

BATAAN!

THE BATTLE FOR
THE PHILIPPINES

1942



Rules of Play

Compass Games

New Directions in Gaming

BATAAN!

THE BATTLE FOR THE PHILIPPINES - 1942

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1.0 INTRODUCTION

"Tonight I plan to disengage my forces under cover of darkness, concentrating center of gravity of my movement toward Bataan."

- MacArthur (Manila) to Gen. Marshall (USA), 24 December 1941

BATAAN! is an operational-level game of the WWII battles on the Bataan peninsula in the Philippines that took place in January through April 1942. The game is intended for two players. One player controls the Japanese forces, and his opponent controls the United States and Philippines forces (collectively called "US"). Historically, Gen. Douglas MacArthur commanded the US forces (later, Lt. Gen. Jonathan Wainwright) while Lt. Gen. Masaharu Homma commanded the Japanese. The players maneuver their units across the map and conduct combat according to the rules of play.

Object of the Game: Several scenarios are provided, showing historical engagements. In each scenario the Japanese player wins by capturing

and holding various objectives. These objectives count towards the victory conditions of that scenario. The US player wins the game by avoiding these conditions.

1.1 Contacting Compass Games

If any game components are missing or damaged you may contact us by email at compassgames@yahoo.com or by mail at Compass Games LLC., PO Box 271, Cromwell, CT 06416, USA. Please include a SASE (self addressed and stamped envelope) if you have questions.

1.2 Help HQ

General help or questions on game play may be posted in the game folder for **BATAAN!** on www.consimworld.com, or may be emailed directly to us at compassgames@yahoo.com. Finally, players can discuss play and get help on www.boardgamegeek.com.

2.0 GAME EQUIPMENT

Each **BATAAN!** game includes:

- One 22 x 34 inch map
- Two countersheets (416 counters)
- One Rules Booklet
- Two Japanese Set Up cards
- Two US Set Up cards
- Eight Player Aid cards
- One ten-sided die
- One box and lid set

2.1 The Game Map

The map portrays portions of the Philippines where the battles took place. The grid of hexagons superimposed over the terrain features facilitate movement and the positioning of playing pieces. These hexagons are hereafter called "hexes." Each hex has a four-digit identification number, used for game reference purposes only. Each hex on the map represents 1.2 km (0.75 miles) of real terrain from side to side.

2.2 The Playing Pieces

2.21 There are five types of playing pieces:

a. Combat Units. These represent the military units that fought (or could have fought) in the historical campaign.

b. Naval Units. These are any pieces with a ship silhouette.

c. Air Units. These are any pieces with an aircraft silhouette.

d. Activation Markers (AM) are any pieces with a formation designation symbol. These are not placed on the map, but are used to determine which formations are active [4.3].

e. Player-Aid Markers. All remaining pieces are player aid markers. These are used to assist game play. There should be enough markers provided with the game. If at any time you need more, make some with blank counters. The number of markers does not constitute a design limit.

2.22 For an explanation of the numbers and symbols on the units, see the Reading the Units section.

2.23 All combat units are marked with unit designations. These are the historical unit identifications. For an explanation of abbreviations on the units, refer to 20.1.

2.24 **Unit Type - Ground Units.** Each Unit Type or Size Box [see the Reading the Units section] is colored to distinguish units controlled by each HQ, as well as those not controlled by any HQ. This color scheme affects play [4.3, 5.2, 7.2, 7.3, 12.13c].

2.25 **Nationality:** The background color on each unit identifies nationality:

Nationality	Color
Japanese	Golden Brown
US units:	
United States	Dark Tan
Philippine Scouts	Light Brown
Philippines Army	Light Blue
US Navy/Marines	Light Tan

READING THE UNITS

Unit Types

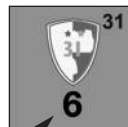
- Infantry
- Cavalry
- Anti-Tank
- Anti-Aircraft
- Headquarters
- Artillery
- Mortar
- Engineer
- USN / Marines
- Motorized Infantry
- Two Units Combined

Unit Sizes

- I = Company
- II = Battalion
- III = Regiment
- X = Brigade
- XX = Division

Formation Activation Marker (AM)

31 Division AM

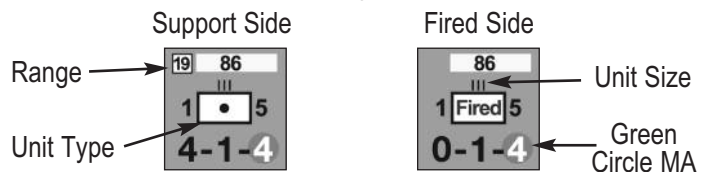


Efficiency Rating

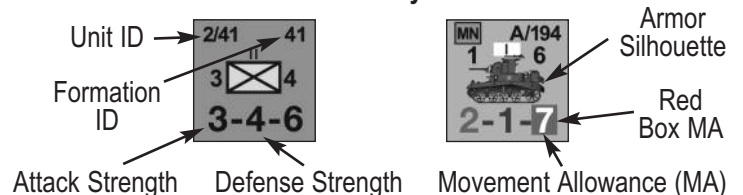
HQ Unit



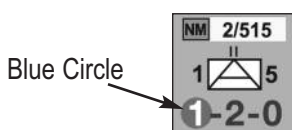
Artillery Unit



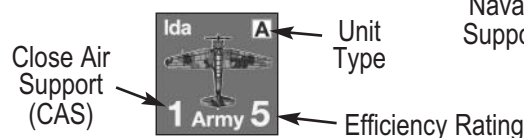
Non-Artillery Units



Garrison Unit

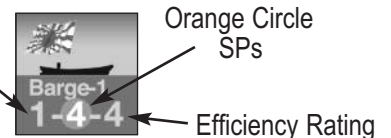


Air Unit



Naval Gunfire Support (NGS)

Naval Unit



2.26 Unit Type - Air Units. A code denotes the function of the air unit:

Code	Air Unit Type
A	Ground Attack
B	Bomber
F	Fighter



2.3 Charts and Tables

BATAAN! includes set-up cards and various charts and tables to help players set up the game, keep track of new units entering play, and aid movement and combat functions. Some of these have been printed on the map while others are printed separately on player aid cards. Place these to the side of the map for easy reference.

2.4 The Die

2.41 The game uses a ten-sided die. The number “0” is read as ten (10), not zero (0).

2.42 To perform many game functions, you will roll one die to determine a result. Often you will modify the actual die roll result by plus (+) or minus (-) amounts. These are called Die Roll Modifiers (DRMs).

3.0 BASIC CONCEPTS

3.1 Terminology

3.11 Friendly and Enemy:

a. Units. If you are the Japanese player, all Japanese units are friendly; all US units are enemy units. The situation is reversed for the US player.

b. Sequences and Phases. Each of the three segments of a turn consists of sequences and phases [4.2 and 7.2]. During some sequences and phases, both players can perform activities; during others, only one player, called the *active*, or *friendly* player, can perform activities. Japanese sequences and phases are friendly to the Japanese player, and enemy to the US player. US sequences and phases are friendly to the US player, and enemy to the Japanese player.

c. Hexes, Fortifications and Supply Sources. Those last occupied or controlled by Japanese units are friendly to the Japanese player; those last occupied or controlled by US units are friendly to the US player. A fortification that is friendly to the Japanese player may be destroyed if it is occupied by Japanese units during the engineering phase [14.13].

3.12 Controlled and Contested Hexes:

- a.** A hex is controlled by one side if:
- One or more of that side’s combat units currently occupy the hex, or
 - One or more of that side’s combat units projects an uncontested Zone of Control [3.2] into the hex.
- b.** If both friendly and enemy combat units project ZOC into a vacant hex, both ZOCs co-exist and the hex is contested.

3.13 Contiguous Hexes: This is an unbroken series of connected adjacent hexes used for movement, range, and Supply Routes.

3.14 Coastal Hexes: Any hex containing both land and sea is a coastal hex. The line(s) along which the land and sea meet in a coastal hex is the coastline(s) for that hex.

3.15 Ground Unit Classes:

a. Motorized Units. A unit with its movement allowance shown in a red-box is a motorized unit (a “red-box MA” unit).

b. Artillery Units. An artillery unit with its movement allowance shown in a green-circle is an artillery movement class unit (a “green-circle MA” unit). Note: Some artillery units are red-box MA units, and are treated as motorized.

c. Non-Motorized Units. A unit with a movement allowance on a plain background is non-motorized.

d. Immobile Garrison Units. An AA unit with its attack strength in a blue circle is an immobile garrison unit [16.14].

3.16 Armor Units: These are motorized units that have a vehicle silhouette on the counter.

3.17 Artillery Units: Any combat unit with a range value is artillery.

3.18 Frequently Used Abbreviations: The following are used throughout these rules, and on the charts and tables:

AERM	Attrition Efficiency Rating Modifier
AM	Activation Marker
CAS	Close Air Support
CRT	Combat Results Table
DRM	Die Roll Modifier
ER	Efficiency Rating
HQ	Headquarters (unit)
MA	Movement Allowance
MP	Movement Point
NGS	Naval Gunfire Support
OoS	Out of Supply
SP	Supply Point
TEC	Terrain Effects Chart
ZOC	Zone of Control

3.2 Zone of Control

All combat units have Zone of Control (ZOC). The hex a combat unit occupies and the six hexes immediately surrounding it constitute that unit’s ZOC. Each enemy unit’s ZOC inhibits the movement of friendly units [8.2], inhibits the tracing of a supply route [6.2], and restricts a unit’s retreat after combat [11.3 and 11.5].

3.21 A combat unit exerts ZOC at all times. It always controls the hex it occupies, without contest, and exerts a ZOC into the six surrounding hexes [exception: 3.23].

3.22 Air units, naval units, and player aid markers never exert ZOC.

3.23 A combat unit with a yellow band across the top, called a No ZOC band, does not exert ZOC into the six adjacent hexes. It instead controls only the hex it occupies. If at least one combat unit in a hex exerts ZOC (it does not have the No ZOC band), all combat units in that hex exert ZOC into the adjacent hexes.

3.24 ZOC extends into all adjacent hexes and across all hexsides, except those specifically prohibited to movement by the Terrain Effects Chart, regardless of the movement point cost to enter the adjacent terrain, and regardless of the presence of enemy units. ZOC of units other than red-box MA and green-circle MA units extend across river hexsides [3.25b, 8.35d].

3.25 Terrain Limitations on ZOC:

a. ZOC does not extend into adjacent hexes that include Jungle, Tropical Grass, Swamp, or Mountain terrain but does extend from (out of) those hexes.

b. ZOC always extends into an adjacent hex if road or trail runs from the friendly occupied hex into that adjacent hex. But trails and roads do not extend across unbridged River hexsides. Therefore, the ZOC of red-box MA and green-circle MA units do not extend across non-bridged river hexsides, even when road (or trail) appears to join a road (or trail) on the other side of the river hexside [8.35d].

3.26 ZOC is not affected by other units, enemy or friendly, except while tracing a Supply Route [6.23] or during Retreat [11.35]. There is no additional ZOC effect when more than one unit exerts ZOC into a hex. A friendly unit's ZOC does not affect the movement of other friendly units.

3.3 Stacking

Stacking refers to the placing of more than one unit in a hex. The position of a unit within a stack has no effect on play.

3.31 Each combat unit has a stacking point value. All other playing pieces have no stacking point value and do not affect stacking. A few combat units are marked with zero (0) stacking point value. These can stack without limit and can be added to stacks already containing the maximum number of stacking points [3.32].

3.32 A maximum of nine (9) stacking points of units can occupy a hex at the end of any game phase. Units currently moving or retreating can enter and pass *through* stacks of friendly units without regard to stacking limits. If a stack of units is found to exceed the maximum at the end of any phase, the owning player eliminates the excess immediately.

3.33 Players can freely inspect enemy stacks.

3.4 Efficiency and Lead Units

3.41 The Efficiency Rating (ER) on each unit represents that unit's level of training, cohesion, and effectiveness in combat; the higher the ER, the better the unit. A number of game procedures require a unit (or a group of units) to pass an ER check.

Note: *The ER on the reduced-step side is usually less, but some will show an increase.*

3.42 To perform an ER check for a unit, the owning player rolls one die, applies applicable DRMs, and compares the result to the unit's ER. If the result is equal to or less than the unit's ER, the ER check is successful. If the modified die roll result is greater, the ER check fails.

3.43 Lead Units. Some procedures require that the results of an ER check apply to several units. To simplify what could otherwise be many die rolls, a player chooses one unit to represent all of the units that could be affected by a given ER check [3.42]. This unit is called the Lead Unit. Use its ER to decide the success or failure of the ER check.

