aborts or resolves its bombing attack will have its unit increase to its higher +1 TMA rating.

9.11 Paratroop Assault
The Japanese Ki-56 Thala can use its Paratroop Assault missions in the game, no more than one per turn. The Ki-56 air unit carries out the paratroop assault mission by engaging a TBB battle and the Ki-56 flying to a target hex. To drop a friendly group in the target hex, the Ki-56 air unit must be at medium altitude and have flown 3 hexes in a straight line, the second or third of which is the target hex to drop the paratroopers. If the Ki-56 air unit is reduced it is instead eliminated (no reduced rating). A second mission must be attempted if the Ki-56 is shot down during the first (i.e., the unit can be “recycled” and redeployed to either the Indochina or Philippine Holding Box per “Optimal rule”).

9.12.1 Accidents For each disrupted air unit that returns to base, roll a die and modify the DR by any DRM that applies on the Landing Accidents Table (see PAC). Any air unit that the air unit took off from. An air unit that lands at an airbase after a mission or an interception attempt is always placed in the Brown-normal or Brown-disrupted box of the airbase display, depending on the unit’s status.

Note: Both players have a fourth type of paratroop assaulting units, which are made available by Random Event.

10.2 Naval Missions
Naval missions are of three types: carrier (capable of basing air units), surface warships that can conduct air bombing and surface combat attacks. Ground or supply units to be transported must begin in the port hex or off-maps holding area where the naval transport is located and they embark at the beginning of the Transport Mission. The ground/supply units will disembark during the Ground Operation Phase (Section 11.2). If the Transport Mission is a Carrier Supply, the landing unit is moved to the land- ing hex and the Amphibious Landing will occur during the Ground Operations Phase (Section 11.1).

10.3.1 Sorties
Carriers and surface warships, naval missions of a unit may only move if they successfully sortie. Transport units may always move and do not have to check for sortie eligibility. Any carrier or surface naval unit that enters play from off-maps or occupies a port with 0 or 1 hits automatically sorts. Any naval unit that occupies a port with 2 or 3 hits must each perform a sortie DR check. Roll the die, apply the appropriate modifier from the Sortie Table on the PAC, and apply the result. Any carrier or surface naval units in a port with 4 hits may only be moved to an off-map port during the Regroup Phase.

10.3.2 Sporting
Any time a naval unit enters a hex that is within 3 hexes of an un-disrupted enemy airbase, carrier or surface warship, it enters or leaves an enemy controlled coastal hex (one that is within 1 connected coastal hex of a port or occupied by an enemy naval unit). Naval units that attempted the interception failed, but may still attempt another interception later in the turn, or may perform a mission if they have not already done so.

10.4 Naval Surface Combat
Surface Combat is considered to be simultaneous in each round. Combat result effects are not applied to the affected naval units until both players’ eligible units have resolved all their DRs for the round.

All disrupted naval units will return to Normal status (have their Disrupted mark-
ers removed) at the end of the last naval Surface Combat in that theater.

10.4.2 Night Action (Optional rule): any naval combat, both play-
ers declare if they want to fight a “night action.” If both decline, then resolve the combat normal. If both accept, then resolve the combat in two rounds, and treat as if they are rounds 3 and 4. If one player declines, then both roll another die to see if they want to fight a night action. Roll the die by any applicable DRMs as listed on the Night Action Table on the PAC. The player with the highest DR result determines what sort of surface combat normal (night action) will occur. Re-roll any ties.

10.5 Naval Bombardment
Naval bombardment units are part of a Naval Transport unit in which the ground units are performing an Amphibious Contested Landing (Cases 11.5.1) may perform bombardment attacks against opposing units in the same hex the landing is occurring in.

10.5.1 This is resolved before the land combat is performed and in the same manner as an Air Bombardment attack (Case 9.18.9) except substituting the naval Surface Combat that is conducted during some Case 14.5.2 is considered as the “Normal” range. Naval Surface Combat in rounds 3 and 4 is considered “Close” range.

For each naval unit, a target enemy unit is indicated, and the owning player rolls a die, modifying by all DRMs that apply on the Naval Combat Results Table (see PAC). He then multiplies the highest DR result on the effects section of this table and applies the appropriate effect based on the target type as noted.

Designer’s Note: Remember, each naval unit must be considered including events and other supporting ves- sels.
10.2 Naval Missions

Naval operations have the following three types of subma-
ri, represent squadships of ships. Naval units are of the three types: carrier (capable of
of small warships that canvbattletrosa.

10.2 Naval Mission

Due to the scale of the game, naval units can move anywhere about the map with
limit. Instead naval units are ranked as follows:

\[
\begin{align*}
F & = \text{Fast/Flank speed} \\
S & = \text{Slow speed} \\
C & = \text{Crippled speed (damaged side of} \\
& \text{carrier and surface warships).}
\end{align*}
\]

Movement ratings are only used for resolv-

10.3.3 Naval Interception

When a naval unit enters a hex that is within 3 hexes of an un-
units that occupies a port with 2 or 3 hits must perform eac-

10.3.4 Japanese Command Demarcation

Since both fleets adhere to the Command Demarcation
Line; those of the West Fleet to the west of the Line.

10.4 Naval Surface Combat

This is resolved before the land

10.5 Naval Bombardment

Naval bombardment attacks are of the three types: carrier (capable of
aircraft carriers and land-based air units, surface warships that

10.1 Naval Missions

There are three naval missions that can be performed.

Attack Mission: Naval forces sortie from a single base and

10.9 Return to Base

Following the conclusion of an air mission, each surviving Mi-

10.10 Naval Operations

Naval operations figured prominently in this theater of operations. Without air

10.11 Bomber Attack

All combat implies a further bomber unit aborts or resolves its bomb- ing attack to have the unit increase its hit by +1 TMA rating.

10.12 Return to Base

To drop its paratroop

10.12.1 Accidents

For each disrupted air unit that returns to base, roll a die and

10.12.2 Indirects

If the die roll result is 5 or less, the radar

10.3.1 Sorties

Carriers and surface warship

naval missions of a unit may only move if they

10.11.1 Bomber Attack

All combat implies a further bomber unit aborts or resolves its bomb- ning attack to have the unit increase its hit by +1 TMA rating.

10.12.2 Indirects

If the die roll result is 5 or less, the radar

10.11.1 Bomber Attack

All combat implies a further bomber unit aborts or resolves its bomb- ning attack to have the unit increase its hit by +1 TMA rating.

10.12.2 Indirects

If the die roll result is 5 or less, the radar

10.11.1 Bomber Attack

All combat implies a further bomber unit aborts or resolves its bomb- ning attack to have the unit increase its hit by +1 TMA rating.

