

# FORLORN HOPES

## RULES of PLAY

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### READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

**3.1.4** This example is the number of the fourth Case of the first Section of the third Module of the rules.

### LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine, PO Box 165  
Southeastern, PA 19399-0165 USA  
Attn: Forlorn Hopes

Or e-mail us at: [admin@atomagazine.com](mailto:admin@atomagazine.com)

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: [gamesupport@atomagazine.com](mailto:gamesupport@atomagazine.com), phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Forlorn Hopes* discussion folders at [www.consimworld.com](http://www.consimworld.com).

## 1.0 INTRODUCTION

*"It ain't the guns or armament, or the money they can pay.  
It's the close cooperation that makes them win the day;  
It ain't the individual, nor the army as a whole,  
But the everlastin' teamwork of every bloomin' soul!"*  
—J.M. Knox.

*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. Earlier 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 air fleets supporting the Japanese Army's offensive. In the Dutch East Indies, the remnants of the Allies' pre-war Far East armed 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 surrender.

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-Prosperty Sphere?" Will you do as well or better than your historical counterpart? 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 game turn spans one week of time.

## 2.0 GAME COMPONENTS

Your copy of *Forlorn Hopes* should contain the following components:

- One 22" by 34" mapsheet 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 pieces. Each hex contains a terrain type 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 unplayable and may not be entered.

The game map 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 ace is flying a particular fighter.

**2.1.1 Map Features:** Various types of terrain and certain features are denoted on the Operational map; they are defined and their effects explained on the TEC. Some of these terrain types and features are: Towns, Cities, Jungle, Sea, Japanese Command Demarcation Line, and Borders.

**2.1.2 Map Charts and Tables:** Also printed on the mapboard is a Turn Record Track to assist in recording the game turn, Victory Point Tracks (one for each player), the Random Events Table, and the Sequence of Play.

## 2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated before beginning play. The pieces are of different types depending on the information that appears on each. In general, these pieces represent one of four types of counters: air units, ground combat units, naval units, or informational markers. Combat units represent the actual historical units that fought, or could have fought, in this operation. The front side of each combat unit shows the combat unit at Full strength while the back of the counter (usually) represents the same combat unit in its “Reduced” state. If there is no reverse side, the unit cannot be reduced; instead, it is eliminated. Each face of a combat unit presents information that determines its capabilities in the game.

### 2.2.1 Nationality or Fleet (Japanese)

Unit counters, referred to as units in the rules, are printed with various color patterns for national identification. Ground units have the country’s flag on them:

**Allied** (black background)

- **USN and USAAF** Blue silhouette and AA factor (Naval)
- **Australian** Yellow silhouette
- **Great Britain** Green silhouette and AA factor (Naval)
- **Dutch** Orange silhouette and AA factor (Naval)

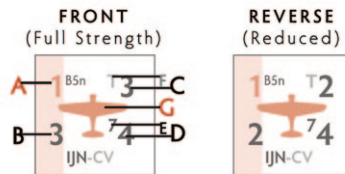
**Japanese** (White background)

- **Army Air Force** Brown silhouette
- **11th Air Fleet** Green silhouette
- **Combined Fleet** Red silhouette and AA factor (Naval)
- **East Fleet** Brown silhouette and AA factor (Naval)
- **West Fleet** Blue silhouette and AA factor (Naval)

**Designer’s Note:** *The counter mix for Forlorn Hopes does not include every type or number of aircraft deployed in the area. 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 ASW efforts by*

*both sides, are not detailed here. Additionally, a fourth to a third of both sides’ aircraft would be down at any one time for maintenance and repair. The game does not task players with keeping track of such mundane matters, and the counter mix reflects these design decisions.*

**2.2.2 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 (warding 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 inflicting damage against targets on the ground or sea (Section 9.10) depending on its type (see entry F). A fighter 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 Map Movement Points the unit has to move 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 types of aircraft and identification short forms portrayed in the game are as follows:

- **B** (Regular Bomber)
- **C** (Transport)
- **D** (Dive Bomber)
- **F** (Fighters)
- **P** (Precision Bomber)
- **R** (Reconnaissance)
- **RB** (Patrol Bomber)
- **T** (Torpedo Bomber)
- **RAAF** Royal Australian Air Force
- **USAAF** United States Army Air Force

All D, P, R, and T units can perform regular bombing attacks, instead of their individual specialized bomb attack.

Japanese D3a, B5n, F1m and Allied Alb are single engine bombers. All other bombers are multi-engine.

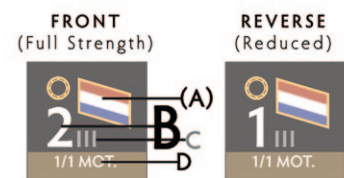
**G) Aircraft silhouette** in the color of the fleet (air or naval or JAAF for the Japanese) or nationality (Allied) it belongs to.

**Air Recon Unit** - The Japanese and Allied air reconnaissance units each have an aircraft icon, but the only number appearing on the counter is its Strategic Range.

### 2.2.3 Ground Combat Unit Types

There are three types of ground combat units: Infantry, Artillery, and Armored.

**Sample Ground Combat Unit:**



**A) Unit Type Symbol** is printed in the center of the counter and identifies both the kind of unit the piece represents and its principal role. Flags alone are Infantry, flags with a circle to the left are motorized Infantry, flags with a starburst to the left are Artillery while Armor silhouettes represent Armor.

**B) CF** The Combat Factor value of a ground combat unit serves as both its attack and defense factor. It determines its ability to inflict damage on an enemy ground unit, as well as its resilience in enduring attacks from enemy ground combat units and air bombardment. An Allied non-white colored value indicates that the unit can only defend (Garrisons).

**C) Ground Unit's Size** In this game the unit size is decorative, especially since a single formation may have several counters. The sizes are Battalion (II), Regiment (III), and Brigade (X). If a number is there, that is the identification number of the unit (i.e. 4 III = 4th Regiment)

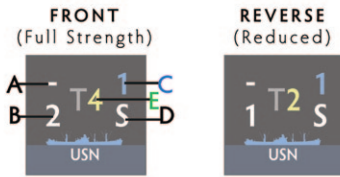
**D) Unit Historical Formation Identification.**

**Abbreviations on the Counters**

- **ART** Artillery
- **BLACK** Black Force
- **CAV** Cavalry
- **F** Formosa
- **GULL** Gull Force
- **LSTM** Landsturm
- **MOT** Motorized
- **M** Marine
- **MD** Military District
- **SPARROW** Sparrow Force
- **TS** Teishun Shidan (Raiding Group)

**2.2.4 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 made available via Random Event.

**Sample Naval Unit:**



**A) AF** The Attack Factor value in the upper-left corner of the counter represents a unit's capability for damaging an enemy naval unit by firing at it during naval combat (Section 11.7).

**B) DF** The Defense Factor value in the lower left corner of the counter represents a unit's capability for defending (warding off damage) against hostile attacks.

**C) AA** The Anti-Aircraft Factor that the ships use against attacking air units during a mission. The color of this value is also in the color of the fleet (Japanese) or nationality (Allied) that the unit belongs to.

**D) Ship's Speed** Used for naval combat and air attacks.

**E) Cargo Capacity** (T Types only) The numerical value to the right of the "T" on the naval counter is the number of supply and/or combat steps the naval unit can transport.

DD and CL units have a transport capability of 1 for infantry or supply units (only) that is not printed on the counters. Two of these naval units in the same mission can transport one 2-step unit, but damage to one of these units affects the ground unit fully.