Note: *Use the unit's current ER. Its ER may be reduced for being Disrupted [3.72b] or Out of Supply [6.14b].*

a. The choice of the Lead unit is always left to the owning player. He need not choose the unit with highest ER [*although usually it will make sense to do so*].

b. The Lead unit almost always takes the first step of any loss [exception: *Armor Attrition*; 11.23b].

c. The Lead unit of the active player can only be of the currently active Formation [4.33b], an Army unit activated with that Formation [7.4], or a unit activated by an Amphibious Invasion Reaction Activation [15.49].

3.44 A unit's ER can be reduced by combat loss, being Disrupted, or being Out of Supply status. No ER can ever be reduced below one (1).

3.5 Halving and Rounding

3.51 Attack strength, support strength, or movement allowance can be halved. Defense strength is never halved.

Examples of halving:

1. *Out of Supply status* [6.14c]
2. *Combat effects of certain terrain* [10.25]
3. *An Artillery unit that fails Combat Coordination* [10.42c]

3.52 Halving of attack or support strength is cumulative. It can happen more than once to the same unit or group of units in a combat. Follow the sequence in 3.55.

3.53 Some units can be subject to halving while others are not. Total the strengths of the affected units and halve them (round down), prior to adding them to the units that are not halved.

3.54 How to Halve and Round:

a. All supporting artillery units (in attack or defense) are halved individually (round fractions down).

b. Attacking non-artillery ground combat units are all totaled and then halved (round down).

c. Because fractions are dropped, a unit's attack strength might be reduced to zero. If reduced to zero, it cannot attack and therefore does not participate in combat, even if still with units that are allowed to attack; if attacking alone, cancel that combat.

3.55 The support strengths of artillery units are halved in the following order:

- Units that fail ER checks for Combat Coordination [10.42].
- Units (attacking and defending) that support a combat taking place in a Swamp hex.

3.56 The attack strength of a non-artillery combat unit with an Out of Supply (OoS) marker is halved.

3.57 Movement Allowances. A unit's Movement Allowance (MA) can be halved only once during a segment and is done individually, unit-by-unit. Retain fractions [*since half a Movement Point (MP) can be spent to move along roads or trails*].

Examples of halving MAs:

1. *Out of Supply status* [6.14],
2. *Assault Sequence* [7.21b].

Note: *If a unit is Out of Supply its MA is not halved again for Assault Sequence movement.*

3.6 Unit Steps

3.61 Steps represent the durability or staying power of combat units. Combat units have either one or two steps of strength. A unit with values printed on both sides of the counter has two steps [exception:

3.62]; its front side shows the unit at full strength, and its reverse side represents the same unit at reduced strength. A unit with values printed only on its front has only one step of strength. Units lose steps as a result of General Attrition [6.5] or Combat Results [11.0].

3.62 An artillery unit has only one step [exception: 16.31]. Its reverse side indicates only that it has already conducted Fire Support [12.1], and is not eligible to use its support strength again during the current turn [10.42, 12.13d].

3.63 An anti-aircraft unit has only one step. Its reverse side indicates its unit type has permanently changed to infantry [16.1].

3.7 Disruption

Disruption represents the impairment of a unit's capabilities due to certain Assault CRT results.

3.71 A Disruption result affects all the units in the stack.

3.72 Disruption Effects on a Unit:

a. Reduce its MA by two (2) MPs.

1. For red-box MA units, this loss of 2 MPs is cumulative after computing MA halving for Out of Supply [6.14] or Assault Sequence [7.21b] (a red-box MA that is Out of Supply during an Assault Sequence is only halved once, not twice).

2. For other units, this loss of 2 MPs is cumulative with the loss of 2 MPs for being Out of Supply [6.14] and/or computing the halving for an Assault Sequence.

3. The loss of 2 MPs for Disruption is always cumulative with any other loss of MPs or halving of MA.

Note: A unit with MA reduced to zero by these cumulative effects cannot move.

b. Reduce its ER by two (2) for all purposes [cumulative with OoS ER Reduction; 6.14b]. This ER reduction does affect the General Attrition roll by a Disrupted HQ [6.53].

c. It cannot attempt Combat Refusal [9.2].

d. It can advance only one hex after combat [11.61b, exception].

e. If it is artillery, it cannot use its Support Strength [12.13e].

3.73 Marking Disruption. Place a Disrupted Marker on top of a unit (or stack) when it becomes Disrupted. If a Disrupted unit subsequently becomes part of a stack containing both Disrupted and un-Disrupted units, place the un-Disrupted units on top of the Disrupted marker and leave the Disrupted units beneath the marker.

3.74 Any additional Disruption result suffered by a unit has no additional effect.

3.75 Removing Disrupted Markers. Remove these during the Reorganization Phase of the Reorganization Segment, as follows.

a. Automatically remove Disrupted markers from all units that are not in enemy ZOC.

b. Make an ER check [3.42] for each Disrupted unit in enemy ZOC (use the lowered ER rating for Disruption or OoS). If the unit passes, remove its Disrupted Marker. If it fails, it remains Disrupted.

4.0 STARTING THE GAME

4.1 Setting Up the Game

4.11 Choose which scenario to play and then refer to the Set Up Cards for that scenario. Both players first place their units on their Set Up Cards.

4.12 Both players transfer each of their At Start units from their Set Up Card to the map location listed for that unit. Reinforcements are left on the Set Up Cards until their turn of arrival, then they are placed on the map during the Reinforcement Phase. Units that are designated to enter in Manila can alternatively be placed in Japanese Entry Area hexes 4200 and 4201.

4.13 Units begin the game at the strength level shown on the Set Up Card. Units starting at reduced strength are so indicated on the Set Up Card. Not all units are used in every scenario.

4.14 Players place markers on the appropriate Tracks and set their starting Activation markers aside until the Initiative Phase [7.1].

4.15 Once placement of all markers and units is complete, play begins. Play follows the Sequence of Play [4.21].

4.2 The Turn

BATAAN! is played in successive turns, each composed of the Segments outlined below. Examine the Expanded Sequence of Play for a more detailed listing of the events within each phase.

4.21 Sequence of Play

A. STRATEGIC SEGMENT

1. **Special Events Phase**
2. **Readiness Phase**
3. **Reinforcement Phase**
4. **Naval Phase**
5. **Forage Phase**
6. **Supply Status Phase**
7. **Initiative Phase**

B. OPERATIONS SEGMENT

1. **First Player Operations Sequence**
 - a. **First player randomly draws one Activation Marker ***
 - b. **First player conducts any one of three possible Operations Sequences.**
2. **Second Player Operations Sequence**
 - a. **Second player randomly draws one Activation Marker.**
 - b. **Second player conducts any one of three possible Operations Sequences.**
3. **Players alternate Operations Sequences until all formations have been activated.**

C. REORGANIZATION SEGMENT

1. **Reorganization Phase**
2. **General Attrition Phase**
3. **Engineering Phase**
4. **Victory Determination Phase**
5. **Turn Record Phase**

***Note:** See first turn Exception [4.33a], and General Withdrawal [5.23].

4.22 Play proceeds according to the sequence above until the end of the final turn of the scenario, unless one player fulfills his scenario victory conditions. During the Victory Determination Phase of each turn, including the last turn of a scenario, evaluate the players' performance according to the scenario victory conditions to determine the winner.

Note: Depending on the scenario, some Victory Conditions are evaluated only at the end of the scenario.

4.3 Formations and Activation

In general, each Formation represents a different historical division, or grouping of units.



4.31 A "Formation" normally consists of units of various types and includes an HQ unit. Each Formation has a different color in the unit type boxes (or unit size boxes, for units with vehicle silhouettes). All units belonging to the same Formation have the same color in their unit type or size boxes. Where a unit is part of a Formation that is different than its historical division, it is the Formation, not the historical division that determines when the unit is activated.

Example: The artillery regiment of the 71st Division activates as part of the 91st Division Formation in some scenarios.

4.32 Units with white unit type or size boxes are Army units. These can be used, within limits, with any Formation [7.4].

4.33 Activation Markers

a. Each Formation has one or more Activation Markers (AM). We suggest that all AMs allowed for Activation be kept in opaque cups (AM Pools), one for the Japanese player and another for the US player. During the Operations Segment, players alternate drawing their AMs at random, one at a time, at the start of each of their Operations Sequences.

Exception: The First Player [7.13], in his first Operations Sequence of the first turn of a scenario [7.15], can freely look through his allowed Activation Markers and choose which Formation is the first one drawn.

b. When an AM is drawn, all units (regardless of location) of that Formation activate. This Formation becomes the Active Formation; all other Formations, including others on the same side, are Non-active Formations, and their units cannot now move. Place the AM that is drawn on the Activated Formation Track as a reminder to check that Formation for Attrition during the General Attrition Phase [6.5]. Do not return the AMs to the AM pool until the Initiative Phase. Army units can also be activated [7.4].

Note: If the Assault Sequence is chosen, units of non-activated Formations cannot move, but might be able to participate in combat [7.21b, 9.11, and 10.11-Note].

Example: It is the Japanese player's turn to conduct an Operations Sequence. He randomly draws one AM, and sees it is for the 16th Division. He chooses to play it, declaring either a Mobile Sequence or an Assault Sequence [7.21a or b]. (He could also choose a Pass Sequence, [7.21c]). The Japanese player now moves units of only the 16th Division during this Operations Segment, plus any qualifying Army units [7.4] during this Operations Segment.

4.34 Some Formations have two AMs. If both AMs are put into a player's AM Pool then that Formation will be activated twice during the same turn.

4.35 Both players have an "Activate Any One Formation" Event [See Special Event N on the US and Japanese Special Event Charts].

a. When played, this Event allows the player to activate any one of his available Formations, as he chooses, including a Formation that has already been activated this turn.

b. Army units that are still eligible to be activated this turn can be activated by this Formation [7.4].

c. A Formation currently in Reserve [5.32] can be activated only by use of this marker; if it is, its Reserve status ends immediately.

d. The "Activate Any One Formation" Event cannot be used in Scenario #2 or Scenario #5 to activate the US 21st Division until GT4 or any of the units of the 31st Division that have not yet been released. In Scenario #5 on GT3, the "Activate Any One Formation" Event is used only to Activate units that are listed as At Start units in Scenario #2 (i.e. units listed as being At Start in Scenario #3 or as Additional At Start Units for Scenario #5 cannot be activated on GT3, per scenario rule 19.53).

4.36 If all the units of a Formation are eliminated [or Withdrawn; 5.21] and no more will arrive as reinforcements [5.1], remove the corresponding AM(s) from play immediately. This may require the player to remove the AMs from the opaque cup (or from his AM Pool) before he draws another.

4.37 Under certain circumstances, it is possible for two Formations to be active at the same time. This is called "Combining Formations" [7.3].

4.38 Placement of Played AMs

a. After each Formation is activated, place the AM marker for that Formation on the appropriate space of the Activated Formations Track.

b. If a Formation is activated for the first time using the "Activate Any One Formation" Event [See Special Event N on the US and Japanese Special Event Charts], place this Event marker on the Activated Formations Track on the activated Formation's symbol; otherwise, place this Event marker back in the Event Pool after it is played. If the AM for that Formation is drawn later, replace the Event marker with the Formation's AM and place the Event marker back in the Event Pool.

5.0 THE STRATEGIC SEGMENT

5.1 Reinforcements

"I came through and I shall return."

- MacArthur, 20 March 1942

Both players receive reinforcements. Reinforcements are new units arriving from outside the game area. The scenario Set Up Cards provide specific information on turn and entry location of scheduled reinforcements (usually through a map edge). When multiple locations are listed, the owning player determines how many units, if any, enter at each location.

5.11 US ground units cannot end movement in map edge hexes (4200 and 4201) to block entry of Japanese ground unit reinforcements.

5.12 Entry Procedures

a. A reinforcement unit entering through the map edge does so during its Movement Phase, when its Formation is activated; it cannot enter at

any other time.

b. A reinforcement unit pays the terrain entry cost for that first hex. A unit entering along a road or trail can enter the map using the appropriate road or trail movement rate.

c. Reinforcement combat units can enter the game map stacked together [3.3 and 8.13].

5.13 Formation Sequence and Entry

a. A reinforcement unit of a Formation that is conducting a Mobile Sequence can use its full MA, and engage in combat, just as if it had started on map.

b. A reinforcement unit of a Formation that is conducting an Assault Sequence enters the map with only half its MA and can engage in combat, just as if it had started on map.

5.14 Place air and naval unit reinforcements in the appropriate Ready Box of the Strategic Display during the Reinforcement Phase of the Strategic Segment.