10.12.2 Indirects

If the die roll result is 5 or less, the radar

10.11.1 Bomber Attack

All combat implies a further bomber unit aborts or resolves its bomb- ning attack to have the unit increase its hit by +1 TMA rating.
11.4.3 Procedure The attacking player rolls a die and checks the defending unit's CF, and modifies it by any applicable DRM's listed on the Ground Combat Table (see PAC). Reference the section and apply the effect immediately. A Japanese parachute unit's CF is added if it is also attacking or defending along with another friendly ground unit. This is the only time a player can have an additional unit included in a combat that initiate or defend a unit. A Japanese parachute unit may not remain in the same hex with an enemy unit following combat. If the enemy unit is not eliminated or compelled to retreat then the Japanese parachute unit is eliminated. 11.4.2 Ground combat units that are eliminated are permanently removed from the game. 11.4.3 Disruption When a ground combat unit is disrupted, an appropriate ground Disrupted marker is placed on the unit counter on the Operational map. A disrupted ground combat unit may not move or attack an enemy ground combat unit. It retains its CF for defense, as well as its AA factor of 1. Additional disruption does not affect it. Air bombing cannot reduce or eliminate a ground combat unit. A disrupted ground combat unit, if disrupted again as a result of ground combat, has to retreat and remains disrupted. 11.4.4 Retreats The owning player moves his retreating combat unit hex 1 away from the attacking enemy unit, preferably towards a supply source (Section 13.1). No unit may retreat into an enemy-occupied hex. Units on an island that is completely controlled by the same opponent may retreat, but not via an island hex (Section 13.3). Any unit without a retreat marker is eliminated. While a ground combat unit may not voluntarily move off the game map, it may retreat off the map, but having done so, it may not return to the map. Airbases and air units may not retreat. A ground combat unit cannot command an air-base in a hex it vacates by voluntary move- ment or retreat. Unlike many other games, there is no advance after combat for attacking ground combat units. 11.5 Amphibious Landings Both sides can perform Amphibious Landings. Naval transport units that carry land units during the Air/Naval Missions Phase can also “land” the ground unit in a coastal hex without a port to perform an Amphibious Landing. If the troops are being transported by DD's and/or CLs, they cannot perform a contested amphibious landing. In the event of a contested amphibious landing by two types, contested and uncontested. 11.5.1 Contested Landing Procedure A contested Amphibious Landing is one where a ground unit is placed into the same hex as an enemy unit. Perform the following actions for this type: 1) Surface warships that are part of the Mission may perform bombardment attacks against defending ground units in the hex first (Section 10.5). 2) Next the defending player rolls a die and modifies it with all the DRMs that apply from the list in the Contested Landing Table on the PAC. Having determined the modified DRG result, consult the Sections result below the DRM list on the table to find out the attack’s outcome and defense (as usual). 11.5.2 Uncontested Landing Amphibious Landing is an uncontested Amphibious Landing is placed into a hex whose occupied by an enemy hex or a hex with friendly troops in it. The landing units are simply placed into that hex. 11.5.3 Post-Landing Operations A ground combat unit, having successfully participated in an Amphibious Landing, is supplied in the hex where it landed. It may not move from that hex unless a regular supply line is established (Section 13.2). If forced to retreat without having connected to a regular supply line, the unit is elimi- nated. 12.0 OPERATIONS CONCLUSION Air Reconnaissance units return to base and naval units still at sea can be returned to port during this phase. 12.1 Air Reconnaissance Return These units that were placed during the Initiative Phase, as well as any RB units that were left on Patrol Missions, land at any undamaged, friendly airbase. 12.2 Naval Units Return to Port Most Naval units may return any naval units still at sea to an off-map holding area. Indochina or the Philippines for Japanese naval units, Australia for Allied naval units, or to a friendly port (that has 3 or fewer hits (7 or less hits on Darwin). 12.2.1 The non-Initiative player first announces what units he will return to port. 12.2.2 The units are not subject to air attack or enemy interference (just pick up the units and relocate them to the port). 12.2.3 Naval units do not have to return to port, but any that remain on the map are rotated to indicate that they are spotted (if not already so noted). 12.2.4 A crippled naval unit must return to a port. 12.2.5 Japanese Covering Fleet units must be removed from the board at this time. 13.0 SUPPLY PHASE In order to remain fully functional for the next turn, ground combat units and air- bases (not air combat units) on the map must be re-supplied. The map must include supply sources (one at a time) attack a particular enemy- occupied hex, or a hex with friendly troops in it. The landing units are simply placed into that hex. 11.5.3 Post-Landing Operations A ground combat unit, having successfully participated in an Amphibious Landing, is supplied in the hex where it landed. It may not move from that hex unless a regular supply line is established (Section 13.2). If forced to retreat without having connected to a regular supply line, the unit is eliminated. 13.1 Supply Sources Allied airbases and ground combat units on the map must have a supply connected to an Allied-controlled port that has less than 4 hits and is not blockaded or to a supply a port. Darwin cannot serve as a supply source if it has more than 8 hits on it. Japanese airbases and ground combat units on the map trace supply to a Japanese-controlled port that has less than 4 hits and is not blockaded, Singapore (once it has returned), or to a supply a supply unit. For supply purposes, only the town of Palembang in Sumatra is considered to be a port. 13.2 Supply Lines A supply line is traced through a series of friendly-controlled or neutral contiguous land hexes to a port that is not blockaded, or to a supply a port. A series of supply from the port or supply unit may be reduced by one step of the transport’s ability (see Table on the PAC). A Daihatsu Landing, Barge, when flipped to its supply side, is considered like a port for supply purposes. For supply purposes, any land hex in which friendly units occupy the same hex as the island (if single hex) or the port of the island, they are considered to be blockading the port and cannot free the island hex or hexes in that island hex respectively. 13.3 Supply Units These units are used as a supply source only when friendly ground units and airbases cannot trace a supply line to a friendly port/city that is not block-aded. More than one supply unit can occupy a hex. The Japanese player is eligible to use only 6 of the 11 Supply markers on the map, the balance of 5 is available for Allied use. A supply unit can provide supply for one complete turn to any and all units and airbases that trace supply to it. If the supply unit has incurred 3 or more hits from bombardment or damage, remove it from the map. If the supply unit is unable to trace a ground supply line back to a un-blockaded port or a ground supply source when on an island with no port, it is removed during this phase. Also, any time that the hex it solely occupies (no friendly combat units with it) is entered by an enemy ground unit, remove the supply unit. Game Play Note Supply units are not “con-sumed” and removed from play when units trace supply to them if they in turn are in supply. There are an unlimited number of supply units available to be transported from the Indochina, Philippines, and Australia off- map areas. Supply units can only be moved by naval units, they cannot retreat or be captured. A single supply unit can be transported by naval transports (the unit takes up 1 step of the transport’s ability) or a DD or CL unit. If a player possesses other friendly ground units, they can be disembarked at a non-coastal hex only if there is a friendly ground unit in that hex already. If a player chooses to have more than one step of supply in a hex, flip one of the
unit’s CF as the Bombardment Factor for the next phase during Operations Phase.