**F) Ship Type/Identification abbreviations** (TF = Task Force)

- **BB** Battleship TF
- **CA** Armored Cruiser TF
- **CL** Light Cruiser Transport TF
- **CV** Aircraft Carrier TF
- **CVS** Seaplane Tender TF
- **DD** Destroyer TF
- **IJN** Imperial Japanese Navy
- **MTB** Motor Torpedo Boat
- **RN** Royal Navy TF
- **RNN** Royal Netherlands Navy TF
- **SS** Submarine
- **T** Transport TF
- **USN** United States Navy

**2.3 Markers**

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



**2.4 The Die**

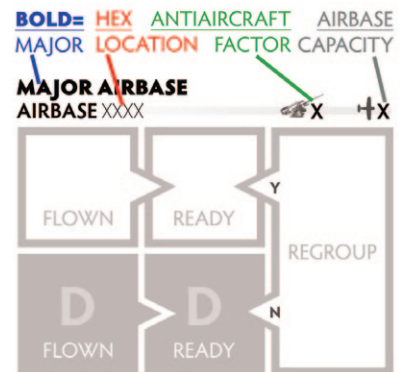
The game requires a ten-sided die to resolve combat and other factors for which performance will vary. For dice numbered 0 – 9, read a 0 as a "ten," not a "zero." Throughout these rules, the abbreviations DR and DRM are used to stand for Die Roll and Die Roll Modifier, the latter being a plus or minus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

*"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 enemy 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** This divides the map into eastern and western “zones” north of Java. The Japanese East Fleet naval units can only move and conduct amphibious landings east of the line; those of the West Fleet to the west of the line. Naval units of both the East and West Fleets can operate in the hexrow with the Command Demarcation line, and the naval units of these fleets can operate freely south of Java. The Japanese Covering Fleet and all Allied naval units can operate anywhere on the map.

**Control** of a hex is determined by the last player to have a ground combat unit moving through via ground movement or occupying the hex. Control for VP conditions is by occupation only.

**DR** Ten-sided (D10) Die Roll

**Foul Weather** This occurs only by a Random Event (see table on map).

**Ground Combat Units** Although the air campaign plays the decisive role in the game, the ground combat units that participated are also represented.

**Missions** Air and naval units are activated for missions against a targeted enemy unit or installation. Air units that are regrouping (Module 14.0) or perform a stage-move (Section 9.3) cannot participate in an air attack mission.

**Naval Unit** A counter with a ship symbol on it is a naval unit. Excluding the transports (T), all other naval units are naval combat units; they have factors that allow them to perform gunnery fire (anti-ship and shore) and AA combat. Naval combat units represent the main class of ship (CV, CVS, BB, CA, CL, DD, and MTB) and their smaller escorts (minesweepers, oilers, repair, and supply ships).

**PAC** (Player’s Aid Charts) The 4-page pull-out section with the majority of the charts and tables for the game.

**Regroup** Air units attempting to recover from disruption or replace losses must be placed in the Regroup box of their hosting airbase. Air units that regroup may not conduct an air mission and have an adverse DRM if they need to scramble. Both players also receive victory points for replacement steps received by their opponent’s regrouping air units. Ground units, naval units, and airbases regroup (remove or attempt to remove disruption) during the Regroup Phase of the turn.

**Scramble** Fighter air units that are based at an airbase targeted for attack, or within range of a hex targeted by an enemy attack mission, may attempt to scramble (activate) for air combat (interception). Air units based at an airbase targeted for attack may attempt to scramble to avoid being caught as targets on the ground.

**Victory Points (VPs)** These are awarded for various game events to determine the winner of the game. VPs are recorded on each side’s own Victory Points Track (see map) using the side’s VP markers. When a player scores a ½ VP, flip the x1 VP marker onto its “x1 +1/2” back side. If the marker is already on its +1/2 side, flip it back onto its front side and move the marker into the next higher numbered box.

## 4.0 THE SEQUENCE OF PLAY

*Forlorn Hopes* is played in game turns. Each game turn uses the following sequence of play:

### Random Event Phase (Module 5.0)

- Japanese 11th Air Fleet decision (Section 5.1)
- Japanese Covering Fleet decision (Section 5.2)
- Allied Reinforcements (Section 5.3)
- Random Event determination (Section 5.4)

### Mobile Airbase Construction Phase (Section 6.5)

### Initiative Phase (Module 7.0)

- Japanese Regroup Turn Decision (Section 7.1)
- Individual Unit Regroup Designation (Section 7.2)
- Reconnaissance Flights (Section 7.3)
- Initiative Determination (Section 7.4)

### Air/Naval Operations Phase (Module 8.0)

- Initiative Player performs Initiative Missions (Section 8.1)
- Players then alternate performing Missions (Section 8.2)

### Ground Operations Phase (Module 11.0)

- Initiative Player’s movement and then combat
- Non-Initiative Player’s movement and then combat.

### Operations Conclusion Phase (Module 12.0)

### Supply Phase (Module 13.0)

### Regroup Phase (Module 14.0)

- Individual Air Unit Regroup
- Airbase Regroup
- Ground unit Regroup
- Naval unit Regroup

### Victory Points Phase (Module 16.0)

## 5.0 RANDOM EVENTS PHASE

### 5.1 11th Air Fleet Commitment

All of the air units of the 11th Air Fleet are available to the Japanese player from the start of the game. The decision whether or not to commit the 11th Air Fleet is made in this segment of the Random Events Phase each turn.

This force begins the game with 5x G3M, 5x G4M, 7x A6M, 1x H6K (blue aircraft silhouettes).

**5.1.1** The Allied player is awarded 1 VP each turn in which the Japanese player states his intent to commit the 11th Air Fleet

**5.1.2** Commitment does not entail any obligation to actually fly any units of the 11th Air Fleet.

**5.1.3** 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.

**5.1.4** The Japanese player can purchase any remaining un-drawn 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 counter-mix. This is war! Samurai are used to dealing with it!*

**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 counter moves off-map by the US Navy. There was growing pressure to redeploy these air units eastward to bolster the defenses of the eastern perimeter, and to counter increasingly aggressive raids by US carrier forces.*

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

**5.1.6** 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 boxes. All others are placed in the 11th Air Fleet Unavailable box on the Japanese ADC (disrupted or normal status box).

**5.1.7** 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.

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

**Game Play Note** *A practical advantage is the regrouping of those 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 general regroup turn, the Japanese player commits two other 11th Air Fleet units to missions or interceptions. They return safely (possibly disrupted) from their tasks, 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 (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 concentrate on them as interception or mission targets.*

## 5.2 IJN Covering Fleet Commitment

The Japanese player must next decide and declare whether his Covering Force 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 B5N that have a “CV” notation beside the IJN 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 ½ or 1 VP for each Covering Force naval (not air) 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 if only one 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).

**5.2.3** The Japanese player can only commit the Covering 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 into the game, they will only have available to enter the game those units that have survived the earlier commitments.

**5.2.5** All IJN Covering Force units the 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 Phase.

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

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

**5.2.8** Unlike the Japanese East and West Fleet Naval units, the Covering Force may 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 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 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 be controlled airbases are printed on each sides’ ADC and are the holding location for each sides’ air units when not on 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 scrupulous honesty. 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

There are 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 Airbase Hosting Capacity

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

**6.3.1 Airbases** The hosting capacities of all of the airbases are shown on the airbase 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 in addition to all 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 as long as they are of the same type (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 airbases 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.

**6.3.5 Allied Airbase** Any Allied air unit may base at any type of airbase on the map. **Exception:** Allied B-17 air units can only base at Darwin, Soerabaja (on the map) or off-map in Australia.