5.15 Either player can, at his option, delay the arrival of any friendly reinforcing unit (or group of units) to any later turn.

5.16 All reinforcements are automatically In Supply [6.1] during their turn of entry.

5.17 HQ and artillery reinforcements cannot function in any manner until they enter the map.

5.18 Reinforcing Army units (units with white unit type or unit size boxes) activate automatically [7.4] in order to enter play. They enter as part of any friendly Formation when it is activated during that turn.

5.2 Withdrawals

"I'm going to the latrine...but I shall return."

- One US Marine's response to MacArthur's departing statement.

At various times during the game, specified units are removed from play. Some units may later return to play according to 5.22.

5.21 Units to withdraw are shown on the Set Up Cards. Pick them up from the map, regardless of location, during the Reinforcement Phase of the required turn.

5.22 If the ground unit to withdraw has been eliminated, withdraw instead other units of total current strength at least equal to the designated unit. Some units that withdraw will later return to play. They return at the strength they had when first withdrawn. If another unit(s) was substituted, then the substituted unit(s) returns instead.

5.23 General Withdrawal - Scenario #5 only

a. In Scenario #5, during any Initiative Phase starting with GT5, first the US Player and then the Japanese player can decide to declare a General Withdrawal.

b. Each player can declare only one General Withdrawal per game. If the US player declares General Withdrawal, the Japanese player cannot also declare General Withdrawal that turn.

c. The player declaring the General Withdrawal automatically has Initiative for that turn. Any Initiative DRMs earned by either player in the previous turn are lost.

d. During his first Operations Sequence of a General Withdrawal turn the player declaring a General Withdrawal looks through his allowed Activation Markers and chooses the Formation to draw first. All remaining AM's are then drawn randomly.

e. A player declaring a General Withdrawal cannot declare any attacks during that turn.

Note: *Historically, the US made a major planned withdrawal in late January and the Japanese made a major planned withdrawal in mid-February.*

5.3 Reserve Status

5.31 During the Reinforcement Phase, first the Japanese player and then the US player has the option to place one or more of his Formations in "Reserve" [however, see 5.35 below]. Remove the AMs for each such Formation from those "available" [7.16], and place them two turns ahead on the Turn Record Track. A Formation can leave Reserve early only for Amphibious Invasion Reaction [15.49f] or play of the "Activate Any One Formation" Event [See Special Event N on the US and Japanese Special Event Charts and 4.35].

5.32 A Formation placed in Reserve cannot be activated (no longer possible to draw AMs for it) unless activated by the "Activate Any One Formation" Event. Its units in play are still affected by supply status [6.14], defend normally and suffer all effects of combat, provide Fire Support to units of its own Formation (if In Supply), and can receive Combat Air Support and Naval Gunfire Support. They cannot attack. Reserve status makes a Formation eligible to receive replacements provided the Formation is In Supply [16.5]. Units of formations in Reserve can perform no other functions.

5.33 When the turn is reached on the Turn Record Track that contains the AMs of the Formations in Reserve, return those AMs to those available for the player's AM Pool, or if the owning player desires, place them back into Reserve status.

Note: *Putting a Formation into Reserve is useful for increasing the chance that another Formation will be activated earlier. Units placed in Reserve will be essentially out of play for two turns.*

5.34 Army units can be placed in Reserve as part of a Formation and are treated as part of that Formation for all purposes while in Reserve.

Example: *An Army unit in Reserve can activate along with its Formation using the "Activate Any One Formation" Event. If its Formation activates using the "Activate Any One Formation" Event, the Reserve status of any Army units placed in Reserve as part of that Formation lose Reserve status immediately.*

5.35 The US Player can never place units into Reserve if doing so would reduce his available Formations below five Formations. If the US player has five or fewer available Formations, no Formation can be placed in Reserve. However, a Formation in Reserve is not forced to leave Reserve, including Formations and units that are in Reserve due to scenario special rules, merely because the US player is reduced to less than five available Formations either during a turn or at the end of a turn. Also, the US player always places at least five AMs in his AM Pool if possible [7.14]. However, in some scenarios, the US player may not have five AMs available to place in his AM Pool.

When the US player has fewer than five AMs available, he puts all of

his AMs in the AM Pool, regardless if he won Initiative [7.14].

Examples: In Scenario #1 the US player has only two AMs available; in Scenario #2 and in Scenario #5 on GT3 the US player only has three AMs available; in Scenario #3 the US player has only two AMs available [see US Set-up Card #1].

6.0 SUPPLY

"If something is not done to meet the general situation which is developing the disastrous results will be monumental."

- MacArthur to War Department, 17 January 1942

A unit's supply status affects its movement and combat abilities. A unit must be in supply to move and fight without penalty.

6.1 In Supply

During the Supply Status Phase of each turn, the Japanese players judges which of his units are in supply. The US player determines which of his units that were In Supply last turn are still In Supply. US units can be put In Supply only by spending Supply Points [6.41, 7.2 and 15.49a].

6.11 Judging Supply Status:

a. A Japanese Unit is judged to be In Supply if it can trace a Supply Route [6.2] through a path of contiguous hexes to a friendly Supply Source [6.3] during the Supply Status Phase.

b. A US non-Army unit is judged to be In Supply if the US player spent one (1) Supply Point [6.4] the previous turn to put that unit's Formation In Supply and it can still trace a Supply Route [as in 6.11a]. Therefore, a US non-Army unit that was Out of Supply at the end of the previous turn cannot become In Supply during the Supply Status Phase. However, it is possible for a US non-Army unit that was In Supply at the end of the previous turn to be judged Out of Supply during the current Supply Status Phase.

c. An Army-level unit (Japanese or US) is judged to be In Supply during the Supply Status Phase if it is either:

1. Within the four (4) hex Command Range [16.22] of a supplied friendly HQ (Japanese) or an HQ that was supplied last turn (US), or
2. Able to trace a Supply Line of seven (7) hexes or less directly to a Supply Source [6.21].

6.12 A Japanese unit judged In Supply is In Supply for the entire turn. Remove any Emergency Supply or Out of Supply (OoS) marker from that unit. A Japanese unit judged Out of Supply during the Supply Status Phase is Out of Supply for the entire turn, even if it moves back so that it is In Supply during its movement phase. If the unit is a Japanese unit with an Emergency Supply Marker or a US unit, place an OoS marker on it. If a unit of either side already has an OoS marker, that marker remains.

6.13 Emergency Supply. US units cannot be in Emergency Supply. If a Japanese unit cannot trace a Supply Route during the Supply Status Phase:

a. Place an Emergency Supply marker on the unit if it does not already have an Emergency Supply or OoS marker.



Exception: A unit that cannot trace a supply route solely due to a

bridge being destroyed is Out of Supply [See US Special Event Q], not Emergency Supplied. If a Japanese unit can trace an alternate Supply Route that does not require the destroyed bridge, that unit is In Supply.

b. If the unit already has an Emergency Supply marker, turn the marker over to its Out of Supply side.

c. If the unit already has an OoS marker, the marker remains.

d. A unit with an Emergency Supply marker is not penalized. Emergency supply cannot last for more than one turn.

Design Note: Units generally maintained a small reserve of supplies which would last for a short time if they moved beyond their supply net. The Japanese often took this risk and supplemented with forage.

6.14 Effects on a unit that is Out of Supply during the Operations Segment:



a. Reduce its Movement Allowance as follows:

1. Red-box MA units lose half of their MA, retaining fractions.
2. All other units lose 2 MPs.
3. Calculate the halving before MA reduction due to Disruption [3.72a] or for moving in an Assault Sequence [7.21b]. A red-box MA unit that has its MA halved for being Out of Supply suffers no further reduction in MA for moving in an Assault Sequence. All other units that are Out of Supply and that move during an Assault Sequence suffer either a reduction of 2 MPs (for being OoS) or a loss of half their MA (for moving during an Assault Sequence), whichever is greater.

Example: A red-box MA unit with MA of 7 has its MA reduced first for Out of Supply, from 7 to 3.5 MPs [8.16]. Retain the fraction. Then reduce it 2MPs for Disruption [3.72], resulting in a modified MA of 1.5 MPs. If the red-box MA unit was moving during an Assault Sequence, whether the red-Box MA unit was In Supply or Out of Supply, its modified MA would still be 1.5 MPs, because a unit's MA is only halved once, not twice, for being OoS and moving during an Assault Sequence.

b. Reduce its ER by one (1), cumulative with -2 ER reduction due to Disruption [3.72b] for all purposes. This ER reduction does affect the General Attrition roll by an Out of Supply HQ [6.5].

c. Reduce its attack strength (and for artillery, its support strength) by half (round fraction down).

6.15 Putting US units In Supply during the Operations Segment:

a. The Supply Status of a US Army-level unit that is activated during the Operations Segment is the same as the HQ that was used to activate the unit.

Exception 1: An Out of Supply Army unit is put In Supply only during the Operations Segment, and only if the Army unit is within the four (4) hex Command Range of the supplied HQ that activated it. This means that an Army unit that was judged to be Out of Supply during the Supply Status Phase can be put In Supply during the Operations Segment by being activated and being within the Command Range of a supplied HQ. However, this also means that an Army unit judged to be In Supply during the Supply Status Phase will be put Out of Supply by being activated by an Out of Supply HQ during the Operations Segment, whether or not the unit is within the Command Range of the HQ.

Exception 2: If playing with Optional Rule 16.32 [16.32c].

b. US non-Army units are put In Supply during the Operations Segment

only by satisfying the conditions of 6.41 or by being part of an Amphibious Invasion Reaction and satisfying the conditions of 15.49a.

6.16 Supply Restrictions for Artillery Units during the Reorganization Phase:

- a. Japanese artillery units that are In Supply or In Emergency Supply are turned over to their support strength side [12.13f].
- b. US artillery units of Formations that are In Supply are turned over to their support strength side during the Reorganization Phase [12.13f].
- c. US Army-level artillery units that are within the Command Range (4 hexes) [16.22] of a Supplied US HQ are turned over to their support strength side during the Reorganization Phase [12.13e].

6.17 Players can elect to leave units and whole Formations Out of Supply [however, see 6.5].

6.2 Supply Routes

A Supply Route is any designated path of contiguous hexes that contain no enemy combat units and no hex is contested or enemy controlled. A Supply Route consists of a Supply Line [6.21] traced from the unit either directly to a friendly Supply Source [6.3], or to a Supply Road [6.22] that leads to a friendly Supply Source.

6.21 A Supply Line cannot be more than seven (7) hexes long, from the unit to a Supply Road (do not count the hex the unit occupies). A Supply Line *cannot* include:

- Swamp hex,
- Sea or Mountain hexside,
- Undestroyed Enemy Fortification

6.22 A Supply Road is any network of connected road or trail hexes free from enemy combat units (and no hex is contested or enemy controlled) that leads to a friendly Supply Source. The network can be of any length.

Important: *Supply Roads cannot be traced across a River hexside without a bridge.*

6.23 A Supply Route (both Supply Lines and Supply Roads) can be traced through a hex in an enemy ZOC only if a friendly combat unit occupies that hex.

6.3 Supply Sources

6.31 Supply Sources for both players are listed in each scenario. Those for scenarios #4 and #5 are marked on the map. A Supply Source friendly to one player can never be friendly to the other player, even if captured. If captured, a Supply Source will cease to be a source of supply, but if recaptured by the friendly player, it will again provide supply beginning on the next friendly supply status phase.

6.32 Units available for play, but currently held off the map (on the Strategic Display), are always judged to be In Supply while off map. Any reinforcement unit is automatically In Supply during the turn it enters the map.

6.4 Supply Points

Only the US player uses Supply Points (SPs). Japanese units are affected only by In Supply limitations.

6.41 Supply Point Functions

a. A US Formation requires one Supply Point to be spent to put its units In Supply. The Formation HQ must trace a Supply Route [6.2] to the US Supply Source to allow the Supply Point to be spent. If that HQ is unable to trace a Supply Route, its Formation cannot be placed In Supply. Once In Supply, all units of that Formation that can trace a Supply Route to the US Supply Source are also In Supply. A US unit cannot be In Supply if its Formation is not In Supply.