10.5.2 Supply units can only be targeted if they are the sole occupants of hexes or if they are a Supply-side up Japanese Daihatsu Landing Barge.

11.0 GROUND OPERATIONS PHASE

Ground operations are conducted in the following order:
1) Initiative player’s Ground Unit Movement
2) Initiative player’s Ground Combat
3) Non-Initiative player’s Ground Unit Movement
4) Non-Initiative player’s Ground Combat

11.1 Ground Unit Initiative

The Initiative player (Section 7.4) conducts his movements and combat before any other player, so long as he does not have a port or coastal hex. The non-Initiative player, after the Initiative player has concluded all the Ground operations he wishes to perform, can perform movements and combat, but he must immediately expend one supply unit that is linked by a valid supply route for every 2 ground units that he wishes to conduct operations with.

Undisrupted ground combat units may always be transported by and/or perform an amphibious landing from a Naval Transport regardless of who has the Initiative (Section 11.5).

11.2 Ground Unit Movement

Ground units may move from one land hex to an adjacent connected land hex each turn. Exception: Ground units may only move to an island hex if it is not con- nected directly by land from the hex they occupy via Naval Transport. Ground units may not voluntarily move off the game map. Ground and supply units, which were transported during the Air/Naval Transport Phase, will disembark at a friendly port at the beginning of their movement phase or conduct an Amphibious Landing (Section 11.5) during the Ground Combat Segment of the Operations Phase, and those ground units are ineligible to move further this turn.

11.2.1 Restrictions

A Japanese armor unit or artillery unit can occupy a hex adjacent to a friendly infantry or a coastal hex (one with land and ocean). Armor and artillery units can only move with an infantry unit (i.e., these units must always be stacked with a friendly infantry unit). If the last infantry unit in the hex is eliminated, then any artillery or armor units in the hex are also eliminated.

11.2.2 Stacking

Up to 3 friendly infantry units, plus one armor and one artillery unit, may volun-
tarily occupy (stack) in a hex with land. Opposing units may never usually occupy the same hex (Exception: Section 11.5). If called upon to retreat, units may temporarily exceed the stacking limit. Over-stacked units must move to comply with the stacking limits by the end of the owning player’s next movement phase. If the over-stacked situation cannot be resolved by that point, units in the over-stacked hex must be elimi-
nated (owning player’s choice) to bring the stack back to legal stacking limits. Supply units do not count for stacking purposes.

Game Play Note: Opposing naval units and transported ground units can be stacked in a hex with friendly ground units.

11.4 Ground Combat

Once per turn, a undisrupted ground combat unit may attack another ground combat unit (always the Initiative player’s choice of the defending unit if there is more than one unit in the hex) in an adja-
cent occupied land hex during the Ground Operations Phase. Ground combat is vol-
untary. If more than one ground combat unit is adjacent, they may consecutively (one at a time) attack a particular enemy-occupied hex. Thus a defender’s hex may be attacked several times in the same Ground Operations Phase. The defending ground combat unit may not attack a hex if it would become unoccupied if it were to move into that hex (Module 13.0).

Units with a bracketed combat value may only defend.

Exception: One supplied artillery and one armor unit can attack or defend with one supplied non-parachute infantry unit in combat. Add together the factors of these supporting units when calculating the attack or defense strength.

11.4.1 Procedure

The attacking player rolls a die for each ground combat unit in the defending unit’s CF, and modifies it by any applicable DRMs listed on the Ground Combat Table (see PAC). Reference the ground combat CF, and moves it to the table’s Results section and apply the effect immediately.

A Japanese parachute unit’s CF is added if it is also attacking or defending along with another friendly ground unit. This is the only time a player can have an additional unit included in a combat that uses a parachute unit or artillery.

A Japanese parachute unit may not remain in the same hex with an enemy unit fol-
lowing combat. If the enemy unit is not eliminated or compelled to retreat then the Japanese parachute unit is eliminated.

11.4.2 Ground combat units that are elim-
nated are permanently removed from the game.

11.4.3 Disruption

When a ground combat unit is disrupted, an appropriate ground Disrupted marker is placed on the unit counter on the Operational map. A dis-
rupted ground combat unit may not move or attack an enemy ground combat unit. It retains its DR result for defense purposes, but its AA factor of 1. Additional disruption does not affect it. Air combat cannot reduce or eliminate a ground combat unit.

A disrupted ground combat unit, if dis-
rupted again as a result of ground combat, has to retreat and remains disrupted.

11.4.4 Retreats

The owning player moves his retreated ground combat unit 1 hex away from the attacking enemy unit, pref-
entially towards a supply source (Section 13.1). No unit may retreat into an enemy-
occupied hex. Units on an island that is completely occupied in one move cannot retreat. Units may retreat in violation of stacking (Section 11.5). Any units unable to retreat are eliminated.

While a ground combat unit may not vol-
untarily move off the game map, it may retreat off the map, but having done so, it may not return to the map.

Airbases and air units may not retreat. A ground combat unit cannot damage an air-
base in a hex it vacates by voluntary move-
ment or retreat.

Unlike many other games, there is no advance after combat for attacking ground combat units.

11.5 Amphibious Landings

Both sides can perform Amphibious Landings. Naval transport units that carry land units during the Air/Naval Missions Phase can also “land” the ground unit in a coastal hex without a port to perform an Amphibious Landing. If the troops are being transported by DDs and/or CLs, they cannot perform a contested amphibious landing. Amphibious Landings of two types—contested and uncontested.

11.5.1 Contested Landing Procedure

A contested Amphibious Landing is one where a ground unit is placed into the same hex as an enemy unit. Perform the follow-
ing actions for this type:

1) Surface warships that are part of the Mission may perform bombardment attacks against defending ground units in the hex first (Section 10.5).

2) Next the defending player rolls a die and modifies it with all the DRMs that apply from the list in the Contested Landing Table on the PAC. Having determined the modified DR result, con-
sult the Results section below the DRM list on the table to find out the attack’s outcome and the number of damage points inflicted (owning player’s choice) to bring the stack back to legal stacking limits. Supply units do not count for stacking purposes.

Game Play Note: Opposing naval units and transported ground units can be stacked in a hex with friendly ground units.