**6.3.6 Japanese Floatplanes** Japanese F1M Pete RB units can only base at a coastal or island hex with an undisrupted CVS naval

unit. An F1M Pete RB cannot operate out of a disrupted CVS except to stage move to another undisrupted CVS. These units can base at either CVS.

**6.3.7 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 once the carrier naval units are either 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, anti-aircraft value (to the right of the AA gun 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 into the appropriate Regroup box (disrupted or normal) of the Airbase's display.

**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.

## 6.5 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. During the Regroup Phase (Module 14.0) an under-construction mobile airbase is flipped to its front (functional) side. It may host air units immediately after construction.

**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 defense while under construction). 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 construct it again during any subsequent turn.

**6.5.4 Dismantling Airbases:** An undisrupted 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-constructed in any subsequent turn.

**6.5.5 Permanent Elimination** A Mobile Airbase (operational or being constructed) is permanently removed from the game if 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 9.10). An airbase can defend itself against bombing or strafing air units with its anti-aircraft (AA) fire (Section 9.9). The undisrupted AA value of an airbase is noted on its display on the ADC. The airbase's AA value is reduced to 1 if the airbase becomes disrupted. 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-mobile enemy-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 scramble (Section 9.5) or evacuate (Case 6.6.5),

and prevents the regrouping of air units based there (Module 14.0).

**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 “Elim” marker on its location when this occurs.

**6.6.4 Airbase Capture** A player’s ground combat units can capture an operational 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 disrupted 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 friendly airbase. A captured mobile 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 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 there [where] 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 can be modified, to determine which player has initiative. The player who gains the initiative is called the “Initiative player” for the current turn and will be first to activate in the Air/Naval Operations Phase. His opponent is referred to as the “non-Initiative player.” A variable number of initiative air missions are also awarded to the Initiative player.

**Note:** There is no initiative determination DR (Section 7.4) on the first turn of the scenarios. Begin rolling for initiative on the second turn of the scenario.

Each Initiative Phase, perform the following sections sequentially:

### 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.

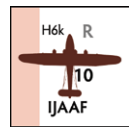
### 7.2 Individual Unit Regroup Designation

**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



The Japanese player has two air reconnaissance units (H6K flying boats, designated “Mavis” by the Allies). One unit is normally in play. The second is available only if the 11th Air Fleet has been committed (Section 5.1) during the current turn. Additionally, RB air units can be placed on Patrol Missions.

The Allied player has one recon air unit (PBV) available at the start of the game and a possible second from the “Magic” Random Event.

**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 units, with the Initiative player going first followed by the non-Initiative player. For each air unit a player wishes to place on this mission, 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. 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 for a mission, a +1 DRM will apply to 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 DRM applies during the upcoming Initiative Determination resolution (Section 7.4).

**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 9.4.1), Scramble (Case 9.5.1), Spotting (Case 10.3.2), Naval Interception (Case 10.3.3), and Night Action Surface Naval Combat (Case 10.4.3).

Enemy fighter units that are within range **can** intercept the RB unit that is placed on Patrol. A normal TBB combat is resolved (Section 9.7) and the Patrol unit is the mission unit. The RB unit uses its higher TBB MP allowance since it is not armed with bombs. If it aborts, do NOT count this as an Aborted Mission for VP purposes. If Intercepted, then to be credited with the Patrol Mission DRMs the RB air unit must spend at least 2 entire TBB air combat rounds within 3 hexes of the TBB target hex. If the RB air unit does not fulfill this requirement, or it is disrupted or eliminated (it can be reduced), the Patrol Mission has failed.



**7.3.6 Duration** Air Reconnaissance and RB air units on Patrol remain in 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 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

The Initiative player then rolls a die and consults the Initiative Missions Table (see PAC) to determine the number of 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 is played as 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

The Initiative player gets to conduct a variable number of air or naval 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 spotted naval 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 is limited as noted on the Air Mission Composition Chart on the PAC.

**Designer’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.

An air combat unit that has already performed a mission is placed in the flown section of the airbase.

Within 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 until air-to-air, AA, or bombing combat occurs, whichever comes first.*

### 9.1.3 Air Mission Target Hex 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 Interceptor 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 Interceptor player can interrupt the movement of those 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 this reaction Mission with eligible fighters). 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 per Operational 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 maximum number of hexes an air unit can move away 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 hex 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 north map edge red arrow hexes, west of the Command Line for Indochina, east of

the line for the Philippines. Allied air units enter via the white arrow hexes; Allied units based in Australia 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 Indochina airbase to Palembang via hex 1401 seven range points: 5 for the hexes, and +2 for entering the map at 1401 from Indochina. It will spend the same seven range points to return to the same base: 5 for the hexes and 2 to exit from 1401.

Carrier units start counting their mission range from the hex, on the Operational map, where their carrier naval unit is located in.

### 9.3 Staging

Instead of conducting a combat air mission against a designated target hex, the mission player may move **one** of his air units up to twice its range factor from one friendly air base to another. The airbase the unit 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 it 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 is placed into the appropriate Flown box of the new host base.

**9.3.2** A disrupted unit that stages must make an accident risk check (Case 9.11.1).

**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.

**9.3.4** 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 airbases, 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, each for a different unit.

A fighter unit may attempt and, if successful, perform any number of interceptions 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.

Disrupted fighter units may attempt an interception, but with greater risk to themselves and at a reduced chance of success to make the interception. Place a Disruption marker on any disrupted fighters that are successful in intercepting to indicate their status while on the TBB.

A fighter in the Regroup box of its airbase may attempt an interception, but in doing so will lose its regroup status.

**9.4.1 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 modifiers listed on the table on the PAC.

*Determining the “?” DRM Example: A Japanese mission unit begins at Sarawak and moves six hexes to reach the target: Soerabaja. An Allied interceptor in 1707 (a mobile airbase was built there earlier) uses one range point to reach the mission's target hex. The difference is 5, but that exceeds the maximum, so “?” ends up being 4.*

**9.4.2 Interception Success** If the modified die-roll result is equal to or lower than the TMA rating of the scrambling fighter unit, its scramble attempt succeeds, the Interceptor player may move the unit to the air mission target hex, and an Air Combat (Section 9.7) will take place.

**9.4.3 Interception Failure** If there is no successful Interception Scramble attempts, there will not be Air Combat, and the mission proceeds directly to AA Combat (Section 9.9) and Bombing Combat (Section 9.10).

### 9.5 Target Scramble

After the Interceptor player has completed his Interceptor Scramble attempts/combat,

and if there are air units (bombers, fighters, or reconnaissance units) on the ground of an airbase that is in the target hex of the mission, they may attempt to scramble in order avoid being caught on the ground. A fighter unit that failed at its Scramble Interception attempt is eligible to attempt Target Scramble.

**9.5.1 Scramble Procedure** For each such unit, the Interceptor player rolls a die, modifies the roll 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 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 Scrambles 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 combat unit, supply, or installation (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 unit targets 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 mission will have to be written down when the mission is declared and revealed after the Target Scramble is concluded.

### 9.7 Air Combat

**Designer's Note:** *This is a game. If you wish to be presented with a detailed simulation of air combat, this is not the vehicle for you. The purpose is to have a tactical mechanism whereby one can arrive at an operational conflict decision, yet also one that demonstrates some of the differences between the opposing airplane designs. Here you will have to accept that, like with several other wargames, each unit takes on the characteristics of its primary individual machine (airplane type). Nevertheless, the following should present you with many interesting tactical decisions.*

Air Combat occurs when mission air units encounter interceptor fighter air units that have Interceptor Scrambled (Section 9.4) to the mission target hex. If there was no successful Scramble Intercept, there is no Air Combat, and the mission proceeds directly to AA Combat (Section 9.9) and Bombing Combat (Section 9.10).