Note: *Players may find it more convenient to place the OoS marker on the Formation HQ rather than all the units of that Formation.*

b. The US player decides whether to spend a Supply Point for a Formation at the moment it is activated for a Mobile or Assault Sequence [7.21], or during the Reorganization Phase [6.41d], [Exception: *Optional Rule 16.32c*]. If a Formation is activated and an SP is not spent, that Formation and all its units are automatically OoS; place an OoS marker with that Formation HQ (or its units if the HQ is eliminated). Assuming a unit and its Formation HQ can trace a Supply Route [6.2] during the Supply Status Phase of the following turn, a unit (or Formation) that is put In Supply will continue to be In Supply without further SP expenditure until either:

- It is activated during the following turn, or
- The Reorganization Phase of the following turn if the unit (or formation) is not activated [6.41d].

c. Spend one SP to put a Formation In Supply if the Formation is activated using the "Activate Any One Formation" Event [See Special Event N on the US Special Event Chart] and the Formation has not been previously activated that turn. A second Supply Point is not required if this Event is used to activate the Formation a second time after the Formation has already been activated that same turn.

d. At the beginning of the Reorganization Phase of the Reorganization Segment, place an OoS marker on each Formation HQ that was not activated during the Operations Segment, unless the US player now spends one Supply Point to put the formation In Supply.

6.42 SP Availability. All SPs marked on the Turn Record Track are received as reinforcements. The US player records SPs received as points on the General Records Track on the map with his Supply Points marker. He increases the number when SPs are received, and reduces the number as SPs are used, point for point. A variable number of SPs are also received from other sources [6.43 and 6.44]. SPs cannot be captured from the Japanese player.

6.43 The US player receives a variable number of SPs for each of the following events:

- Number carried on arriving Convoy or Steamer [15.37], each time it arrives.
- Number specified from Special Events [See US and Japanese Special Event Charts] played during course of the game.
- Number made available from Forage Table results [6.44].
- Capture Olongapo (hex 1604) after it becomes friendly to the Japanese player; he gets +6 SPs the first time, but none for future captures of Olongapo.

6.44 Forage Table. Each turn beginning GT3, during the Forage phase of the Strategic Segment the US player resolves the Forage Table. Apply applicable DRMs. The result is the additional SPs received for the

turn. Results can be modified by certain Special Events [See US and Japanese Special Event Charts] then in effect.

a. Table results cannot be reduced to less than zero (0), except for Disease result.

b. Disease. This result causes the US player to choose either:

1. Spend the indicated number of SPs (none are received) and place the Disease Outbreak Contained marker on the next turn of the Turn Record Track to indicate the US player receives a -1 DRM modifier on the Forage Table roll next turn; or

2. For each SP not spent (1, 2, or 3) one Formation, chosen at random, immediately undergoes Disease Attrition

6.45 Disease Attrition Check

a. To determine the affected Formation the US player puts the AMs for all of the US Formations that are not currently in Reserve into a cup and draws out one AM for each SP not spent. He rolls one die for each Formation and if the die roll exceeds the modified ER of the Formation, one unit of that Formation or an army unit within 4 hexes of that Formation's HQ loses a step. Apply all other appropriate DRMs to the Formation's ER, except the US General Attrition ER Modifier [6.53a] which is only used for the General Attrition check for a formation [6.5].

b. Disease Attrition DRMs vary according to the turn:

GTs	DRM
1-21	0
22-26	-1
27-29	-2

6.46 If the US supply source becomes Japanese controlled apply the following.

a. All accumulated SPs are lost.

b. As long as it is Japanese controlled, no SPs shown on the Turn Record Track are received. These are lost; they do not accumulate.

c. The US player still receives SPs from Forage Table results, those arriving from Steamer or Convoy if Mariveles is friendly, and SPs from Special Events [See US Special Event Chart]. He can accumulate these.

d. On Turns 1 thru 21, if the US Supply Source is controlled by the Japanese during the General Attrition Phase, the US General AERM is zero (0) for that turn. If the US Supply Source is Japanese controlled after turn 21, there is no additional effect on the US AERM.

6.5 General Attrition

General Attrition is the process by which US and Japanese units suffer step losses solely for being activated for movement or combat. The Japanese player conducts General Attrition first for his Formations and allocates losses. Then the US player conducts General Attrition for his Formations and allocates losses.

6.51 During the General Attrition Phase of the Reorganization Segment of each turn, the Japanese and US player each conduct a General Attrition check (this is an ER check) on each Formation that was activated during the Operations Segment of that turn. The AMs for these formations will have been placed on the General Attrition ER Track as each is activated [4.38; see exceptions: 19.14f, 19.34e3, 19.44e, 19.54i and 19.54j].

6.52 For each Formation having an AM on the Activated Formations Track, place the AM on the General Attrition ER track at the space corresponding to the HQ's base ER printed on the bottom of the Formation AM. For formations that activate twice in a turn, place just one of the two AMs on the General Attrition ER Track.

6.53 Locate the HQ for each formation on the map and determine if the HQ's ER is modified for being Disrupted or Out of Supply. Reduce the ER for a Formation if the HQ is Disrupted [3.72b] or Out of Supply [6.14b], as shown on the General Attrition ER Track.

a. For US formations, the ER of each formation is modified by the US General Attrition ER Modifier (US AERM) for that turn listed below the General Attrition ER Track.

b. For Japanese formations, conduct the Attrition check against the formation HQ's ER as modified by the General Attrition ER Modifiers.

6.54 As each General Attrition check is conducted, the AM for that Formation should be removed from the General Attrition ER Track. In this way players can keep track of which formations still need to conduct a General Attrition Check.

6.55 If the HQ unit fails the General Attrition check, one unit of that Formation loses a step. If there are any units of a formation that are Out of Supply and currently unable to trace supply, take the step from one of these units (owning player's choice). Otherwise, the owning player chooses the unit of the Formation to lose a step. An unmodified die roll of 10 always results in a Formation failing its General Attrition check.

6.56 If the HQ is eliminated, the Formation automatically loses a step.

6.57 The lost step can be from an Army unit that is currently within 4 hexes of the HQ unit. However, no Army unit can lose more than one step in a given General Attrition Phase.

7.0 OPERATIONS

7.1 Initiative

7.11 During the Initiative Phase of the Strategic Segment, the players first determine if either side receives an Initiative DRM by checking the position of the Initiative DRM marker.



7.12 Initiative DRMs

a. The Initiative DRM marker on the General Records Track on the map records the total DRM to be added to the initiative die roll of the indicated side each turn. Reset the marker to zero at the conclusion of each Initiative Phase (or when either player declares a General Withdrawal; 5.23).

b. A player moves the Initiative DRM marker by one space in his favor for each combat result last turn where he conducted a complete two-hex advance after combat [11.61b] (at least one unit is two hexes from its original attack position). If the Initiative DRM marker is on the side of the player making the advance, move the Initiative DRM marker up the General Records Track by 1 space. If the Initiative DRM marker is on the side of the other player, move the Initiative DRM marker down the General Records Track by 1 space. If the Initiative DRM marker is at zero, the marker should be moved to the 1 space with the appropriate side showing.

Example: If the Initiative DRM marker is on the 2 space with the Japanese side showing, if the Japanese player makes a two-hex advance, move the Initiative DRM marker to the 3 space. If the Initiative DRM marker is on the 2 space with the US side showing, and the Japanese player makes a two-hex advance, move the Initiative DRM marker to the 1 space.

7.13 The player whose die roll (possibly modified by the Initiative DRM) is greater has Initiative. Turn the Initiative DRM marker to the “Japan Has Initiative” side or the “US Has Initiative” side, as appropriate. In case of a tie, the player who had Initiative on the prior turn again has the Initiative. The player with Initiative becomes the First Player during the Operations Segment. The other player becomes the Second Player. These roles may reverse next turn, and could change every turn during the course of the game.

7.14 The First player places, during the Initiative Phase of the Strategic Segment, all of his available AMs [7.16] into his opaque cup (AM Pool). He cannot omit any. The Second player places up to the same number, plus one, of his allowed AMs into his opaque cup (AM Pool). If the Second player has any excess AMs, these excess AMs will be available next turn. A player cannot examine those AMs his opponent did not choose.

Note: The US player must place at least five AMs in his AM Pool if they are available [5.35], even if the Japanese player is the First Player and puts fewer AMs in his AM Pool.

Examples:

1. The Japanese player has Initiative and has four available AMs. All 4 are allowed and must be used because he has Initiative. He places all 4 AMs into his AM Pool. The US has 7 available but is allowed no more than 5 ($4 + 1 = 5$); his sixth and seventh AMs, his choice of AMs, sit out the turn.

2. The US player has Initiative and has seven available AMs, including the AMs for formations that are out of supply. All 7 are allowed and must be used because he has Initiative. He puts all his AMs into his AM Pool. The Japanese has 4 available and allowed and places all 4 into his AM Pool.

7.15 The First Player, in only his first Operations Sequence of the first turn of a scenario (or during a General Withdrawal turn), can look through his Activation Markers, prior to placing them in his opaque cup (AM Pool), and freely choose the first one drawn. All remaining AM's for both sides are placed in separate opaque cups (AM Pools) for random drawing.

7.16 Available AMs. For both sides, all AMs currently in play and not in Reserve are available each turn.

7.2 Activation and Operations Sequences

During the Operations Segment, both players move their units and engage in combat through the activation process. Units are first activated by drawing an AM in order to move and attack. Players alternate in activating their Formations. When both players have completed all their activations and moved or attacked with all the units they wish, the Operations Segment is concluded.

7.21 Procedure. At the beginning of his Operations Sequence, the active player randomly draws one AM from his AM Pool [see

exceptions; 7.15, 15.49, and US and Japanese Special Event N] He notes the activated Formation shown on the AM without revealing it to his opponent. At this time he chooses one of the three Operations Sequences that the Formation activated by the AM must follow: Mobile, Assault, or Pass. He then verbally declares which Operations Sequence he desires and, if Mobile or Assault, reveals the AM. The Formation thus activated becomes the Active Formation. If the US player chooses a Mobile Sequence or an Assault Sequence, the US player now decides whether to put the Active Formation in Supply [6.41].

The active player then completes one of three possible following Operations Sequences as outlined below. See the Expanded Sequence of Play for a more detailed listing of the events in each phase.

Note on Terminology: Mobile and Assault Sequences are not identical to Mobile and Assault Combat Results Tables (CRTs). The Assault CRT only determines combat outcomes within the Assault Sequence. The Assault or Mobile CRTs determine combat outcomes within the Mobile Sequence.

a. MOBILE SEQUENCE

1. Movement Phase (full MA)
2. Enemy Reaction Phase
 - a. Combat Refusal
 - b. No Retreat
3. Combat Phase (Mobile or Assault CRT)

Notes:

1. All units of the Active Formation are eligible to move and attack; follow the steps shown in the Expanded Sequence of Play.
2. Units of non-activated friendly Formations cannot move or attack.
3. Units (or stacks) of the Active Formation can spend up to their full Movement Allowances.
4. Combat uses either the Mobile or Assault CRTs [some combat conditions require the Assault CRT; see 10.3].
5. Because units can move their full MA, Combat Coordination is more difficult for both sides. Refer to the Coordination Die Roll Modifiers Table for applicable DRMs.

b. ASSAULT SEQUENCE

1. Movement Phase (half MA)
2. Enemy Reaction Phase
 - a. Combat Refusal
 - b. No Retreat
3. Combat Phase (Assault CRT only)

Notes:

1. All units of the Active Formation are eligible to move and attack; follow the steps shown in the Expanded Sequence of Play.
2. Units of non-active friendly Formations cannot move, but can participate in attacks if all other requirements are met [10.1].
3. Units of the Active Formation can spend only half their Movement Allowances (retain fractions), except Japanese Armor [16.41]; cumulative with MA reduction due to Disruption [3.72a]; but do not also apply MA halving for OoS.
4. All Combat uses the Assault CRT.
5. Because units move only at half their MA, Combat Coordination is easier for both sides. Refer to the Coordination Die Roll Modifiers Table for applicable DRMs.

c. PASS SEQUENCE

Hold AM in his Activation Pool [7.22] for later activation or possible later attempt at Combining Formations [7.3].

Notes:

1. No Formation is activated.
2. The active player places that AM face down (keeping it hidden from view of his opponent) in his Activation Pool [7.22] for use during a later Segment [or possibly, to combine Formations; 7.3].
3. No ground unit can move or attack.
4. A player may, conceivably, take more than one Pass during the course of a full turn.

7.22 Activation Pool. Each player may place one previously drawn AM face down in his 'Activation Pool.' If a player already has an AM in his Activation Pool at the time he draws a new one, he chooses which AM to play. He can play either one, and keep the other one in the Activation Pool, or he can also attempt to activate both Formations simultaneously [7.3]. No more than one AM can be in his Activation Pool at the end of any Sequence.



7.23 After the first player has completed his first Operations Sequence, the second player conducts his first Operations Sequence. Players alternate Operations Sequences until all AMs have been drawn and played. Once all AMs have been drawn and played, the Operations Segment of the turn is complete, and play proceeds to the Reorganization Segment.