A Japanese parachute unit may not remain in the same hex with an enemy unit fol-
loving combat. If the enemy unit is not eliminated or compelled to retreat then the Japanese parachute unit is eliminated.

11.5.2 Uncontested Landing

An uncontested Amphibious Landing is one that takes place into an unoccupied hex or a hex with friendly troops in it. The landing units are simply placed into that hex.

11.5.3 Post-Landing Operations

A ground combat unit, having successfully participated in an Amphibious Landing, is supplied in the hex where it landed. It may not move from that hex unless a regular supply line is established (Section 13.2). If forced to retreat without having connected to a regular supply line, the unit is elimi-
nated.

11.6 Air Reconnaissance Return

Air Reconnaissance units return to base and naval units still at sea can be returned to port during this phase.

12.0 OPERATIONS CONCLUSION

Air Reconnaissance units return to base and naval units still at sea can be returned to port during this phase.

12.1 Air Reconnaissance Return

These units were placed during the Initiative Phase, as well as any RB units that were on Patrol Missions, land at any undisrupted, friendly airbase.

12.2 Naval Units Return to Port

Airways from the port or supply unit may be reduced by the owning player’s choice (see Table on the PAC). A Daihatsu Landing Barge, when flipped to its supply side, is considered like a port for supply purposes.

For supply purposes, any ground combat units occupy the same hex as the island (if single hex) or the port of the island, they are considered to be blocking the port and significant if any units are traced to that island or port respectively.

13.0 SUPPLY PHASE

In order to remain fully functional for the next turn, ground combat units and air-
bases (not air combat units) on the map must be supplied in the hex where they are. A ground combat unit or airbase that has less than 4 hits (7 or fewer hits on Darwin).

13.1 Naval Supply

Allied and ground combat units on the map must trace supply to an Allied-controlled port that has less than 4 hits and is not blockaded or to a supply unit. Darwin cannot serve as a supply source if it has more than 8 hits on it.

Japanese airbases and ground combat units on the map trace supply to a Japanese-controlled port that has less than 4 hits and is not blockaded, Singapore (once it has been surrendered) if it has less than 4 hits, or to a supply unit.

For supply purposes only, the town of Palembang in Sumatra is considered to be a port.

13.2 Supply Lines

A supply line is traced through a series of friendly-controlled or neutral contiguous land hexes to a port that is not blockaded, or to a supply unit. The range of supply from the port or supply unit may be reduced by the owning player’s choice (see Table on the PAC). A Daihatsu Landing Barge, when flipped to its supply side, is considered like a port for supply purposes.
supply units over its axis “x2” supply side and removed from supply lines, the dislocated ground combat unit suffers three hits from bomblift, flip over it to its single supply side.

13.3.2 Daitalus Landing Barges (Japanese transports with a factor of 2) These units can be flipped to show a Supply Logistics Base side when in a coastal island, island, or port hex. The unit serves as a supply source for friendly ground units and airbases as long as the unit remains in the hex (it is not removed from the map during the Regroup Phase). When flipped to its Supply Logistics Base side, the unit is treated as a supply source port (not for naval unit basing), and is not considered friendly. Friendly units on this side cannot repair air bases and supply units over to its “x2” supply side and removed from supply lines.

14.4.1.4 Naval Unit Regroup During a General Regroup Turn, the Japanese player may “purchase” air replacement steps by expending VPs if he has any, or giving VPs to the Allied player if he doesn’t. The cost is as follows:

• 1 VP per step in the General Regroup Turn

Replacement steps can only be used to restore a reduced air unit to full strength status (they can’t be used to return elimi-

nated units to the game). The result of a DR determines the maximum number of air replacement steps the Japanese player may pursue. Exception: A DR of 0 means that none can be bought (The Imperial High Command said no!).

14.5.6 Destroyed Airbase Restoration During a General Regroup Turn, both sides may attempt to restore destroyed airbases to normal status. The airbase must be under friendly control and be able to trace a supply line to a supply source (Sections 13.3.2) in order to qualify for res-

toration. For each destroyed airbase that is eligible, the owning player rolls a die, adding 1 to the DR if the hex is currently occupied by a friendly unit. If the modified DR is 7 or more, then the airbase is returned to normal status and the Airbase Destroyed marker is removed from the airbase. An airbase may now be base from the restored airbase up to its bancing capacity. If the DR is 6 or less then the restoration attempt is not successful and the airbase remains destroyed.

15.0 REINFORCEMENTS

“Even in an emergency diversion of reinforcements should be to the Netherlands East Indies and not to Burma. Anything else would be deeply regretted.... On the faith of the proposed flow of reinforcements the Allies have acted and carried out part of the bargain. We expect you not to frustrate the whole plan.” —John Curtin, Australian Prime Minister, to Winston Churchill, January 24, 1942.

Reinforcements are placed during the Random Events Phase of their turn of arrival. The exact type and number of reinforce-

ments is listed in each of the scenarios.

16.0 VICTORY POINTS PHASE

Players attempt to win the full Campaign game (Section 17.2) by accumulating VP. Victory Points are scored by conduct-

ing bombing missions, reducing enemy combat units, controlling geographic hexes, and other risky options. If the turn marker is not on the last turn of the scenario, advance the marker one space along the Turn Track, carrying it with all markers or units currently still with it on the track. Play the next turn. Otherwise, stop play and determine the victory.

16.1 VPs Awarded During the Course of the Game

Allied Player VPs:

• +1 VP during the turn if any Japanese bomber aborts (Section 9.8) during its mission
• +1 VP immediately upon the Japanese player stating intent to commit the 11th Air Fleet
• +1/2 VP immediately upon an 11th Air Fleet air unit being reduced
• +1/2 VP immediately during the turn for a Covering Force CV or BB unit committed to play
• +1 VP For each 11th Air Fleet or Covering Fleet unit destroyed this turn
• +2 VPs for each step reduced in excess of the number determined by the DR
• +1 VP For each Allied naval unit returned to normal status at the end of the Regroup Phase
• +1 VPs for each destroyed airbase restored (11th Air Fleet replacements for example)

Japanese Player VPs:

• +1 VP immediately during the turn if any Allied bomber aborts (Section 9.8) during its mission
• +2 VPs For each step replaced up to a reduced step placed at the end of each Regroup Phase
• +1 VP For each step replaced up to a reduced step placed at the end of each Regroup Phase
• +2 VPs For each step replaced in excess of the number determined by the DR
• +1 VP For each Allied naval unit returned to normal status at the end of each Regroup Phase
• +7 VPs Allied Air Replacements or deployment of variable air units at start of the game (Section 17.2)
supply units over to its “x2” supply side and removed from the battle. If supply units suffer three hits from bombing, flip over to its single supply side.