**9.7.1 Mission Group Co-ordination:** If the mission's air units were dispatched from different airbases, the Mission player has to designate the units from at least one base as the "late" group.

The Mission player finds the difference in the range flown by the late group, and the range flown by any other non-late unit in the mission, and rolls a die. If the DR result is less than this range difference, then the mission groups failed to co-ordinate their arrival over the target hex. The designated late group (latecomers) may then only enter the TBB on the second (or later) Air Battle Round.

**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 per side)
- 8 Air Combat Disruption makers
- 1 Surprise marker
- 1 Air Battle Round marker
- The 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, if the bombing mission is against naval units, the Interceptor player deploys his naval units, one to a hex, in the Target Zone hexes on the TBB (Case 9.9.3, Naval Anti-Aircraft Fire).

Be sure that each air unit that left its airbase from the "disrupted" quadrant has a disrupted marker associated with it.



Each player then secretly places a movement 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 not start at the default medium altitude (no marker). Place an altitude marker with the sequence marker on the unit. Bombers (assumed to be loaded) may not set up at

high altitude. If a player has fewer than four units involved, he may place any combination of sequence markers on his unit(s). If, for example, he has only two units in the battle, he could use sequence numbers "2" and "4", while placing "1" and "3" aside. The Mission player is required to assign a higher sequence number to a latecomer (Case 9.7.1) than to a unit that enters the TBB on the first round of the air battle.

This sequencing is important, because it determines the order in which air units will move and 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 hexes 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 correspondingly numbered with its sequence marker. The markers placed there pertain to altitude, disruption, and whether or not the unit has an ace. The only marker that follows the unit around on the TBB is its sequence marker. This is recommended in order to avoid clutter on the TBB.

**9.7.4 Bomber Formation Flying** When allocating the sequencing number chits, the Mission player can allocate one single chit for 2-4 units of same non-disrupted 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 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 4 to the Bomber Formation.

**9.7.5 Air Combat Sequence of Play** Each air combat battle has up to six rounds. Each round has up to 4 impulses numbered 1-4. On Impulse one, the number 1 sequenced unit of both players will activate. On the second Impulse, the number 2 sequenced air units will activate and so on. If either

player has not placed a particular sequence number on one of their air units or it 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 # of that impulse (not on the first round)
- 2) Mission unit, with that Impulse's sequence number, movement and:
  - a) Anti-aircraft (AA) fire, if possible
  - b) Bombing and continued movement if possible
  - c) Fire and continued movement if possible
- 3) Interceptor unit with that Impulse's sequence number movement and,
  - a) Defensive fire by mission bomber units if possible
  - b) 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 one space 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 air 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). For each Mission bomber that had failed to deliver an attack on a target hex (labeled "T"), 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 from 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 very first movement impulse occurs, it may:

- Remain off the TBB and its altitude may be changed by one level (owning player's choice)

- Roll a D10, and if the DR result is 1-9, the unit's first hex of movement onto the board must be one of those hexes with the corresponding number to the DR on the TBB

**Example** If a "4" had been rolled, the unit may enter the TBB through any of the hexes numbered 3003 to 3005.

The unit faces any of the eligible hex sides that will take it onto the TBB, and pays one movement point to enter the first map edge hex. From then on all of the normal movement costs and gains apply. The Interceptor unit enters the TBB at the last altitude it had attained while off the TBB. The Interceptor player rolls for each interceptor unit individually.



**c) Surprise!** If the result from the DR described above is a 0 (ten), the unit has attained surprise. Place the "Surprise!" marker on the unit. It may enter the TBB from any TBB board entry edge hex, and receives a firing bonus the first time it fires at a Mission unit. Once an Interceptor unit with the "Surprise!" marker has fired, remove the "Surprise!" marker. Mission air units cannot achieve surprise. Only one unit at a time may be assigned the "Surprise!" marker. If another "0" is rolled for another unit before the unit with the "Surprise!" marker has fired, it does not receive the firing bonus that comes with the "Surprise!" marker, but it may enter the TBB from any board edge hex.

**9.7.7 Variable Air Combat Sequence of Play (Optional Rule)** Beginning with Round 2, at the very beginning of each round, both players roll a die and modify their rolls with all applicable DRMs as noted in the Variable Combat Sequence Table on the PAC.

If the modified DRs are tied, or if both are less than or equal to the current round, then nothing happens. The Air Battle Sequence Markers remain on the air units as they are. If, however, one player has a higher DR total than the other, that player may rearrange any or all of the Air Battle Sequence Markers for his planes. If there is only one plane, the player can assign it another sequence number.

**Example** It is round 4. The Interceptor player has one ace with the "Surprise!" Marker (+1 and +2) and one other disrupted fighter (-1) for a net DR modifier of +2. The Mission

player has 2 fighters, one with an ace (+1) and 2 disrupted bombers (-2) for a net DR modifier of -1. The Interceptor player rolls a 3 that is modified to 5. The Mission player rolls a 5 that is modified to 4. The Interceptor player may rearrange his Air Battle Sequence Markers. If he had instead rolled a 2, the DR totals would be tied, as well as equaling the current round. In either of those instances, neither player would be permitted to rearrange the Air Battle Sequence Markers.

**9.7.7 Leaving the Air Battle Board** Units may exit the TBB only as follows:

- Mission Units:** When a Mission air unit leaves the TBB, it is considered to have returned to base (Section 9.11). It may not return to the TBB for the remainder of the mission. It costs a unit one movement point to move off the TBB from a board edge hex.
- Interceptor Units:** When an Interceptor air unit leaves the TBB, it is considered to be at the last altitude it had attained while on the board. It costs a unit one movement point to move off the TBB from a board edge hex. It may return to the TBB during one of its following rounds during this battle, remaining off-map for at least two rounds before re-entering, using the same procedure as it originally entered the board described in Case 9.7.6.

**9.7.8 Air Combat Movement** Air units move from hex to hex, and from one altitude level to another, by expending (or gaining, by diving) movement points. A unit's basic (unmodified) number of movement points (MP) is the TMA value on its counter.

A Japanese Ace adds 1 to a Fighter's TMA. The bomber unit's printed TMA is for when it is loaded. Once it has dropped its bombs (for whatever reason), this value is increased by one on the following round and until the end of the battle.

Disrupted units have their TMA rating reduced by 1.

It costs a unit 1MP to move into the hex it is facing without changing its altitude.

Each air unit must expend *all* of its MPs in each round, including those gained from diving. No unit can spend more than its modified number of MPs in a round.

A unit may perform movement and fire actions in any sequence, as long as it has MPs available to pay for its actions. It may,

for example, fire and move, or it may move and fire, or it may move, fire, strafe/bomb, and continue to move.

A unit may not make consecutive turns or roll movements during its round (but depending on the aircraft, it can as a single turn, turn 2 hexsides for the increased MP cost as shown on the AMC on the PAC). Each turn or roll must be interspersed with another form of movement (dive, climb, moving straight or if a fighter, firing). A unit may end a round with a turn or a roll, and then start the next round with a turn or a roll.

**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. When a unit completes its movement for the round, reunite its sequence marker with it. Also, 1/144 or 1/700 scale models can be easily adapted for play on the TBB.

**Air Unit Facing** All air units must be oriented such that the front of the aircraft picture is pointed towards a hex side at all times. Bomber units may only move into the hex to the unit's front. A fighter unit not performing a roll maneuver also only moves into the hex in front of it. Units change facing by expending MPs to perform a turn or Immelman (see AMC on the PAC). The cost and ability to change facing will depend on the type of air unit and its status.