7.24 A player cannot select a Pass Sequence when he is down to his last AM to play (there is only one AM in his AM pool and he has no AM in his Activation Pool or there are no AMs in the AM pool and he only has an AM in his Activation Pool).

Note 1: A player cannot decline to play an available AM; but he can decline to move or attack with the units of that Formation when it is activated.

Note 2: A player who draws an AM for which no units are on the map can still choose any Sequence even though nothing happens on the game map. Units of that Formation may be reinforcements and he can choose to bring them into play later.

7.25 A player who has more than one AM remaining to draw, after his opponent has drawn all of his, will continue to draw his remaining AMs one at a time, activating his remaining formations in succession, in separate Operations Sequences. His opponent does not take Pass sequences if he has no AM to draw; he is assumed to be inactive (no activity). A player cannot continue to hold an AM beyond the end of the turn.

7.26 Return AMs to the AM Pool during the Initiative Phase.

Design Note: Activation represents command staff capability and communications. The order (or sequence) of Activation of Formations represents battlefield chaos, or just when it is that a Formation both receives and acts upon orders. When there are many Formations in

friendly command radius, there will be time gaps in when they act. A shortage of supply, for instance, certainly affects how much your units can do but does not necessarily affect how much they attempt to do. Good staff or good communications translate to more Activation markers per Formation. A player gets the Initiative to do some activity, not to do nothing. Initiative bears a relationship with Activation but only insofar as it helps describe how events unfold.

7.3 Combining Formations

7.31 A player who already has an AM in his Activation Pool [7.22] has three choices when he draws another.

1. He can play the earlier AM from the Activation Pool, placing the newly drawn AM into the Pool, or
2. He can play the newly drawn AM, retaining the earlier AM in the Pool, or
3. He can attempt to combine the two AMs, so that both Formations are activated simultaneously.

7.32 Combination can be attempted only if the two AMs represent different Formations. If they represent the same Formation, one of the AMs is used to activate the Formation for the current Operations Sequence, with the other AM remaining in the Activation Pool.

7.33 Follow the procedure below to determine if both Formations can be activated simultaneously.

- a. The active player declares that he will attempt combining.
- b. He turns one of the two AMs face up.
- c. He rolls one die.
- d. If the result is eight (8) or more, then both Formations are activated. Neither Formation can attack with the other [exception: Assault Sequence] or support the other, but both move and attack in any Sequence desired by the owning player.
- e. If the result is seven (7) or less, then only the face up AM is activated; the other is not, it remains in the player's Activation Pool, and its identity remains unknown to the opposing player.

7.34 A Formation that fails to combine can again attempt combination during any future friendly Operations Sequence in the same turn. Alternatively, the owning player can activate it at the beginning of any friendly Operations Sequence, instead of drawing another AM from his AM Pool. A failure to combine in what would otherwise be the last friendly Operations Sequence (when no AMs remain in the player's AM Pool) means that the Formation is activated separately, during the next friendly Operations Sequence.

7.4 Activation of Army Units

All units with white unit type or size boxes represent Army units. Army units were independent support units, frequently assigned and re-assigned to different Formations during the course of a battle.

7.41 Army units are activated either by an active Formation or as part of an Amphibious Invasion Reaction Activation [15.49]. Except during an Amphibious Invasion Reaction Activation, Army units are not activated separately from Formation activation. An Army artillery unit provides Fire Support for an attack only during an Operations Sequence in which the Army artillery unit is activated [12.13b].

7.42 Red-box MA and cavalry Army units can activate (or attempt activation) twice per turn, and thereby can potentially be active during two different Operations Sequences in the same turn, as part of two different formations (or the same formation twice, for formations that have two AMs). After the first activation (or attempt), place a First Activation marker on the Army unit; after the second activation (or attempt), turn the marker over to its Final Activation side. Remove all First and Final Activation markers during the Reorganization Segment. An Army unit under a Final Activation Marker cannot be activated as part of an Amphibious Invasion Reaction Activation [15.49] or by an “Activate Any One Formation” Event [See Special Event N on the US and Japanese Special Event Charts].

Example: *Since the US 1/26 unit has red-box MA, it can be activated twice.*

7.43 All other Army units can activate (or make the attempt) only once per turn. After being activated (or making the attempt), place a Final Activation marker on the unit. An Army unit under a Final Activation Marker cannot be activated as part of an Amphibious Invasion Reaction Activation [15.49] or by an “Activate Any One Formation” [See Special Event N on the US and Japanese Special Event Charts].

7.44 An active Formation can activate an Army unit automatically if:

- a. The Army unit does not have a Final Activation marker, and
- b. The Army unit is within the four-hex Command Range [16.22] of any HQ of the activated Formation before that HQ unit moves.

7.45 An active Formation can attempt to activate an Army unit outside of Command Range of the HQ of the activated Formation, but only if that Army unit does not have a Final Activation marker on it and passes an ER check before the HQ unit moves. Apply applicable DRMs for Disrupted and Out of Supply status. If the Army unit fails its ER check, it is not activated, and cannot move or attack during the current Operations Sequence. In either case place either a First or Final Activation marker on it, as applicable.

7.46 An activated Army unit becomes part of the active Formation for the rest of that Operations Sequence and can be a Lead unit. Place either a First or Final Activation marker on it at the end of the Sequence, as appropriate.

8.0 GROUND MOVEMENT

During the Movement Phase of his Operations Sequence, a player can move any number of his eligible units. Movement is affected by supply, terrain, enemy ZOC, and Operations Sequence. Combat Refusal [9.2], Retreat [11.3], and Advance after Combat [11.6] are not considered “movement,” and use no MPs.

8.1 Movement Restrictions

8.11 Move units one at a time from hex to adjacent contiguous hex. Each unit spends Movement Points (MPs) from its Movement Allowance (MA) to enter each hex. See the Terrain Effects Chart (TEC) for the costs in MPs for the various types of terrain. A unit cannot jump over a hex. There is no limit to the number of units that can move through a single hex.

8.12 During any one Movement Phase a unit can move only once. It can

never spend more MPs than its total MA, and it cannot enter a hex if it does not have sufficient MPs available. There is no “minimum one-hex move,” and this may mean that on occasion, some units will be unable to move at all. Unused MPs cannot be accumulated for future turns, or transferred to other units. A unit is never forced to move.

8.13 Units can move together as a stack. When a stack begins movement, the MA of the stack is that of the slowest unit in the stack, even if the slower units are later dropped off. Stacks cannot pick up or add units while moving, but may drop off units. Once a stack has ceased moving, other units can move into its hex (within stacking limits). Units dropped off by a stack have completed their movement for that phase. Units in a stack that has not moved can move away from that stack singly, or in smaller stacks.

8.14 A moving unit can never enter a hex containing an enemy combat unit. It can enter or move through friendly occupied hexes at no limit or extra MP cost.

8.15 Some units have no MA, or zero MA. These cannot move or retreat [11.37].

8.16 Red-box MA units that are OoS lose one-half their MA, all other units lose 2MPs. There are no other supply effects on movement. All units can voluntarily move to a hex where they would be OoS.

8.2 ZOC Effects on Movement

8.21 A unit spends one (1) MP in addition to terrain costs to enter enemy ZOC, regardless of the number of enemy units extending ZOC into that hex, even if the hex is already occupied by other friendly units. If the unit does not have sufficient MPs available, it cannot enter the hex or cross the hexside.

8.22 Once a unit has entered an enemy ZOC, it ceases moving for the remainder of the movement phase, unless the unit is motorized. If it has sufficient MPs available, a motorized unit can continue moving, even into other adjacent hexes also in enemy ZOC but cannot use road or trail movement rates when moving directly from one enemy ZOC to another.

8.23 If a unit begins its movement already in an enemy ZOC:

a. A motorized unit can enter an adjacent hex, also in enemy ZOC, by paying the normal terrain (non-road, non-trail) cost plus one additional MP, and (if sufficient MPs are available) can continue movement, even into other adjacent hexes also in enemy ZOC.

b. All other units spend their entire MA in order to move one hex through enemy ZOC. They cannot keep moving after entering that hex. Their MA must be sufficient to cover the necessary MP cost to enter the one hex; otherwise, they cannot enter that hex.

c. There is no MP cost to leave enemy ZOC if the unit beginning its movement phase in an enemy ZOC moves into a hex that is not in an enemy ZOC.

8.24 Friendly ZOC does not affect the movement of friendly units.

8.3 Terrain Effects on Movement

"I'm somewhere between Asinine and Quinine Points."

- Response by a Signal Corps sergeant, 9 February

The Terrain Effects Chart (TEC) identifies all terrain types, and lists the MP costs a unit spends to enter those terrain types.

8.31 Each hex contains one or more terrain types. Where a single hex contains more than one type of terrain, apply the following.

If the hex contains more than one type of *natural* terrain the whole hex is assumed to consist of the terrain that has the highest MP cost. Units not moving along a road pay the highest MP cost of the terrain types within the hex [exception: 8.34a]. Units moving along a trail pay 1/2 the highest MP cost of the terrain types within a hex [exception: 8.34].

Examples:

1. Where a hex contains both *Clear* and *Rough* apply the *Rough* MP cost.
2. An infantry unit, not moving on a road, would pay 2 MPs to enter a hex containing both *Clear* and *Rough* terrain, since the cost for *Rough*, at 2 MPs, is greater than *Clear* at 1 MP.
3. Hex 2712 costs 4 MPs for an infantry unit to enter from hex 2713. Hex 2712 includes *Rough*, *Hill* and *Mountain* terrain, so the unit pays the highest MP cost of the terrain i.e. 4 MPs for the *Mountain* terrain. Also, because hex 2712 has *mountain* terrain, *Red-box* and *Green-circle* MA units cannot enter hex 2712 [8.36a].

8.32 A unit cannot enter a hex if it does not have sufficient MPs remaining to pay the cost to cross the hexside and enter the hex.

8.33 Roads and Trails. A unit moving from one road hex directly into another adjacent road hex, through a hexside crossed by the road symbol, spends 1/2 MPs, ignoring other terrain in the hex. A unit moving from one trail hex directly into another adjacent trail hex, through a hexside crossed by the trail symbol, spends 1/2 the MP cost of the terrain in the hex being entered [exception: 8.34].

8.34 Jungle and Tropical Grass

"Even the goddamn jungle had gone over to the Jap side."

- Quip by one US sergeant

a. Jungle or Tropical Grass terrain MP cost is always **in addition to** the other terrain in the hex.

Examples:

1. *Clear* plus *Jungle* is 1 + 1 MP = 2MP.
2. *Rough* plus *Jungle* is 2 + 1 MP = 3MP.

b. Ignore the effect of Jungle or Tropical Grass when moving along a road or trail.

8.35 Rivers and Bridges

a. Rivers are located on the hexsides. A unit spends MPs to cross these hexsides in addition to the cost of the terrain in the hex entered (regardless of direction in crossing the hexside).

b. Units that cross a River on a bridge move at the road rate or trail rate (as appropriate) and do not pay the additional hexside cost.

c. Do not assume there is a bridge unless it is specifically marked. If not, apply the full MP cost to cross River even when a road (or trail) appears to join a road (or trail) on the other side.

d. Red-box MA and green-circle MA units cannot cross non-bridged River hexsides. Therefore, the ZOC of red-box MA and green-circle MA units do not extend across non-bridged river hexsides, even when road (or trail) appears to join a road (or trail) on the other side of the river hexside [3.25b].

8.36 Swamp, Mountain and Jungle Hexes

a. Red-box MA and green-circle units cannot enter, advance, leave, or retreat into or through a Swamp, Mountain or Jungle hex, except through a hexside crossed by a road or trail.

b. All other units spend the required MPs and can continue moving.

8.37 Mountain and Mudflat Hexsides

a. Movement is prohibited across hexsides that are all Mountain terrain or all Mudflat terrain. In the case of Mudflat terrain, a hexside is completely covered with "all Mudflat terrain" if the entire land portion of the hexside is covered with Mudflat terrain, such as the hexside between hexes 4016 and 4116 or between hexes 4018 and 4118.

b. Movement is permitted across hexsides that are only partially Mountain terrain or partially Mudflat terrain. In addition, no invading unit can land where the entire coastline is bordered by Mudflat terrain [15.43d] and [15.44c].