13.3.2 Daihatsu Landing Barges (Japanese transports with a factor of 2). These units can be flipped to show a Supply Logistics Base side when in a coastal island, or port hex. The unit serves as a supply source for friendly ground units and airbases as long as the unit remains in the hex (it is not removed from the map during the Regroup Phase).

When flipped to its Supply Logistics Base side, the unit is treated as a supply source port (not for naval unit basing) and is not considered a Friendly Unit. If an enemy ground unit occupies the hex while in this mode, the barge unit is destroyed.

Game Play Note A Daihatsu Landing Barge, when it is flipped to its supply source side, is the only means by which supply can be traced to a non-port coastal hex.

4.Hits on Supply Sources Supply sources with hits that have combat units that are limited in their capacity to provide supply. See the Hits Effect Table on the PAC.

13.5 Penalty for Failing to Trace Supply Ground combat units and airbases that cannot trace supply become disrupted, or, if already disrupted, remain disrupted (Case 14.1.3). Air units at an Out of Supply air base cannot regroup (Case 14.1.1). Ports that cannot trace supply cannot remove hits (Case 14.5.2) and disrupted or destroyed airbases cannot remove Disrupted status.

14.0 REGROUP PHASE

14.1 Individual Unit Regroup Both sides may attempt to remove the disrupted status of each airbase, air unit, and ground combat unit so affected. A disrupted air unit must have been placed into the regroup box of its Air base during the Initiative Phase to indicate that it is attempting to regroup.

14.1.1 Air Combat Unit Regroup A regroup attempt by all air units is performed before trying to regroup airbases. Air units may not regroup at a disrupted or Out of Supply air base (either they must wait for the jump aircraft’s restoration or stage-move to another base). For each unit attempting a regroup, the owning player rolls a die, modifies it by any applicable DRM on the Air DRM list below the table on the PAC, and then applies the result.

An individually regrouping air unit cannot trace air missions (Case 9.1.6). A regrouping fighter may stage move to an Interception Scramble (Case 4). A disunited air unit cannot trace, and in doing so, loses its regroup status. Any air unit that stage-moves (Section 9.2) is placed into the appropriate flown box of its new airbase and thus cannot regroup.

14.1.2 Airbase Regroup Make a DR for each in-supply base and modify the DR by the same modifiers listed for air unit regroup (Case 14.1.1). A supplied airbase is returned to normal status with a DR result of 7 or less. Any other DR result means that the airbase remains disrupted. Out of Supply bases cannot regroup.

14.1.3 Ground Combat Unit Regroup A ground combat unit (in supply or not) is returned to normal status with a die roll of 6 or less. Any other die roll result means that the ground combat unit remains disrupted.

14.1.4 Naval Unit Regroup Disrupted naval units automatically return to normal status upon the conclusion of Naval Surface Combat and/or the end of the Air/Naval Operations Phase. Reduced naval units may only attempt to recover to normal status during a General Regroup Turn (Case 14.2.5).

14.2 Airbase Reorganization Flown air units at all airbases are moved to the ready hex of each airbase. The flown and disrupted units move to the disrupted-ready box, and other units to the normal-ready box.

14.3 Mobile Airbase Completion or Removal Each supplied mobile airbase under construction is flipped over to become operational. A player may remove one or more of his on-map mobile airbases for redeployment elsewhere (Case 6.5.4), as long as there are no air units based there at the time of removal.

14.4 Removing Hits Both sides may voluntarily repair damage to their cities and ports by removing hits.

14.4.1 City Repair Each turn a player may repair up to three hits (total, not per city) from cities (Darwin, Soerabaia, Singapore) and the player can control at the end of the Regroup Phase.

14.4.2 Ports/Town Up to 2 hits may be removed from each port or town that can trace a supply line to a supply source at the end of the Regroup Phase (Sections 13.1 and 13.2).

14.5 General Regroup Turn The Japanese player can increase his regroup ability by declaring a General Regroup Turn during the Initiative Phase (Section 7.1). There can be only one Japanese general regroup turn in the full game, but not on the first turn.

Players should note the declaration of a General Regroup Turn is entirely up to the Japanese player. The Allied player cannot declare a General Regroup Turn.

14.5.1 Restrictions During a General Regroup Turn, the Japanese player can only fly 2 units per air mission, and is hampered by +1 DRM for his initiative determination (Section 7.6). Furthermore, the IJN Covering Force air units may not perform a mission during a General Regroup Turn (Case 9.1.2).

14.5.2 Effects During a General Regroup Turn, Japanese aircraft and naval units that have been reduced, or eliminated (not flown) Japanese air units and supplied bases automatically return to normal status (lose their disruption). No die-roll is needed. Any reduced units must still roll normally to regroup.

14.5.3 Allied Air Replacements During a Japanese Regroup Turn, the Allied player may “purchase” a number of air combat unit replacement steps, as determined by a DR, but at a cost of awarding two VPs to the Japanese player for each of these steps. An “odd” DR result provides 3 steps available, an “even” DR result provides 2 steps. These replacement steps can only be used for the following air unit types:

• P-40, Brewster Buffalo (fighter)
• B-17, Lockheed Hudson (bomber)

Replacement steps can only be used to restore a reduced air unit to normal status. They cannot be used to return eliminated units to the game. This is the only form of replacements for the Allies in the game.

14.5.4 Allied ground combat units cannot have steps restored.

14.5.5 Japanese Air Replacements During a General Regroup Turn, the Japanese player may “purchase” air replacement steps by expending VPs if he has any, or giving VPs to the Allied player if he doesn’t. The cost is as follows:

1 VP per step in the General Regroup Turn Replacement steps can only be used to restore a reduced air unit to full strength status (they can’t be used to return elimi- nated units to the game). The result of a DR determines the maximum number of air replacement steps that can be pur- chased. Exception: A DR of 0 means that none can be bought (the Imperial High Command said no).

14.5.6 Naval Unit Regrouping During a General Regroup Turn, players can attempt to restore reduced naval units to normal status and/or return previously eliminated naval units. (The DR is 6 or less then the restoration attempt is not successful and the airbase remains destroyed.

15.0 REINFORCEMENTS

"Even in an emergency diversion of reinforcements should be to the Netherlands East Indies and not to Burma. Anything else would be deeply regretted... On the faith of this important flow of reinforcements we have acted and carried out our part of the bargain. We expect you not to frustrate the whole object."—John Curtin, Australian Prime Minister, to Winston Churchill, January 24, 1942.

Reinforcements are placed during the Random Events Phase of their turn of arrival. The exact type and number of reinforce- ments is listed in each of the scenarios.