**Altitude** Unless otherwise indicated, all air units are assumed to be at medium altitude. Use the altitude markers (placed on the Air Combat Tactical Status Box) to indicate those air units at low or high altitude. No unit can move above "high" or below "low" altitude levels. **Recommendation** Some ingenious 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. Climbing costs a unit MPs, while diving will gain a unit MPs. 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 unit, no other air unit can dive more than one level per round (see the AMC on the PAC). A unit that dives down more than one level during its impulse's movement may only 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, in a hex occupied by another air unit. 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 front hex. 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 move, but by doing a roll to its right, it will end up in hex 3408, facing hex 3407. 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 just left (3309). It remains at the same altitude.*

**Bombing** Each type of bombing has particular procedures for execution and MP cost. See Section 9.10 for an explanation of each type of attack.

**Firing** Fighters (and single engine empty bombers that attack as fighters – Optional Case 9.7.10a) that fire their guns lose momentum – expend MPs – in the process. These units may perform one fire action during their impulse and expend 1 MP to do so. After firing, the unit may continue moving, if it has MPs remaining. Multi-engine bombers and loaded single-engine bombers only fire while an opponent's fighters are moving,

**Strafing** A fighter unit can make a strafing attack. It is, however, preceded by anti-aircraft fire, and it is resolved as a form of bombing attack (Case 9.10.2).

**9.7.9 Air Combat** Combat 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 counter. 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 still functions. 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 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, i.e. with a maximum of one hex between the bomber and its target.



**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 differences 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.

**e) Blocking** A unit may not fire through a hex (including its hexside) with a third air unit (friend or foe) that is at the same altitude and located between a straight line

from the center of the firing unit's hex to the center of the hex its target is in.

**f) Field of Fire** A multi-engine bomber unit may fire at an air target in any direction within its range. A fighter or single-engine unloaded bomber unit, on the other hand, may only fire at a target generally to its front (as depicted in the Range of Fire diagram).

**g) Air Target Orientation** It is easier to hit an air target moving along the same or even opposite direction as the firing unit than it is to hit a target moving across the firing unit's field of fire. This makes the target's orientation to the firing unit very important. The following graphic depicts a target and its orientation, depending on the location of the firing unit.



**h) Bomber Defensive Fire** A non-moving bomber unit may fire at a moving Interceptor at the same altitude. The moving unit may not be fired on in the hex that it occupies before 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 fighter's TMA is 4, the bomber's TMA is 3; so 4-3=1. Thus a DRM of +1 is applicable.*)

If the modified result is 5 or less, the bomber may make a normal air combat 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 his 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 frontal field of fire when it moves, as do fighters, but with the following DRM and a range of 2 hexes (not 4):

-1: 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 B5N Kate Torpedo bombers cannot attack like a fighter. The B5N aircraft did not have forward-firing guns, and their airframes were designed to provide stable platforms for level and torpedo bombing.

***Design Note** The 2-hex range limit in this rule (not 4 hexes as is 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 DRMs shown on the Air to Air Combat Table (see PAC), compares the modified result to the target unit's modified DF 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 whenever it reduces or eliminates an opposing air unit. When this occurs roll a die. If the result is a 9 or a 10 immediately place an ace counter with that fighter unit. Japanese aces start the scenario deployed with an air unit or arrive as per the Random Events procedure (Section 5.3). The ace may not be transferred to another unit and is permanently removed from the game if his unit is eliminated. The number of aces available in the game is limited to those in the counter mix. The Japanese has three aces and the Allies have two aces total. No more than one ace may be assigned per unit

**9.7.13 Lucky shots** When firing, if the actual DR is a 1 or 10, regardless of DR 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.

## 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 his naval units, one to a hex, in the Target Zone hexes on the TBB before the start of tactical battle play. If there are naval units in excess of the number of T hexes, deploy the extra, one to a hex, in TBB hexes adjacent to the T hexes.

If the mission was not intercepted and therefore no air combat, the Mission player:

- 1) Declares target type or exact target in the target hex (Section 9.6)
- 2) Declares the bombing unit's altitude (strafing fighters are always at low altitude)
- 3) The 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 naval unit targeted.

**9.9.1 Target AA Fire** Targets' AA factors are as follows:

- **Airbase** The AA factor is 3 for a major base 2 for other airbases printed on the map, and 1 for mobile bases. These are reduced to 1 if disrupted, and ceases to function when the base is eliminated.
- **Cities and Ports** Darwin, Singapore, and Soerabaja each have an AA factor of 2. For each two hits (rounded down) on the city, its AA factor is reduced by 1 (one) point; e.g. if a city has 4 hits on it, its AA defense ceases to function.
- **Ground Combat Units:** A ground unit, regardless of its size, has an AA factor of 1, even when disrupted or reduced.
- **Naval Combat Units:** A naval combat unit's AA factor is printed on the counter.

**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 numbered column in the top header row of the Anti-Aircraft Combat Table that matches the sum (AA value + DR). Cross-reference this total with the bomber's modified DF (-1 DF if bomber is disrupted) in the leftmost column to get the result. Use the upper half of the table if the bomber is at a medium/high altitude, or the lower half if the bomber (or strafing fighter) is at a low altitude. Apply the result in the cell to the bomber unit.

**Exception** When conducting a dive-bombing attack, the bomber can only be engaged on the medium altitude AA table, even though the attack is being conducted at a low altitude. This is meant to reflect the difficulty of hitting a bomber conducting such an attack.

**9.9.3 Naval Unit AA** Naval unit AA attacks can be made against an enemy air unit that is in or adjacent to the naval unit's

hex. Apply the DRMs noted on the table for naval AA.

**Example** A disrupted, unreduced G4M (Betty) bomber unit is attacking Soerabaja (city) at medium altitude. The Interceptor player rolls a 10 and adds 2 for the city's AA factor, which puts us to the 12-column along the top header row. Reading down to the modified 3 DF row (4DF - 1 for disruption), we find a "D" result. As the bomber is already disrupted, the result amounts to "No Effect." If the bomber had attacked at low altitude, it would have been reduced by the corresponding "X" result in the lower half of the table.

## 9.10 Bombing Combat

Immediately after AA Combat resolution, if there is a bomber or strafing unit over the target, Bombing Combat takes place.

**9.10.1 Bombers:** An air combat unit may conduct a bombing attack if it has a bombing 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 no 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") and costs 1 MP. Fighter units have an "S" printed as their BF on the counter.

**9.10.3 Dive Bombing** "D" type air units must expend 2 MP in a target zone hex if on the TBB, and, in any case must be at low altitude to qualify for a dive bombing attack. The dive-bombing air unit doesn't actually change altitude (it remains at low altitude). A dive-bombing attack provides a +2 DRM for the attack resolution. These units may also perform normal bombing attacks without the above beneficial modifier, and at higher risk to themselves at a low altitude (Section 9.9).

**9.10.4 Precision Bombing** "P" aircraft types may increase their bombing accuracy by performing Precision bombing runs. These air units must be at high altitude and fly in a straight line for 3 hexes, the second or third of which is the target hex to make a Precision Bombing attack (this requirement can be met in consecutive impulses). 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 res-

olution. "P" type units cannot attack uncrippled naval units.

**Designer Note:** *Actually they did, but not at all effectively. Rather than have players deal with the very remote possibilities that these weapons would actually hit 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 zone (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).

**9.10.9 Bombing Procedure** For each bombing air unit, the Mission player adds the roll of a die, modified by any applicable DRMs (see Bombing Combat Table on the PAC) to the bomber's printed bombing factor (BF). Cross-reference the result across the top of the Bombing Combat Table with the target's type or CF/DF (if it is a ground unit/naval unit) along the left column and apply the result as noted.