Examples:

1. An infantry unit may move from hex 2716 to 2616 paying 5 MPs (4 MPs for the *Mountain* terrain + 1 MP for the *jungle* terrain in 2616) because the hexside between hexes 2716 and 2616 is only partially covered with *Mountain* terrain. However, a unit in 2616 cannot move to 2516, 2515, 2617 or 2615 because the hexsides between these hexes and hex 2616 are completely covered by *Mountain* terrain and, therefore, are impassable.
2. A unit may move from hex 4017 to hex 4018 at a cost of 1 MP for the *clear* terrain in hex 4018, because the hexside between hexes 4017 and 4018 is only partially covered with *Mudflat* terrain. However, a unit in either hex 4017 or 4018 cannot move to hex 4117, because there is an all *Mudflat* hexside between hex 4017 and 4117 and an all *Mudflat* hexside between 4018 and 4117. Note: Although there are several coastal hexes, such as 4015, 4114, 4116 and 4117 where the land portion of these hexes are completely covered in *Mudflat* terrain, *Mudflat* terrain is a hexside terrain feature or a coastline terrain feature for game purposes. Effectively, invasions and movement are prohibited into such hexes, because the entire coastline and all of the land portions of such hexsides are covered by *Mudflat* terrain.

9.0 PRE-COMBAT ACTIONS

Combat resolution is preceded by a series of actions that set the stage for combat:

- Combat Declaration
- Combat Refusal
- No Retreat Declaration

9.1 Combat Declaration

Combat takes place between enemy units in adjacent hexes. Attacking is always voluntary. Friendly ground units are never forced to attack enemy units. Units are not required to attack all adjacent enemy units.

9.11 At the conclusion of his movement phase, the active player declares which enemy occupied hexes his units will attack, and designates which friendly units will attack each adjacent enemy hex. The active player also chooses, subject to restrictions, which CRT (Assault or Mobile), will be used for each attack [10.3].

- During a Mobile Sequence, only units of the active formation, including activated army units, can attack.
- During an Assault Sequence, non-active non-artillery units that are not in Reserve and are adjacent to defending units that are being attacked by active units can also attack. The non-active units may include Army units that were not activated this activation, including Army units that have a final activation marker on them. Non-active artillery units, including non-active Army artillery units, may not provide fire support [12.13b].
- Individual units in a stack **can** attack different adjacent hexes.
- Unoccupied hexes cannot be attacked.

9.12 No more than one enemy hex can be attacked in any single combat. Place Declared Attack markers on all attacking units (or stacks). If the Mobile CRT has been chosen for the attack, the Mobile side of the Declared Attack Marker should be face up, otherwise, the Assault side of the Declared Attack Marker should be face up. Position the arrows on each marker toward the hex that will be attacked (the Defender Hex). Enemy hexes with no adjacent Declared Attack marker pointing toward them cannot be attacked.

Note: More than one Declared Attack marker can be placed in the same hex, on top of each group of units attacking a different adjacent Defender Hex.

9.13 A Defender Hex can be attacked by as many units as can be placed in the six adjacent hexes. The defender cannot withhold a unit in a hex under Declared Attack.

9.14 Units with attack strength of zero cannot declare or participate in attacks. Any unit (or stack) whose total attack strength has been reduced to less than one (1) because of halving [3.54c] cannot attack.

9.15 A unit cannot declare combat into a hex, or across a hexside, through which the TEC prohibits it from attacking.

Exception: Artillery can contribute its support strength to any Declared Attack in range, regardless of the terrain in the Defender Hex [12.18] or terrain between the Artillery unit and the defending hex including into hexes it cannot enter and across hexsides it cannot cross.

9.16 Armored units cannot attack a Swamp hex and can attack across a River only at a bridge.

Note: In this game there are no roads in any of the Swamp hexes that would allow an armor unit to attack into a Swamp hex.

9.17 Once the Declared Attack markers have been placed, the attack is irrevocable. The Defender Hex must be attacked by all units that have a Declared Combat against it, unless the units in the Defender Hex leave due to Combat Refusal.

9.2 Combat Refusal

9.21 After all attacks have been declared, the defending player has the option to attempt Combat Refusal in all eligible Defender Hexes.

Eligibility requirements:

- All units in the Defender Hex have red-box MA or are cavalry.
- No unit in the Defender Hex is Disrupted.

9.22 Combat Refusal is not movement; it is a retreat [11.3].

9.23 Procedure

a. Conduct an ER check on the Lead unit in the Defender Hex. The US player has a (-1) DRM for his red-box MA and cavalry type units [they spent most of December doing exactly this]. No other DRMs are allowed.

b. If the ER check fails, the stack remains in the Defender Hex, and it must defend in combat.

c. If the ER check passes, the owning player retreats the entire stack two hexes [11.3].

d. Now the attacker has the option to advance units into the vacated hex up to the stacking limit. Remove all Declared Attack markers from that attacking force. Attacking units from this declared attack cannot declare or participate in any other combats during this combat phase [in effect, their combat has already been resolved].

9.24 A stack that succeeds in Combat Refusal cannot end its retreat in a hex that is under Declared Attack, although it can pass through such a hex during its retreat.

9.25 Combat Refusal cannot occur if the retreat path must pass through a vacant hex in an enemy ZOC.

9.3 No Retreat Declaration

"I call upon every soldier in Bataan to fight in his assigned position resisting every attack."

- MacArthur, 15 January 1942



9.31 No Retreat is optional. A successful No Retreat check allows the defender to avoid retreat after combat [11.3], but at the possible cost of an additional step loss [11.41].

9.32 A Japanese unit must attempt No Retreat Declaration using the defending unit with the highest ER as the Lead unit for each friendly defending hex unless it is either:

- In command range of its Formation HQ; or
- In Clear terrain (no Jungle, Tropical Grass or Fortification, even though the Japanese do not benefit defensively from the Fortification; may contain destroyed Fortification).

A Japanese unit may attempt a No Retreat Declaration at its option in any other type of terrain [Exception: 9.33].

9.33 If the Japanese unit(s) has no possible retreat route, it automatically conducts No Retreat, regardless of the above situations.

Design Note: Japanese doctrine dictated a firm no retreat policy, a fight to the death for the terrain, unless given explicit orders to the contrary. Regardless, they would not stand in open terrain without cover.

9.34 US units can attempt a No Retreat Declaration only if:

- The hex contains at least three steps of strength (exclusive of its Formation HQ), and
- The hex contains the Formation HQ of the Lead unit; or
- The hex is a Fortification, regardless of number of steps present or the presence of its Formation HQ [14.23].

9.35 Procedure

- a. For each unit or stack of units attempting No Retreat, conduct an ER check on the Lead unit in the Defending Hex.
- b. If the ER check succeeds, place a No Retreat marker on the Defender Hex.
- c. If the ER check fails, conduct any retreat normally if it occurs through combat results.
- d. Those Japanese units forced into attempting No Retreat (due to the situations specified in 9.33) always pass the ER check.

9.36 Successful No Retreat Effects

- a. Apply a (+1) DRM to the Combat Die Roll.
- b. The defending unit (or group of units) loses one additional step if CRT results include a retreat ("R") result. Apply this loss to the Lead Defender unit [11.42b].
- c. Units in the Defender Hex do not retreat.

Note: *There are a number of units that have zero MA and therefore are unable to retreat. This inability does not constitute an attempt at No Retreat; that is declared separately.*

10.0 COMBAT

The player who is currently conducting an Operations Sequence (and who just placed his Declared Attack markers) is the Attacker. The other player is the Defender, regardless of the overall game situation. The Attacker completely resolves each of his declared attacks individually, in any order he desires.

10.1 Attack Restrictions

10.11 No unit can attack or defend more than once per combat phase.

Note: *It is possible for units to attack two or more times per turn: each time when activated, and each time when adjacent to Defender Hexes being attacked by other activated friendly Formations using Assault Sequence. Likewise, it is possible for defending units to be attacked several times.*

10.12 A unit without a Declared Attack marker cannot attack. However, artillery units do not require an Attack Declaration marker to provide Fire Support [12.1].

10.13 A unit cannot divide its Attack Strength among different combats, or lend it to other units.

10.14 No more than one Defender Hex can be the object of a single Declared Attack.

10.15 A unit cannot be attacked by only artillery, naval, or air units.

10.16 All units in a Defender Hex defend together as a combined Defense Strength. The attacker cannot attack individual units in a stack, and the defender cannot withhold a unit in a stack from participating in combat.

10.17 The attacker designates a Lead ground unit for the attack [3.43]. Then the defender designates the Lead unit in the Defender Hex for the attack. The Lead unit in the Defender Hex for the attack may be different than the Lead Unit chosen for the Defender Hex for the Enemy

Reaction Phase, unless the Defender Hex is marked with a No Retreat marker. If a Lead defending unit was successful in attempting a No Retreat Declaration, it must be chosen as the Lead ground unit in the Defender Hex for the attack.

10.18 The attacker removes the Declared Attack markers for the attack and proceeds with the rest of the Combat Resolution Sequence for the attack.

10.2 Effects of Terrain on Combat

10.21 A defending unit benefits from the terrain in the hex it occupies, and from the terrain on the hexside(s) it is being attacked through [see TEC].

10.22 The defender receives the following cumulative DRM benefits for terrain:

- a. Apply only one DRM for terrain in the Defender Hex, always the most favorable DRM available, if more than one terrain type exists in the Defender Hex.
- b. Apply hexside terrain DRM, if all non-artillery attacking units are attacking through that type of hexside.

De sign Note : *All combat is presumed to take place within the defender's hex. Hexside terrain presents an additional obstacle to entering the hex thereby also benefiting the defender.*

c. Apply the appropriate DRM for Fortification [14.22] in the Defender Hex in addition to the DRM for terrain from 10.22a if there is a Fortification in the Defender Hex (US Defender Only).

10.23 Terrain in hexes occupied by attacking units has no effect on combat.

10.24 Supply and terrain might halve an attacking unit's combat strength one or more times. Any attacking unit thereby reduced to less than one (1) attack strength point cannot attack [since fractions are dropped; 3.54].

10.25 Both the Attacker and Defender's artillery support strengths are halved when the Defender's Hex is a Swamp hex.

10.26 Units cannot attack across hexsides they cannot move across and cannot into hexes they cannot move into.

Example: *A red-box MA unit cannot attack into a Swamp, Jungle, or Tropical Grass hex except along a road or trail.*

Exception: *Units can attack from a sea hex into a coastal hex across a coastline if they are making an Amphibious Invasion [15.4].*

10.3 Choosing the CRT

10.31 Only one of the two Combat Results Tables (CRTs) will be used for each combat. The attacking player identifies which CRT will be used for each combat.

10.32 When the Assault CRT is mandatory:

- During an Assault Sequence
- The Defender Hex contains Hill, Mountain, or Swamp terrain, or (for US defender only) a Fortification
- All units attack across a River, regardless of the presence of any bridge.

10.33 The attacker can choose the Mobile CRT when the Assault CRT

is not mandatory. An attacker can choose to use the Mobile CRT without regard to whether the attacking units include a motorized unit.

10.4 Combat Coordination

"Never let the Jap attack you. When the Japanese soldier has a coordinated plan of attack he works smoothly."

- MacArthur

Coordination between units is critical to the success of any attack or defense. This game represents this by requiring coordination (ER checks) during combat. Once pre-Combat actions [9.0] are concluded, the attacker makes up to three Combat Coordination checks per combat (the first for CAS, the second for Artillery Fire Support and the third for non-artillery ground units). The defender will make two Combat Coordination checks per combat (the first for CAS and the second for Artillery Fire Support). As players make ER checks, refer to the Combat Coordination Table.

10.41 Close Air Support Coordination

a. Each player (attacker first) commits air units to Close Air Support (CAS) [13.3] for the Declared Attack. CAS air units are placed on the Defender Hex. Once CAS units are placed, they cannot be removed before that Declared Attack is resolved, nor can additional air units be added.

Optional: *If both players agree, fog of war can be added to CAS commitment by having both players secretly allocating air units for each CAS, and then simultaneously displaying the number of units each has committed.*

b. Each player designates one committed CAS air unit as his Lead air unit and makes an ER check on it, applying any DRMs for Mobile Sequence, tropical grass or jungle in Defender hex.

c. If the ER check passes, all friendly air units provide CAS.

d. If the ER check fails, none of the friendly air units contribute their CAS points as DRMs.

10.42 Artillery Coordination

"Make the maximum use of your artillery; it is your most reliable arm..."

- MacArthur to Wainwright, 28 January

a. Each player (Attacker first) indicates which of his eligible artillery units [12.1] will attempt to provide Fire Support to the Declared Attack, and selects one artillery unit to be the Lead artillery unit. Once artillery units have been designated, they cannot be removed before that combat is resolved, nor can additional artillery units be added.

b. Each player (Attacker first) then makes an ER check against his Lead artillery unit. The result applies to *all* friendly artillery units providing Fire Support in that Declared Attack See the Coordination Die Roll Modifiers Table for applicable DRMs.