16.0 VICTORY POINTS PHASE

Players attempt to win the full Campaign game (Section 17.2) by accumulating VP. Victory Points are scored by conduct- ing bombing missions, reducing enemy combat units, controlling geographic hexes, and other risky options. If the turn marker is not on the last turn of the scenario, advance the marker one space along the Turn Track, carrying with it all markers or units currently still on it on the track. Play the next turn. Otherwise, stop play and determine the victor.

16.1 VPs Awarded During the Course of the Game

Allied Player VPs:

• +1 VP if the Japanese player connects their air fleet to its carrier air units (Section 9.8) during its mission
• +1 VP immediately upon the Japanese player’s stage-move intent to commit the 11th Air Fleet
• +1/2 VP immediately upon an 11th Air Fleet air unit being reduced
• +1/2 VP immediately during the turn for a Covering Force CA or DD unit committed to play
• +1 VP for each remaining turn for a Covering Force CV or BB unit committed to play
• +1 VP for each 11th Air Fleet or Covering Fleet unit destroyed this turn
• 2VPs for each remaining turn for each Japanese Naval unit returned to normal status this turn during the Regroup Phase
• +1 VP for each defeated spending of VP (11th Air Fleet replacements for example)

Japanese Player VPs:

• +1 VP immediately during the turn if any Allied bomber aborts (Section 9.8) during its mission
• +1 VP for each 11th Air Fleet or Covering Fleet unit supplied through regroup (Case 14.4.1) during the turn
• +1 VP for each step replaced up to a maximum of 4 steps for each CA or DD unit committed to play
• +1 VP for each step replaced in excess of the number determined by the DR
• +1 VP for each Allied naval unit returned to normal status at the end of each Regroup Phase
• +1 VP for each Allied Air Replacements or deployment of variable air units at start of the game (Section 17.2)

16.2 VPs Awarded After Game End

The game ends with the Victory Points Phase of turn 12. At that stage, add the following the victory points to the players’ totals and determine a winner.

+ Value of the City/Port/Town printed in its circle on the map.
• 2 Value of the City/Port/Town printed in its circle on the map.
• +1 VP for the Japanese for each hit still on Disrupted units at the end of the game
• +1 VP for the Allies for each hit on the port of Singapore at the end of the game
game. (Reminder. The Allied player cannot surrender to the Japanese, but not to Singapore until after it surrenders.)

**2.1 Japanese**

*Each player uses the VP conditions noted in the Module 16.3.*

17.1.2 Japanese Set Up

- **West Fleet Naval Units** 1 CL, 2 DD, 1, 2 T, 1 Dauntless in the Indochina off-map holding area. 1 CVS with F1M Pete patrol bomber, 1x DD in any Borneo coastal hex west of the Japanese Command Demarcation Line (exclusive).

**Covering Force Naval Units** 2x CA in the Indochina off-map holding area. These are only the Covering Force naval units used in this scenario. No others can be used.

**JAAF Air Units** 2x Ki-43 Oscar fighters, 2x Ki-21 Sally and 2x Ki-48 Lily bombers, 1x H6K Marus Rekon. 1x Ace is set up with either fighter. All units are based in the Philippines off-map airbase.

- **11th Air Fleet Air Units** Roll a die and halve the result, rounding up any fraction. This is the total number of 11th Air Fleet air units that can be used in the game (Japanese player’s choice). All are more than the number of the Indochina off-map airbase.

17.1.3 Special Scenario Rules

- The game turn marker starts on Turn 3. The game ends once Turn 4 is concluded.
- **5x limited to hex rows 143X through 222X (inclusive).**
- The Japanese player automatically has the initiative at the start of the game. Roll per Section 7.5 to determine the number of missions the Japanese player can perform at the start of the turn. Roll for initiative normally on turn 4 (second turn of the scenario).

- Regrouping of air units or a General Regroup Turn is not permitted in this Scenario.

- Only those units of the 11th Air Fleet available per the set DR can be used during this scenario.

- The Darwin Radar Station is considered to be functioning for its modifiers even though not in the play area.

- Only the Japanese, Dutch, and US Submarine Random Events are in play. Treat all other rules as “No Event.” Roll for a Random Event on both turns of the game.

17.1.4 Winning the Scenario

*Air units do not use the VP conditions noted in Module 16.3.*

Each player tallies up the number of points they acquire for inflicted losses and damage as follows. They receive a 9% point for each enemy naval unit crippled or air unit reduced at the end of the scenario. Each player rolls 1 point for each eliminated enemy naval or air unit. The type and level of victory are as follows:

- **Decisive Japanese Victory** Two or more T naval units are in a Java coastal hex and the Japanese Point total for elimination/damage is more than the Allied total.

- **Marginal Japanese Victory:** One T naval unit is in a Java coastal hex and the Japanese Point total for elimination/damage is more than the Allied total.

- **Marginal Allied Victory:** No Japanese T naval units are in a Java coastal hex and the Allied Point total for elimination/damage is more than the Japanese total.

- Any other result is considered a draw.

17.2 Forlorn Hopes: The Campaign for the Dutch East Indies

This scenario covers the entire campaign for the control of the region. The Allied player sets up first, followed by the Japanese player.

17.2.1 Allied Set Up

All naval and air units begin the game at full strength and normal status.

**Naval Units**

At any Allied port in the playing area (white double circle):

- **RNS** 1x CL, 1x DD, 1x MTB
- **UN** 1x CA, 1x DD, 1x MTB
- **RN** 1x CA, 1x DD

**Ground units**:

- **Ceram** (2705) Australian Gall Infantry Brigade, 3x 1/2 Artillery units
- **Dili** (2608) or Kupang (2599) American Sparror Infantry Brigade, 1 Supply unit on any 2 sides.
- **Anywhere in Sumatra or Java, west of Soerabaja Dutch 1/1 and 1/2 Infantry and 1/1 Artillery Regiments, Motorized Cavalry Battalion. Australian Black Infantry Brigade.**
- **2131 Airfield, Australian Naval Air Unit.**

1 Supply unit on its 2 side is deployed in Sumatra with a friendly unit.

- **In or east of Soerabaja and/or in or adjacent to Lombok (2108).**

**Japanese**

- **Indonesia/off-map holding area** West Fleet naval and air units are used. 1x DD, 2x T, 1 Dauntless T, 1x CVS with F1M Pete
- **Philippine off-map holding area** East Fleet naval and air units: 1x CL, 1x DD, 2x T, 1x Dauntless T, 1x CVS with F1M Pete

17.2.2 Allied Reinforcements

These units enter the game through naval movement or are placed as noted in their entry rule.