**9.10.10** Targets are affected in the following manner:

**Airbases** When an airbase is disrupted, an airbase disruption marker is placed on the airbase's display on the controlling player's ADC, reducing its AA factor to 1. Each time a disruption result is scored against a base, all air units on the ground at that airbase must roll a die to see if they are damaged. A DR result of 6 or greater means that the air unit is disrupted - move it to the disrupted box of its status column of the airbase display. If already disrupted, the air unit is reduced. Any other result has no

effect. When an airbase is eliminated (the "X" result), an airbase eliminated marker is placed on the airbase's display on the player's ADC unless it is a mobile airbase, in which case it is removed from the game. All air units at that base on the ground are destroyed if the airbase is eliminated.

**Cities/Ports** Damage to a city/port target is measured in hits. The number of hits on cities affects the VPs during the Victory Points Phase at the end of the full game. Additionally, each two hits (rounded down) on a city reduces its AA factor by 1 point. No city hex may be marked with more than 4 hits on it at any given time except Darwin, which can take 8 hits. Hits in excess of 4 (or 8 for Darwin) are ignored. See the Hits Effects Table on the PAC for additional restrictions for cities/ports and the number of hits they have. **Designer's Note:** *The reason why Darwin can "absorb" more hits than other cities is because it represents not just the city but also the surrounding environs, which were increasingly utilized by the defending forces.*

**Naval Units** The first hit on a naval unit results in its disruption 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, then 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 (nothing 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 not 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 disruptions from air bombing cause no further effect on a ground unit. Air bombing cannot reduce or eliminate a ground combat unit.

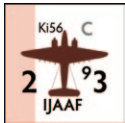
**Darwin Radar** Each time a Japanese bomber (not fighter) unit scores at least

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.

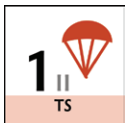
If the die-roll result is 5 or less, the radar station is destroyed, and the Allied player loses the -2 Scramble DRM (Cases 9.4.1 and 9.5.1) from that point on in the game. The Initiative +2 DRM (Section 7.4) in favor of the Japanese player takes effect once the Darwin radar is destroyed.

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

### 9.11 Paratroop Assault



The Japanese Ki-56 Thalia air unit can perform two paratroop assault missions in the game, no more than one per turn. The Ki-56 air unit carries out the paratroop assault mission by resolving a TBB battle and the Ki-56 flying to a target hex. To drop its paratroopers 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 status). A second mission can 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 the Japanese player’s choice). If the Ki-56 is disrupted, then the paratroop assault mission does not occur (but does not count against the two mission maximum).



The paratrooper unit can be dropped either on or adjacent to an Allied unit that is to be attacked. The paratrooper unit cannot attack by itself; there must be another Japanese ground unit that is attacking the same Allied unit. The paratrooper unit adds 1 CF when attacking or 1 CF if stacked with a defending Japanese unit (2 attacking CF if dropped on the Allied unit’s hex). The paratrooper unit is eliminated if dropped on an Allied unit and the Allied unit is not eliminated or retreated from the hex. Regardless, at the end of the turn in which it was dropped, the Japanese

paratrooper unit is removed from play. **Note:** The Japanese parachute unit can be a fourth attacking or defending unit in combat.

### 9.12 Return to Base

Following the completion of an air mission, each surviving Mission and Interceptor unit is returned to a friendly airbase within its SR range. As with the movement to the target hex, do not count the target’s operational map hex against the range allowance. Any friendly air base can be used, not just the one(s) the air units took off from. An air unit that lands at an airbase after a mission or an interception attempt is always placed in the flown-normal or flown-disrupted box of the airbase display, depending on the unit’s status.

**Play Note** Pay attention to the airbase host-limits (Section 6.3).

IJN carrier air units returning from a mission may only land on the carrier “airbase” at sea or off-map in the Philippines or Indochina, whichever is in range.

**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). If the die-roll result is 10 or more, then the air unit is reduced. If already reduced the air unit is eliminated.

## 10.0 NAVAL OPERATIONS

Naval operations figured prominently in this theater of operations. Without air cover, however, both sides were extremely limited in what their ships could do to further their war aims.

### 10.1 Naval Missions

There are three naval missions that can be performed:

**Attack Mission:** Naval forces sortie from a single base and attack a spotted naval force, enemy ground unit, port, city, or airbase on the map.

**Stage Mission:** Naval units move from one friendly base to another friendly base.

**Transport Mission:** Naval transports carry troops or supplies to another friendly port or perform an Amphibious Landing during the Ground Operations Phase. Surface warships may accompany this mission.

### 10.2 Naval Units

Naval units, with the exception of submarines, represent squadrons of ships. Naval units are of three types: carrier (capable of basing air units), surface warships that can engage enemy naval units in Naval Combat, and naval transports that can carry ground combat and supply units. Japanese Diahatsu Barge Transports units are capable of Supply Operations and have a Supply Source icon on the reverse side to indicate their capability of serving as a Supply Source (Section 13.1).

**Note:** Both players have a fourth type of naval unit, submarines, which are made available by Random Event.

### 10.3 Naval Unit Movement

Due to the scale of the game, naval units can move anywhere about the map without limit. Instead naval units are rated as follows:

**F** = Fast/Flank speed

**S** = Slow speed

**C** = Crippled speed (damaged side of carrier and surface warships).

Movement ratings are only used for resolving air bombing and surface combat attacks.

To perform a Naval Mission, the Mission player announces the type of mission it will be, indicates which units will be part of the mission, and announces their destination hex. Similar to Air Missions, a maximum of 4 naval units can be chosen for a Naval Mission.

Naval units are then moved singly or as a stack from their beginning location to the destination. If units for a Transport mission are coming from more than one location, a rendezvous location must be designated as well. The units from each different location will first perform a “component” move to this rendezvous location. Interceptions or Interceptor Reaction Air Missions (versus spotted units) can be attempted against these component moves if the Interceptor player chooses. Once all units of the mission are at the rendezvous hex, they carry on to the mission destination hex. This mission group can be intercepted and/or have an Interceptor Reaction Air Mission performed against them if the conditions are met and the Interceptor player chooses to perform them.

Each naval unit can participate in one Naval Mission per turn. Once they have



completed their mission, rotate them 90 degrees clockwise to indicate this.

Ground or supply units to be transported must begin in the port hex or off-map 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 Movement Phase (Section 11.2). If the Transport Mission is for an Amphibious Landing, the naval units move to the landing hex and the Amphibious Landing will occur during the Ground Operations Phase (Module 11.0).

**10.3.1 Sorties.** Carrier and surface warship naval units of a mission 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-map or occupies a port with 0 or 1 hits automatically sorties. 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 warship naval units in a port with 4 hits may only be moved to an off-map port during the Regroup Phase.

**10.3.2 Spotting** Any time a naval unit enters a hex that is within 3 hexes of an undisrupted enemy airbase or naval unit (carrier or surface warship), enters or leaves an enemy controlled coastal hex (one that is within 1 connected coastal hex of a port or occupied by an enemy unit) or a hex occupied by a reconnaissance unit, the owning player must perform a Spotting Check DR. Roll the die and modify the DR by any modifiers as listed on Spotting Table (see PAC).

If the DR is 6 or more, then the naval unit is Spotted, so rotate those units 180 degrees to indicate they are spotted. The naval units may carry on their movement but can now be interrupted to have a Reaction Air Mission or Naval Interception performed against them.

If a naval unit or stack, which is already spotted, joins another unit or stack, which is not spotted, all units become spotted.