Exceptions: *One artillery unit in the Defender Hex is always Combat Coordinated, and one attacking artillery unit adjacent to the Defender Hex is always Combat Coordinated [12.17].*

c. Artillery Coordination Results [see Coordination Die Roll Modifiers Table for DRMs].

- If the Lead artillery unit passes its ER check, all attacking artillery units contribute their full support strengths.
- A modified result greater than the Lead artillery unit ER, but less than

10, halves each supporting artillery unit's support strength (round down). This halving may be in addition to any halving for firing into defender hexes in Swamp.

- A modified result of 10 (or more) means that none of the committed artillery units contribute any support strength to that combat.

d. Regardless of the result of the ER check, turn each participating artillery unit to its Fired side after the Declared Attack is completed.

e. The total Artillery Support strength added for each side in a given combat, after Coordination, cannot exceed that side's total modified ground combat strength in that combat [12.13g1].

Example: *A Defender Hex contains combat units with total defense strength of five. Two friendly artillery units with support strengths of 4 each are within range and the Lead artillery unit passes its ER check. Even though the two artillery units have eight support points available for the Defender Hex, only five of those support points can be committed because there are only five defender strength points in the Defender Hex.*

10.43 Attacker Ground Unit Coordination

a. If the Assault CRT has been chosen, all of the attacking ground combat units are of a single formation and no attacking unit is Disrupted, then the attacker's ground combat units are automatically Combat Coordinated. The attacking ground combat units may be located in different hexes. However, Coordination is required if using the Assault CRT and units of more than one Formation are attacking together in that combat [7.3, 9.11 and 10.11].

b. If the Mobile CRT has been chosen, if all attacking combat units are located in the same hex, all of the attacking units are of a single formation and none of them are Disrupted, they are automatically Combat Coordinated. No ER check is performed.

c. Otherwise, meaning when (1) the Mobile CRT is being used for attackers in more than one hex, (2) a Disrupted unit is participating in the attack, or (3) if more than one formation is attacking [9.11], the attacking player makes an ER check for his Lead ground unit.

- If the unit passes the ER check, no adjustments are made to the combat.
- If the unit fails its ER check, add a (+2) DRM to the final combat die roll [10.63].

d. See the Coordination Die Roll Modifiers Table for applicable DRMs.

10.5 Determining Combat Odds

10.51 Compute Final Strengths. The attacker and defender each total their attack and defense strengths, respectively, as follows.

a. Total all ground units for each side in the combat. Some attacking units (or stacks) may have their attack strengths halved. Halving is cumulative; some units may be halved more than once [3.5].

b. Add the support strength of artillery units [12.1].

10.52 Compute Combat Odds. Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio. Always round off the ratio in favor of the defender, to the nearest odds column listed on the CRT.

Examples: *8 attack strength points against 2 defense strength points is 4:1 odds; 8 to 3 is 2:1 odds; 8 to 4 is 2:1 odds; 8 to 5 is 3:2 odds.*

10.53 Special Combat Odds

- a. The minimum initial odds for any attack (before artillery for either side has been committed) are 1:4, in order to conduct the attack. Final odds of less than 1:4 results in an automatic A2R result if using the Mobile CRT, or A2Rd if using the Assault CRT.
- b. Final odds greater than 7:1 on the Assault CRT are resolved on the 7:1 column.
- c. Final odds greater than 8:1 on the Mobile CRT are resolved on the 8:1 column.
- d. The attacker can never voluntarily reduce the combat odds of any given attack.

Example: *The attacker cannot declare 2-1 odds when he has 3-1 odds.*

10.6 Resolving Combat

After all Combat Coordination and odds calculation is complete, the attacker computes the applicable DRMs for the combat, and then resolves the combat.

10.61 Combat DRMs. Determine DRMs for:

- a. Terrain for both hex and hexside [see TEC].
- b. Fortification in Defender Hex: +1 DRM, or +2 DRM [14.22].
- c. ER Differential Calculation: Compare the ER of the Lead ground unit in the Lead attack hex to that of the Lead ground unit in the Defender Hex. If the ER of the defender's Lead unit is greater than the ER of the attacker's Lead unit (use the same Lead unit that was used in Combat Coordination), a plus (+) DRM results; if the attacker's ER is greater, a minus (-) DRM results. The amount of the DRM is equal to the difference between the two ER ratings. Remember to take Disruption and OoS status into account when determining unit ERs.

Example: *The attacker's Lead ground unit has an ER of 5, and the defender's Lead ground unit has an ER of 7. Subtract attacker (5) from defender (7). This results in a +2, meaning a +2 DRM. The attacker now must include a plus two (+2) in his DRM calculation.*

d. Defender Ground Unit Combat Coordination. If there are units from two different formations defending in the same hex, there is a -1 DRM to the final combat die roll. Army units are not a "different formation" for the purposes of this rule. The defender never makes a check for Ground Unit Combat Coordination. He does, however, designate a Lead unit (for purposes of 10.61c).

- e. Attacker and Defender CAS [13.3] and NGS [15.5].
- f. Defender Hex contains No Retreat marker [9.36]: +1 DRM.
- g. Failed Ground Coordination. If the attacker failed his ground coordination ER check [10.43], apply a (+2) DRM to the combat.

10.62 Netting DRMs. Net all attacker and defender DRMs. Each (+1) DRM point offsets a (-1) DRM. The positive or negative DRM total remaining after offsetting is the final DRM. Final DRMs are further limited to not greater than +5 or less than -5; disregard final DRM values above or below these limits.

10.63 Roll One Die. The attacking player rolls the die, and adjusts the die roll by the net DRM. Cross-index the modified die roll result with the final odds column on the appropriate CRT. Immediately apply the combat result to the involved units before going on to any other combat.

11.0 COMBAT RESULTS

11.1 Reading the CRT

11.11 Interpret the results on the CRT as follows:

A = Attacker. Numerals and letters following the 'A' refer to attacking units.

D = Defender. Numerals and letters following the 'D' refer to defending units.

R = Retreat. All units of the affected force retreat [11.3], unless under a No Retreat marker [9.36].

E = Eliminated. All units of the affected force are eliminated.

1,2,3 = Lose 1, 2, or 3 steps (as indicated) from the affected force. The Lead ground unit of the affected force always loses the first step. Always apply step loss results before applying retreat results. A unit that becomes a red-box MA unit upon losing a step may not be able to retreat due to prohibited terrain.

d = Disrupted. All involved units are Disrupted (attacking or defending, depending on which side incurs the result) [3.7].

11.12 Attacker artillery units not adjacent to the Defender Hex, and defender artillery units not in the Defender Hex, never suffer adverse combat results; they do not retreat or advance; are not Disrupted; and do not suffer step loss.

11.2 Combat Losses

"Get his dog tags."

- US term for identification badge

11.21 When called for by the CRT, the owner removes the indicated number of steps from his total force, not from each unit in that force.

a. The process of applying each step of loss to a unit varies according to the number of steps a unit has.

- When a one step unit takes a step loss, remove it from play.
- When a two-step unit takes its first step loss, turn the unit over to its Reduced Strength side. A second step loss then removes the unit from play.

b. The following types of units have only one step of combat strength.

- HQs
- Artillery
- Anti-aircraft units
- Combat units with unit strengths on only one side of the counter

c. When a combat result requires a unit to be eliminated, remove it from play. Any unit required to lose more steps of strength than it has, is removed from play.

11.22 Lead Unit Losses. The Lead ground unit for both sides normally takes the first step of any combat loss required by the CRT.

11.23 Armor Attrition

a. Shaded boxes on both CRTs mandate armor loss if the attacking force includes one or more armor units and one or more of the following defender conditions apply.

- Defender Hex contains an anti-tank unit
- Defender Hex contains an armor unit with red attack strength

- The defender plays the applicable Special Event [See Special Event E on the US Special Event Chart and Event L on the Japanese Special Event Chart].

b. If the conditions above are met, the first step of the attacker loss must be an armor step (of red attack strength) regardless of which unit was the Lead unit for the attack [exception to 3.43b]. If the CRT result does not require an attacker step loss, one attacking armor step is still lost.

11.24 No Retreat Losses. In addition to any other losses, if the defending force has a No Retreat marker, and the combat result indicates a Defender retreat, the defending force suffers an additional step loss [11.4].

11.25 Reduced loss. If one side has fewer steps available to lose than indicated by the numerical result (and thereby is completely eliminated, with an unfulfilled loss left over), reduce any step loss incurred by the opposing side by one step. This does not negate Armor Attrition.

Historical Note: *The first US armored forces casualty of WWII, and likely the first American fatality in the Philippines was also an African American. Pfc. Robert H. Brooks was a 26-year-old black from Sadiville, KY. Brooks was fair-skinned enough to “pass for white” (a term used in those days) and lied about his race when he joined the National Guard Company D, 192 Tank Battalion. He was killed by bomb shrapnel during a Japanese air attack on 8 December at Clark Field. Brooks Field at Ft. Knox, KY was later named in his honor.*

“In death there is no grade or rank. And in this greatest democracy the world has ever known, neither riches or poverty, neither creed or race, draws a line of demarcation in this hour of national crisis.”

- Gen Jacob Devers, at the dedication ceremony

11.3 Retreats

When a combat result requires units to retreat, the owning player immediately moves the affected units individually (or as a stack) either one or two hexes, in any direction away from the Defender Hex. A unit unable to retreat within the restrictions given below is eliminated.

11.31 Length of Retreat

- Retreats caused by the Mobile CRT must be two hexes.
- Retreats generated from the Assault CRT can be either one or two hexes, as the owning player desires.
- Retreats generated from Combat Refusal [9.2] must be two hexes.
- Regardless, no retreat can exceed two hexes.

11.32 Retreats are not movement, and do not cost MPs. A unit cannot retreat across a terrain hexside that is prohibited to its movement, off the edge of the map, or through hexes containing enemy combat units.

11.33 Units can retreat in any direction or combination of directions. Retreats of two hexes require the retreat to end two hexes away from the original Defender Hex or be eliminated. Retreating stacks may split up and retreat to different hexes [Exception: 11.56a].

11.34 A unit can retreat through a hex containing friendly units, even if that means a temporary violation of stacking limits. A unit cannot end its retreat in violation of the stacking limit. If it does, the owning player eliminates retreating units until the stacking limit is reached.

11.35 A unit cannot end its retreat in an enemy ZOC, unless another

friendly unit was already in the hex. Friendly units negate enemy ZOCs for purposes of retreat.

11.36 A unit can end its retreat in a Defender Hex where combat has not yet been resolved (subject to stacking restrictions). If it does, it contributes no defense strength to the subsequent combat, and cannot act as a Lead defender unit. It is subject to any retreat result incurred by the defenders in the subsequent combat, but is not subject to any loss result unless the defenders in that combat are completely eliminated with an unfulfilled defender loss result remaining. In this case all previously retreated units are eliminated.

11.37 Units with no movement allowance (or zero MA) cannot retreat after combat since they have no movement ability, and are eliminated if combat results require their retreat.

11.38 Units forced to retreat into prohibited terrain, off the map or beyond a Scenario boundary line are eliminated.

11.4 No Retreat Option Applied

11.41 Units in Defender hexes with No Retreat markers [9.36] do not retreat, but suffer one additional step loss if the CRT calls for a Defender Retreat result [11.3].

11.42 Procedure

- Remove any numerical step losses mandated by the CRT, taking the first step loss from the Lead unit.
- The defending force now suffers one additional step loss, instead of retreating. The defender’s Lead unit normally takes this step loss; if it has already been eliminated, take the step loss from the unit in the Defender Hex with the highest ER (defender’s choice in case two or more units have the highest ER).
- Remove the No Retreat marker.

11.5 Retreat Through Enemy ZOC

11.51 A unit cannot retreat through an enemy ZOC, unless no alternate path exists.

11.52 A unit can retreat through a hex occupied by one or more friendly combat units, even if enemy combat units project a ZOC into that hex [exception to 11.51]. Units must retreat through as few enemy ZOC as possible, whether friendly occupied or not.

11.53 A unit can end its retreat in enemy ZOC only if a friendly combat unit already occupies the hex (subject to stacking limits). A unit can retreat through one hex in an enemy ZOC and end in a friendly occupied hex in an enemy ZOC if it is necessary to avoid elimination.

11.54 A unit is eliminated if its only path of retreat is into or through more than one vacant hex in enemy ZOC.

11.55 Eligible units retreating through just one vacant hex in enemy ZOC can do so, but must retreat two hexes (assuming that the second hex of the retreat is not a vacant hex in an enemy ZOC), and may suffer one or more step losses in the process [11.56].