- **Royal Navy** The Royal Navy’s naval and aerial units enter play on any turn after Singapore surrenders. 1x BC, 1x CV, 1x CA, 1x DD, 2x Albacore, 2x Fairey Fulmar, 1x Hurricane. These units enter play along the south map edge hexes marked in red (from the Indian Ocean). The CV’s Hurricane fighter unit can fly a mission from the CV but cannot return to it at the end of its mission.

- All following units enter as reinforcements on the indicated turns:

  - **Turn 3 at 2212, 2312, or 2412:** 1x US Transport with 1x P-40 fighter (being transported)
  - **Turn 5 at 2212, 3122, or 2412:** 1x US Transport with 1x P-40 fighter unit (being transported)

- **Note:** The turn following the one in which the above Transports arrive at an Allied controlled port, the P-40 fighter unit can be deployed to the Allied air base nearest to the port of arrival.

- **Turn 6: 1x B-17 PB air unit at any Allied controlled airbase or off-map airbase.**

17.2.3 Japanese Set Up

All units, ports, and airbases begin the game, except where noted, at full strength and at normal status.

East and West Fleet Naval Units:

- **Indonesia/off-map holding area** West Fleet naval and air units are used. 1x DD, 2x T, 1x Dauntless T, 1x CVS with F1M Pete
- **Philippines/off-map holding area** East Fleet naval and air units: 1x CL, 1x DD, 2x T, 1x Dauntless T, 1x CVS with F1M Pete

**Ground Units**:

- **Sarawak** (1702) 18/124 Infantry Regiment
- **Menado** (2406) and Kendari (2406) 48/1 and 2 Formosa Regiments, 48 Artillery Regiment.

- **Indonesia/off-map holding area** 2nd Indochina Division (3 infantry, 1 Artillery Regiment), 2nd Tank Regiment (2 tank battalions).
- **Philippines/off-map holding area** 38th Infantry Division (1x BC, 2x CV, 6x DD, 6x Tank or artillery regiments), 4th Tank Regiment (2 tank battalions).
- **All 11th Air Fleet Units in the 11th Air Fleet Box** (Available on the ADC) (7x A6M Zero, 5x G3M Nell, 5x G4M Betty) (Case 5.1.2)

17.3 Japanese Reinforcements

All units enter the game at full strength and normal status:

- **Covering Force naval and CV air units as per turn 5.2:** 2x BC, 2x EBR, 2x CA, 2x DD, 3x A6M, 3x BSN, 2x D3A
- **Note:** ACe is deployed with any one A6M Zero. (Case 5.1.5)
- **1x SS Naval Unit (per Random Event)**
- **1x Ace (per Random Event)**

17.2.5 Special Rules

The following rules are in play for this scenario:

**Singapore Surrender** Singapore is considered under siege and under neither player’s control until it surrenders. At the end of turn 1 the Japanese player rolls a die. If the DR is even, then Singapore surrenders. If the DR is odd, then Singapore continues to hold out until the end of turn 2, at which time it will surrender (no DR needed). Once Singapore surrenders the hex is marked, “Singapore, surrenderers’ marker” to show it is now under Japanese control. A number of hits equal to a surrender DR made at this point, halve the number of survivors. At the end of turn 1 (round any fraction up) are applied to the hex and its airbase is marked as destroyed. Note: The Allied player cannot enter play at this time.

**Indonesia**

- **Sarawak** (1702) 18/124 Infantry Regiment
- **Menado** (2406) and Kendari (2406) 48/1 and 2 Formosa Regiments, 48 Artillery Regiment.

Begin rolling for Random Events starting with Turn 1.


**FORLORN HOPES Rules of Play**

---

**16.3 Victory Levels**

Once both players determine their VP totals in the Campaign Scenario, the Japanese total is compared to the Allied total to establish the level of victory by the winner. Note: Retain any fraction.

- **Japanese Defeat** Japanese player has fewer VP than the Allied player
- **Stalemate** Japanese player has more VP than the Allied player, but less than double that earned by the Allied player
- **Japanese Victory** Japanese player has more VP than the Allied player and the Indochina off-map airfields.

The Battle of Java Sea Introductory Scenario has its own Victory Conditions.

**17.0 SCENARIOS**

**17.1 Introductory Scenario: The Battle of Java Sea**

This scenario covers the entire campaign for the control of the region. The Allied player sets up first, followed by the Japanese player.

**17.2 Forlorn Hopes:**

The Campaign for the Dutch East Indies

This scenario covers the entire campaign for the control of the region. The Allied player sets up first, followed by the Japanese player.

**17.3 Japanese Set Up**

All naval and air units begin the game at full strength and normal status.

**Naval Units:** At any Allied port in the playing area (white double circle):
- **RNS CL, 1x DD, 1x MTB**
- **USN CA, 1x CA, 1x DD, 1x MTB**
- **RN CA, 1x DD**

**Ground units:**
- **Ceram (2705)** Australian Gall Infantry Brigade, 1st Battalion
- **Dili (2668) or Kupang (2509)** Australian Sparrow Infantry Brigade, 1st Battalion
- **Anywhere in Sumatra or Java, west of Soerabaja** Dutch 1/1 and 1/2 Infantry and 1st Artillery Regiments, Motored Cavalry Battalion. Dutch Black Infantry Brigade, 2/31 and 31st Infantry Regiment. Supply unit on its side is deployed in Sumatra with a friendly unit.

**17.1.1 Allied Set Up**

- **Naval units** 1x RNS CL and DD, 1x RN CA and DD, 1x USN CA and DD in any of or all of these locations (except 1506), Soerabaja (1807) or Lombok (2108)
- **Air units** at any friendly airbase in the play area within basing limits 2x P-40, 1x Brewster Buffalo fighters, 1x Fokker T-8 patrol bomber, 1x Lockheed Hudson bomber, 1x B-17 PB air unit at any Allied airbase (Case 5.1.2)

Note: The Allied player controls all ground hexes at the start of the game, aside from Singapore (which neither player controls until its surrender to the Japanese), which are not occupied by a Japanese ground unit.

**17.1.2 Japanese Set Up**

- **West Fleet Naval Units** 1x CL, 2x DD, 1x T, 1x Dahuatara T in the Indochina off-map holding area. 1x CVs with F1M Pete patrol bomber, 1x DD in any Borneo coastal hex west of the Japanese Command Demarcation Line (exclusive).
- **Covering Force Naval Units** 2x CA in the Indochina off-map holding area. Note: these are only the Covering force naval units used in this scenario. No others can be used.
- **JAAF Air Units** 2x Ki-43 Oscar fighters, 2x Ki-21 Sally and 2x Ki-48 Lily bombers, 1x H6K Mavis Recon, 1x Ace is set up with either fighter. All units are based in the Philippines off-map airfields.
- **11th Air Fleet Air Units** Roll a die and halve the result, rounding up any fraction. This is the total number of 11th Air Fleet air units that can be used in the game (Japanese player’s choice). All are more than double the number of Allied VP earned by the Allied player.