**10.3.3 Naval Interception** Once per hex the Mission player moves into, the Interceptor player can attempt to move friendly carrier and surface warship units, which have not performed a mission, into or within carrier-based air SR range of the Mission units by performing a successful

interception at any point during the movement of a Mission player's Naval Mission. The Interceptor player declares his intention to intercept the Mission player's moving naval units, designating up to 4 naval units. He then rolls a die and modifies the roll by any DRMs that apply (see the Naval Interception Table on the PAC).

If the DR is 7 or more then the interception is successful. The Interceptor player then moves his designated units either into the Mission units' hex or to a position on the map where they can perform an Air Reaction Mission against the Mission player's units. The interception combat or Air Reaction Mission (with carrier air units) is then resolved. Once the combat is resolved, the mission units continue moving to their destination hex if they can. Naval units that intercept are rotated 180 degrees to indicate that they are spotted and that they cannot perform a mission during the rest of this turn. If the DR is 6 or less, then the interception attempt has failed. The 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.

**10.3.4 Japanese Command Demarcation Line.** Japanese East Fleet naval units may only move and conduct amphibious assaults east of the Command Demarcation Line; those of the West Fleet to the west of the line. Naval units of both the East and West Fleets can operate in the hexrow with the Command Demarcation Line, and the naval units of these fleets can operate freely south of Java (hexes numbered 8 or higher). The Japanese Covering Fleet and Allied naval units can operate anywhere on the map.

## 10.4 Naval Unit Surface Combat

Combat against enemy naval units is only possible if the units are spotted, successfully intercepted, or occupy a port hex. Surface combat occurs when opposing naval units occupy the same hex.

**10.4.1 Naval Combat Resolution.** Each Naval Surface Combat is resolved in a series of rounds. The number of rounds is determined by making a DR and consulting the round's results box on the Naval Combat Results Table (see PAC). There can be 1 to 4 Naval Surface Combat rounds. Use the Battle Round marker on the TBB Round Track to indicate the current round being fought.

Naval Surface Combat that is conducted during rounds 1 and 2 is considered at "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 it by all DRMs that apply on the Naval Combat Results Table (see PAC). He then references the modified DR's 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 represents a number of ships, including escorts and other supporting vessels*

A transport unit may not be targeted by opposing naval units until all accompanying friendly warships have been targeted first by at least one enemy unit.

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 combat DRs for the round.

All disrupted naval units will return to Normal status (have their Disrupted markers removed) at the end of the last round of Naval Surface Combat in that hex.

**10.4.2 Night Action** (Optional rule): Before resolving naval combat, both players declare if they want to fight a "night action." If both decline, then resolve the combat normally. 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 and modify their roll 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 or night action) will occur. Re-roll any ties.

## 10.5 Naval Bombardment

Naval warship units that are part of a Naval Transport Mission in which the ground units are performing an Amphibious Contested Landing (Case 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 9.10.9) except substituting the naval

unit's CF as the Bombardment Factor for the attack.

**10.5.2** Supply units can only be targeted if they are the sole occupants of hex 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 combats first without a cost during the Ground Operations Phase.

The non-Initiative player, after the Initiative player has concluded all the Ground operations he wishes to perform this turn, can perform movement and combats, 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 connected 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 Phase, will disembark at a friendly port at the beginning of their movement phase or conduct an Amphibious Landing (Section 11.5) during the Combat Segment of the Ground Operations Phase, and those ground units are ineligible to move further this turn.

**11.2.1 Restrictions** A Japanese armor unit may only occupy a hex with a town, city, 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.

### 11.3 Stacking

Up to 3 friendly infantry units, plus one armor and one artillery unit, may voluntarily occupy (stack) in a hex with land in it. 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 eliminated (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, an undisrupted ground combat unit may attack one enemy 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 adjacent connected land hex during its Ground Operations Phase. Ground combat is voluntary. 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 ground unit may not attack a hex if it would become unsupplied 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, adds his attacking CF, subtracts the defending unit's CF, and modifies it by any applicable DRMs listed on the Ground Combat Table (see PAC). Reference the modified DR result to the table's Results section and apply the effect immediately.

A Japanese parachute unit's CF is added if it also is 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 isn't armor or artillery.

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 full 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 ground combat unit 1 hex 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 situated in one hex cannot retreat. Units may retreat in violation of stacking (Section 11.3). Any units unable to retreat are 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 damage an airbase in a hex it vacates by voluntary movement 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 landing. Amphibious Landings are 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 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 DR result, consult the Results section below the DRM list on the table to find out the attack's outcome and apply it immediately.

**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 eliminated.

## 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 on Patrol Missions, land at any undisrupted, friendly airbase.

### 12.2 Naval Units Return to Port

Players 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 interception (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 airbases (not air combat units) on the map must trace an uninterrupted supply line of any length to a friendly supply source during this phase. Off-map airbases are always supplied. Mark units that are Out of Supply (OOS) with an OOS marker.

### 13.1 Supply Sources

Allied airbases 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 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 due to hits on it (see Hits Effects Table on the PAC). A Diahatsu Landing Barge, when flipped to its supply side, is considered like a port for supply purposes. For units on islands, if opposing naval 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 supply cannot be traced to that island or port 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 blockaded. 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, remove the unit immediately from the map. If the supply unit is unable to trace a ground supply line back to a un-blockaded port or off-map 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.

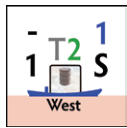
**Game Play Note** Supply units are not “consumed” and removed from play when units trace supply to them if they in turn are in supply.

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 not landing with other friendly ground units, they can be disembarked at a non-costal hex only if there is a friendly ground unit in that hex already.

If a player decides to have more than one step of supply in a hex, flip one of the

supply units over to its “x2” supply side and remove the other supply. If this combined supply unit suffers three hits from bombing, flip it 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 hex 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 naval unit for purposes of air combat. 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.

### 13.4 Hits on Supply Sources

Supply sources with hits from combat 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 return to normal status (Cases 14.1.2 and 14.2.6). **Note:** Naval units are not affected by supply and do not have to trace supply lines.

## 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 afflicted. A disrupted air unit must have been placed into the regroup box of its Air display during the Initiative Phase to indicate that it is attempting to regroup.

### 14.1.1 Air Combat Unit Regroup

Regrouping attempts by all air units is performed before trying to regroup airbases. Air units may not regroup at a disrupted or Out of Supply airbase (either they must await the airbase’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.

**Restrictions** An individually regrouping air unit cannot participate in air missions (Case 9.1.6). A regrouping fighter may attempt an Interceptor Scramble (Case 9.4) but suffers an adverse DRM, 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 result 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 half 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 rede-

ployment 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 remove up to three hits (total, not per city) from cities (Darwin, Soerabaja, Singapore) under his 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 or last turns.

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 a +1 DRM for his initiative determination (Section 7.4). Furthermore, the IJN Covering Force carrier 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’s Regroup Phase, all disrupted, ready (not flown) Japanese air units and supplied bases automatically return to normal status (lose their disruption). No die-roll is needed. Allied air 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 restoration steps, 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 results in 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 full strength 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.

**Designer's Note:** *This represents the significant diversion of hard to acquire aircraft and aircrew at this stage in the war to reinforce operations in this theater.*

**14.5.4 Allied ground combat units cannot have steps restored.**

**14.5.5 Japanese Air Replacements** During a General Regroup Turn's Air Combat Unit Regroup segment, 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 eliminated units to the game). The result of a DR determines the maximum number of air replacement steps that can be purchased. **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 ones to play. There is a VP award to the opposing player for naval units returned to play per this rule.