The Battle of Java Sea Introductory Scenario has its own Victory Conditions.

**17.1.1 Special Scenario Rules**

- The game turn marker starts on Turn 3. The game ends once Turn 4 is concluded.
- **USN** is limited to hex rows 14XX through 22XX (inclusive).
- The Japanese player automatically has the initiative at the start of the game. Roll per Section 7.5 to determine the number of missions the Japanese player can perform at the start of the turn. Roll for initiative normally on turn 4 (second outside turn of the scenario).
- Regrouping of air units or a General Regroup Turn is not permitted in this Scenario.
- Only those units of the 11th Air Fleet available per the set DR can be used during this scenario.
- The Dili Radar Station is considered to be functioning for its modifiers even though not in the play area.
- Only the Japanese, Dutch, and US Submarine Random Events are in play. Treat all other rules as “No Event.” Roll for a Random Event on both turns of the game.

**17.1.4 Winning the Scenario**

Air units do not use the VP conditions noted in Module 16.0; instead, the winner of the game is determined at the end of turn 4 by the following criteria:

Each player tallies up the number of points they have collected for victory and damage as follows. They receive a 1% point for each enemy naval unit crippled or air unit reduced at the end of the scenario. Each player receives a 0.5 point for each eliminated enemy naval or air unit. The type and level of victory are as follows:

- **Decisive Japanese Victory** Two or more T naval units are in a Java coastal hex and the Japanese Point total for elimination/damage is more than the Allied total.
- **Marginal Japanese Victory** One T naval unit is in a Java coastal hex and the Japanese Point total for elimination/damage is more than the Allied total.
- **Decisive Allied Victory** No Japanese T naval units are in a Java coastal hex and the Allied Point total for elimination/damage is more than the Japanese total.
- **Other result** is considered a draw.

**17.1.3 Special Scenario Rules**

- **Darwin** 7th MD Infantry Division (2 units), Darwin Radar Station.
- **Early Damage** After set up, the Japanese player rolls a die. The result is the number of hits that he can apply. Hits can be applied to:
  1. Allied controlled ports (no more than 2 hits per port and not Darwin).
  2. Allied airbases (1 hit only per base) which disrupts them.
  3. Above listed Allied ground units (one hit only) which disrupts them (Except A hit applied to a Landstorm unit (LDRM) eliminates it).
- **Design/Reinforcement** Supply unit (1 hit only per unit which eliminates it).

**Design/Reinforcement:** States the effects of earlier air attacks on these formations.

**17.2.1 Allied Set Up**

**17.2.2 Allied Reinforcements**

These units enter the game through naval movement or are placed as noted in their entry rule.

**17.2.3 Japanese Reinforcements**

All units enter the game at full strength and normal status.

**17.2.4 Japanese Reinforcements**

- **Air**
  - Australia off-map airbase 3x B-17
  - Darwin Airbase 2x P-40
  - Air units within basing limits 1x RBM, 2x P-40, 1x Brewster Buffalo, 1x Fokker D-21, 1x Curtiss CW-21, 1x Fokker T-VIII, 1x Lockheed Hudson Note: 1 Allied Ace is deployed with any of these fighter units.
  - Variable Allied air units entered into play beyond that established by the entry rule.
  - Note: The following units arrive as reinforcements on the indicated turns:
    - Turn 3 at 2212, 2312, or 2412: 1x US Transport with 1x P-40 fighter (being transported)
    - Turn 5 at 2212, 2312, or 2412: 1x US Transport with 1x P-40 fighter unit (being transported).

- **Ground**
  - Note: The following turn the in which the above Transports arrive at an Allied controlled port, the P-40 fighter unit can be deployed to the Allied airbase nearest to the port of arrival.
  - Turn 6: 1x B-17 PB air unit at any Allied controlled airbase or Australia off-map airbase.

- **Japanese Set Up** All units, ports, and airbases begin the game, except where noted, at full strength and at normal status.

- **East and West Fleet Naval Units**
  - Indochina off-map holding area West Fleet naval and air units: 1x CL, 2x DD, 1x T, 1x Dahuatara T, 1x CVS with 1x F1M Pete
  - Philippine off-map holding area East Fleet naval and air units: 1x CL, 3x DD, 2x T, 1x Dahuatara T, 1x CVS with 1x F1M Pete

- **Ground Units**
  - Sarawack (2402) and Kendari (2406) 48/1 and 2 Formosa Regiments, 48 Artillery Regiment.

- **Indochina off-map holding area** 2nd Indochina Division (1 infantry 1 Artillery Regiments), 2nd Tank Regiment (2 tank battalions).

- **Philippines off-map holding area** 38th Infantry Division, 8th Infantry Division, 11th Artillery (4 artillery regiments), 4th Tank Regiment (2 tank battalions).

- **All 11th Air Fleet Units in the 11th Air Fleet Airbase** (Box on the ADC) (7x A6M Zero, 5x G3M Nell, 5x G4M Betty) (Case 5.1.2)

- **JAAF Air Units:**
  - Philippines off-map airbase 2x Ki-27, 2x Ki-48 Lily, 1x H6K Mavis Recon.
  - Sarawack, Menado or Kendari Air Base 2x Ki-43 Oscar.

- **Either Japanese or Indochina off-map airbases** 1x Ki-51/Svala

- **Japanese Reinforcements**
  - All units enter the game at full strength and normal status.
  - Covering Force naval and CV air units as per scenario. 2x CB, 2x BR, 2x CA, 2x DD, 3x A6M, 3x BSN, 2x D3A.
  - Notes: One Ace is deployed with any one A6M Zero. (Case 5.1.1)
  - One supply per (Random Event)
  - 1x Ace (per Random Event)

- **Special Rules**
  - The following rules are in play for this scenario:
    - **Singapore Surrender** Singapore is considered under siege and under neither player's control until it surrenders. At the end of turn 1 the Japanese player rolls a die. If the DR is even, then Singapore surrenders. If the DR is odd, then Singapore continues to hold out until the end of turn 2, at which time it will surrender (no DR required). Once Singapore surrenders the hex is marked as “Indochina surrenderers” market to show it is now under Japanese control. A number of hits equal to the surrender DR mark a friendly unit. At the end of turn 1 (round any fraction up) are applied to the hex and its airbases is marked as destroyed. Note: The Allied player does not enter play into any of these locations. Navy units until the turn after Singapore surrenders.
    - Begin rolling for Random Events starting with Turn 1.