During the Allied Reinforcement Segment of the Random Events Phase of a General Regroup Turn, the Allied player rolls the die for each reduced and eliminated naval unit. A reduced unit is flipped to its full-strength side if the DR is 6 or more. An eliminated unit may be returned to play at full strength with a DR of 8 or more. These units are placed in the Australia off-map holding box. One VP is awarded to the Japanese player for each naval unit returned to play through regrouping.

During the Covering Fleet Decision Segment of the Random Events Phase of a General Regroup Turn, the Japanese player rolls the die for each reduced and eliminated naval unit. A reduced unit is flipped to its full-strength side if the DR is 7 or more. An eliminated unit may be returned to play at full strength with a DR of 9. These units

are placed in the Philippines off-map holding box. Two VPs are awarded the Allied player for each naval unit returned to play through regrouping.

**14.5.6 Destroyed Airbase Restoration** During a General Regroup Turn, both players 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 (Section 13.2) in order to qualify for restoration.

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. Friendly air units may now base from the restored airbase up to its basing 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 resented... On the faith of the proposed flow of reinforcements we have acted and carried out our part of the bargain. We expect you not to frustrate the whole purpose."*

—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 reinforcements 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 VPs. Victory Points are scored by conducting 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 with 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** Immediately each time a Japanese bomber aborts (Section 9.8) during its mission
- +1 VP** Immediately upon the Japanese player stating his 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** 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 VP** Immediately for each Japanese Naval unit returned to normal status this turn during the Regroup Phase
- +? VP** Japanese deficit spending of VP (11th Air Fleet replacements for example)

### Japanese Player VPs:

- +1 VP** Immediately during the turn if an Allied bomber aborts (Section 9.8) during its mission
- +2 VPs** For each Allied air unit step replaced at the end of each Regroup Phase
- +1 VP** For each step replaced up to a number determined by a DR
- +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
- +? VPs** 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.

**Note** VP award is halved if the hex listed above is out of supply.

- +1 VP** For the Japanese for each hit still on Darwin 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 (**Reminder:** The Allied player cannot bomb Singapore until after it surrenders)

**+2 VP** Each variable Allied air unit entered into play beyond that established by the Set Up DR (Section 17.2)

**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.

### 16.3 Victory Levels

Once both players determine their VP totals in the Campaign Scenario, the Japanese total is compared to the Allied 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 than double the number of VP earned by the Allied player

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

## 17.0 SCENARIOS

*“Wars are not won by big armies but by good ones.” —Marshal Saxe*

There are two scenarios for *Forlorn Hopes*, an Introductory two-turn match that focuses on the air and naval aspects of the game, and another that deals with the entire two-month campaign.

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

This scenario represents the decisive sea and air battles of the Dutch East Indies campaign. No ground units are used in this scenario. There are no reinforcements or replacements for either side.

#### 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 or all of these locations: Batavia (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 PBY Recon. 1x Ace is set up with any one fighter.

#### 17.1.2 Japanese Set Up

- **West Fleet Naval Units** 1x CL, 2x DD, 2x T, 1x Daihatsu 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 the **only** 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 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 based in 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.
- Play 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 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 up 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 results as “No Event.” Roll for a Random Event on both turns of the game.

#### 17.1.4 Winning the Scenario

This scenario does 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 accumulated for inflicted losses and damage as follows. They receive a ½ point for each enemy naval unit crippled or air unit reduced at the end of the scenario. Each player receives 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
- **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
- 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
- **USN** 1x CA, 1x DD, 1x MTB
- **RN** 1x CA, 1x DD

#### Ground units:

- **Ceram (2705)** Australian Gull Infantry Brigade, 2 Supply.
- **Dili (2608) or Koepang (2509)** Australian Sparrow Infantry Brigade, 1 Supply unit on its 2 side.
- **Anywhere in Sumatra or Java, west of Soerabaja** Dutch 1/1 and 1/2 Infantry and 1st Artillery Regiments, Motorized Cavalry Battalion. Australian Black Infantry Brigade, US 2/131 Artillery Regiment. 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), Banjarmasin (2006), Makassar (2205)** Dutch 4th,

6th, and Barisan Infantry Brigades, 1/1 Motorized Infantry and South Infantry Regiments, Marine Infantry Battalion.

- **Any Allied port or town that is not under Japanese control (red), but not Singapore or Darwin** 6x Lanstrum (1-6) units, 3 Supply units on their 1 side are distributed one each with a friendly unit.
- **Anywhere in Java or Sumatra** Mobile Airbase A.
- **Darwin** (2910) 7th MD Infantry Division (2 units), Darwin Radar Station.
- **Earlier 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 each only) which disrupts them.
  - 3) Above listed Allied ground units (one hit only) which disrupts them (**Exception** A hit applied to a Landsturm unit (LDRM) eliminates it).
  - 4) Supply unit (1 hit only per unit) which eliminates it.

*Designer's Note: This represents the effects of earlier air attacks on these formations.*

#### Air Units:

- **Australia off-map airbase** 3x B-17
- **Darwin Airbase** 2x P-40
- **At any Allied airbase within basing limits:** 1x PBY Recon, 2x P-40, 1x Brewster Buffalo, 1x Fokker D-21, 1x Curtiss CW-21, 1x Fokker T-VIII, 2x Lockheed Hudson. **Note:** 1 Allied Ace is deployed with any one of these fighter units.
- **Variable Air units** The Allied player rolls a die, which the Japanese player witnesses, subtracts 2, and divides the result in half (drop any fraction). For example a DR of 7 is lowered to 5, which is halved and then rounded down to 2. This is the number of air units marked with a "V" (1x Hurricane, 1x Brewster Buffalo, 1x Curtiss Hawk, 1x Blenheim, 1x Lockheed Hudson) that can be selected and deployed at any Allied airbase. Any remaining air units are either a) removed from the game or b) can also be entered into play but at the cost of 2 VP that are awarded to the Japanese player for each air unit.

*Designer's Note: These represent air units that were sent to the defense of Singapore, practically all of which were lost. Entering these air units into play represents the Allied High Command holding back these air assets, signaling an abandonment of the British fortress and the troops fighting the Japanese there.*

#### 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 air 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.
- 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).
- 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 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.

**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:

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

#### Ground Units:

- **Sarawack (1702)** 18/124 Infantry Regiment.
- **Menado (2404) and Kendari (2406)** 48/1 and 2 Formosa Regiments, 48 Artillery Regiment.

- **Indochina off-map holding area** 2nd Infantry Division (3 infantry, 1 Artillery Regiments), 2nd Tank Regiment (2 tank battalions).
- **Philippines off-map holding area** 38th Infantry Division (3 infantry and 1 artillery regiments), 4th Tank Regiment (2 tank battalions).
- **All 11th Air Fleet Units** in the 11th Air Fleet (Not Available) 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 Nate, 3x Ki-21 Sally, 3x Ki-48 Lily, 1x H6K Mavis Recon.
- **Sarawack, Menado or Kendari Airbase** 2x Ki-43 Oscar  
**Note** One Ace is deployed with any one JAAF Ki-27 Nate or Ki-43 Oscar.
- **Either Philippines or Indochina off-map airbase** 1 x Ki-56 Thalia

**17.2.4 Japanese Reinforcements** All units enter the game at full strength and normal status.

- **Covering Force naval and CV air units as per Section 5.2** 2x CV, 2x BB, 2x CA, 2x DD, 3x A6M, 3x B5N, 2x D3A.  
**Notes:** One Ace is deployed with any one A6M Zero. (Case 5.1.1)
- 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 with the "Singapore surrenders" marker to show it is now under Japanese control. A number of hits equal to half of the surrender DR made 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 into play any Royal Navy units until the turn after Singapore surrenders.
- Begin rolling for Random Events starting with Turn 1.