- Artillery units are not eligible to retreat through any vacant hex in an enemy ZOC [exception: 16.31].
- A player can choose to eliminate such artillery units, in order to make the attempt with the remainder of the stack. These eliminated units

would not satisfy the potential one-step loss [11.56c].

11.56 Procedure

a. Conduct the two-hex retreat. Retreating stacks remain stacked together. The second hex of the retreat cannot be a vacant hex in an enemy ZOC.

b. When the retreat is completed, the owning player conducts an ER check on the retreating unit. If it is a stack, he conducts an ER check on the Lead unit of that stack.

Note: Remember that the printed ER ratings are reduced if the unit is OoS or Disrupted. Also, the Lead unit of the retreating stack does not have to have been the Defender Lead unit in the combat that caused the retreat.

c. If the ER check fails, the Lead unit takes a one step loss. If the ER check passes, there is no loss.

11.6 Advance After Combat

Whenever the original Defender Hex has been vacated as a result of combat, the attacking units may be able to advance. Advance after combat is not movement, and does not cost MPs. A unit cannot advance across a terrain hexside or into a hex that is prohibited to its movement, off the edge of the map, or through enemy combat units.

11.61 Length of Advance

a. When the Assault CRT is used to resolve the combat, attacking units of attacker's choice in that combat can advance only one hex (into the vacated Defender Hex).

b. When the Mobile CRT is used to resolve the combat, all attacking units can advance up to two hexes. The first hex must be the Defender Hex (the hex that was attacked), and the second can be any adjacent hex the attacker chooses that has no enemy units in it.

Exception: Disrupted units can never advance more than one hex.

c. The attacker moves the Initiative DRM marker by one space in his favor for each completed two-hex advance.

d. Defending units never advance after an Attacker Retreat result.

11.62 A player exercises the option to advance immediately, before resolving any other combats. A player is not forced to advance a unit. After advancing, units cannot attack again in that combat phase, even if their advance places them adjacent to enemy units.

11.63 Only those attacking units that participated in that combat can advance. They advance from any of the hexes from which the attack was made. Units that served only to block enemy retreat routes (those not having Declared Attack markers for that combat) cannot advance.

11.64 Artillery units cannot advance after combat.

11.65 Advancing units ignore all enemy ZOCs, regardless of advancing one or two hexes.

11.66 Units cannot violate stacking limits at the end of an advance after combat.

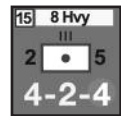
12.0 ARTILLERY

Artillery units participate in combat either from adjacent hexes or from non-adjacent hexes. Artillery units do not have attack strength, but instead have support strength, which is used to supplement the attack or defense strengths of other friendly units. Artillery units need not be adjacent to, but must be within range of, the Defender Hex any time they participate in artillery Fire Support. In most cases [Exception: 12.17] artillery checks Coordination [10.42] to participate in combat.

12.1 Artillery Fire Support

"Hell broke loose this [morning]."

- Col. Alexander S. Quintard, 3 April 1942



12.11 Declaration. During Combat Coordination the attacker and then the defender declare which of their eligible artillery units will attempt to support that combat.

12.12 Only artillery units that meet eligibility requirements can participate in Fire Support. No artillery is required to contribute its support strength.

12.13 Eligibility Requirements

a. An artillery unit must be within range of the Defender Hex for a given combat, in order to participate in that combat. Each artillery unit has a range, expressed in hexes. Count range as from the artillery unit's hex to the Defender Hex; include the Defender Hex, but not the artillery unit's hex.

b. For the attacking player, only the artillery units of the active Formation, plus activated Army artillery units, can participate [7.41].

c. For the defending player, only artillery units of the same Formation as the Lead unit in the Defender's Hex, plus one artillery unit in the Defender's Hex [see 12.23], plus Army artillery units within Command Range (4 hexes) of the Lead defending unit's Formation HQ or that now pass an ER check can be used to provide Fire Support. Modify the ER check for Disruption [3.72] and Out of Supply [6.14b].

d. For army artillery units, regardless of the result of the ER check, turn the artillery unit to its Fired side [12.19]. An army artillery unit that passes this ER check is still subject to a separate ER check for Artillery Coordination and can be the Lead unit for Artillery Coordination [10.42]. A defending artillery unit, including an Army artillery unit, that attempts to provide Fire Support is not considered to have been activated and can move later in the turn.

e. An artillery unit on its Fired side (or Disrupted), at the moment when attacker or defender Fire Support is declared, cannot use its support strength.

f. An artillery unit on its support strength side with an Emergency Supply or OoS marker can use its support strength. However, once turned over to its Fired side the artillery unit cannot return to its support strength side during the Reorganization Phase unless it meets the requirements of 6.16a (Japanese), 6.16b (US artillery units of a formation), or 6.16c (US army artillery units)

g. Support Strength Limits

1. In any Declared Attack, the attacker's total artillery support strength cannot exceed the total (modified) attack strength of his non-artillery

units, and defender's total support strength cannot exceed the total (modified) defense strength of his non-artillery units. Excess support strength points are disregarded [10.42e].

2. Both players are limited to no more than two artillery units conducting Fire Support for any one combat situation.

Design Note: For both sides artillery fire control procedures in WWII were rather limited by modern standards. In most cases, a given forward observer could call for, and correct, the fire from only a single battery of artillery (or in some cases, one battalion). The US was not successful in setting up fire control centers on Bataan (due to a shortage of proper equipment), therefore there was no way for 'just anyone with a radio' to call in artillery, and no way for even a proper artillery forward observer to communicate with more than one artillery unit at a time.

12.14 Whenever an artillery unit is in enemy ZOC or is the Defender hex of a Declared Attack (when defending), it can provide Fire Support only to an adjacent enemy occupied hex (when attacking), or to its own hex (when defending).

12.15 A defending artillery unit can use its support strength or its defense strength in a single combat, not both. A single artillery unit can fire on only one Defender Hex during a given combat phase; it cannot split its strength, or lend unused points to other artillery units.

12.16 Defender artillery units that are not in the Defender Hex, and attacker artillery units not adjacent to it, never suffer adverse results from the combat they are supporting [11.12]. Artillery units in the Defender Hex are subject to all combat results, as are attacking artillery units that are adjacent to the Defender Hex.

12.17 One attacking artillery unit (attacker's choice), that is providing Fire Support to an attack from an adjacent hex, automatically passes Combat Coordination at full support strength (even if other artillery units are included in the attack, and even if they fail Combat Coordination). One defending artillery unit (defender's choice), providing Fire Support to an attack from within the Defender Hex, automatically passes Combat Coordination at full support strength (even if other artillery units are included in the attack, and even if they fail Combat Coordination) [10.42b, exceptions].

12.18 Terrain Effects. Terrain or intervening units do not block artillery Fire Support. However, both the Attacker and Defender's artillery support strengths are halved when the Defender Hex is Swamp.

12.19 Turn each artillery unit (attacker or defender) over to its Fired side after making its Combat Coordination check [exception: *US Self-Propelled Artillery*; 16.31]. Fired units cannot contribute their support strengths for the remainder of the combat phase, even if their support strengths were halved or unused due to failed Coordination checks. Both players turn all artillery units judged to be In Supply back to their support strength side during the Reorganization Phase of the Reorganization Segment. For the US player, only artillery units of an In Supply Formation can be judged to be In Supply.

Note: The Fired side has unit values because the unit might still have a remaining activation for movement or be required to defend in combat before it is returned to its support strength side during the Reorganization Segment.

12.2 Artillery in Defense

"There's no Jap shell with MacArthur's name on it."
- MacArthur, 10 January 1942

12.21 When an artillery unit is alone in a hex, use its defense strength, not its support strength.

12.22 When two or more artillery units are the only unit type in the same Defender Hex, use only their combined defense strengths, not their support strengths.

12.23 When one artillery unit is in a Defender Hex with a non-artillery unit, apply its support strength to the defense strength of the hex [12.17]. If two or more artillery units are present, use the support strength of any one of those artillery units; the remainder use their defense strength. All the artillery units in the defender hex are subject to combat results. If at least one un-fired artillery unit is in a defender hex, one of these artillery units uses its support strength if the hex is attacked.

12.24 After combat turn all artillery units in the Defender Hex to Fired (including those that did not provide Fire Support).

12.25 If a defender artillery unit begins a combat phase in enemy ZOC, or, if before the battle it is supporting is resolved, an enemy combat unit moves (or advances) adjacent to it thereby placing a ZOC on it, then it cannot use its support strength during that combat phase, except in defense of the hex it occupies.

13.0 AIR UNITS

The air units in the game represent only the ground attack forces that participated in the battle; air-to-air combat is not represented. Each air unit is available each turn according to Readiness.



13.1 Air Unit Restrictions

13.11 The Japanese player keeps all his air units in the Clark Field box; the US player keeps his air unit at Mariveles. They remain in these boxes on the Strategic Display whenever they are not on the map performing a mission. The capacity of each box is unlimited.

13.12 Air Readiness Procedure

a. During the Readiness Phase of every Strategic Segment turn all air units back to their aircraft silhouette side and move them from the Flown Box to the Ready Box. No die rolls are required.

b. Air units unused from the prior turn remain in the Ready Box until used on a future turn. They can remain in Ready status indefinitely.

c. Airfields. As long as there is at least one friendly airfield on the map, keep the US air unit in the Mariveles Box (on Strategic Display) regardless of which airfield is friendly. If at the start of any phase none of the five airfields marked on the game map is friendly to the US player, the US air unit is permanently removed from play.

d. Air units do not require Activation and do not require supply. They are not subject to Army unit activation or use restrictions.

13.13 Only air units in the Ready Box can be selected for missions. Each unit in the Ready Box is available to perform only one air mission

in a turn. An air unit is not available to perform a mission unless it is in the Ready Box.

13.14 Certain Special Events [See US and Japanese Special Event Charts] will cause air units not to be available for the turn.

13.15 Air units neither exert nor are affected by ZOC.

13.16 When an air unit completes its mission, place it upside-down in the Flown Box.

Note: *The back of the air unit is marked "Flown" to provide an additional graphic device so that air unit status is not confused.*

13.2 Naval Interdiction

13.21 Air units placed in a sea zone during the Naval Phase that are not offset [15.25], conduct Naval Interdiction in that sea zone. There are two types of Naval Interdiction: Naval Interdiction against Naval Movement [15.34] and Naval Interdiction during the Combat Phase that affects Naval Gunfire Support [15.55].

13.22 Only Japanese "Navy" air units and US air units are allowed to be placed in a sea zone during the naval movement phase. Japanese "Army" air units are not allowed to be placed in a sea zone.

13.3 Close Air Support Mission

13.31 During the Combat Phase of each Mobile or Assault Operational Sequence, Air units can perform Close Air Support (CAS) missions anywhere on the map, on any Defender Hex, regardless of terrain or the presence of enemy ground units so long as an eligible, friendly, non-disrupted HQ is within four hexes of that Defender Hex.

13.32 At the beginning of each combat resolution procedure, first the attacker, then the defender, assigns available eligible air units, as desired, from the Ready Box to CAS missions.

13.33 Air units are subject to an ER check whenever they perform CAS. Apply DRMs as listed on the Coordination Die Roll Modifiers Table.

13.34 Each player can assign up to two air units to CAS in a single combat.

13.35 Each air unit, except the US Fighter air unit [13.36], assigned to a combat by the attacking player provides a (-1) or (-2) DRM, as printed on the unit. Each air unit (except the U.S. Fighter air unit) assigned by the defending player provides a (+1) or (+2) DRM, as printed on the unit.

13.36 Restrictions on Use

- a. Defensive CAS is allowed for any combat unit occupying the Defender hex.
- b. Type A air units can conduct both offensive and defensive CAS missions.
- c. Type B air units can conduct only offensive air missions [*not capable of defensive missions*].
- d. Japanese "Navy" air units cannot conduct CAS with "Army" air units [*command problems*].
- e. The US Fighter air unit can be used only to offset a single "1-point" Japanese air unit used for CAS in a (ground) combat. It cannot offset any of the Japanese "2-point" air units. If the US air unit is assigned to

a combat where no "1-point" Japanese air unit is present, the US air unit has no effect.

13.37 Air units are not affected by ground combat results and cannot be taken as losses, regardless of the combat result.

13.38 Remove air units at the end of each combat resolution. Place them on their "Flown" side in the Flown Box.

14.0 Fortifications

"I have personally selected and prepared this position, and it is strong."
- MacArthur to War Department, regarding the Main Defense Line

Fortifications represent a variety of field fortifications prepared for defense from all directions. They include prepared fields of fire, earth bunkers, foxholes, trenches, and roadblocks. Fortifications benefit only US units. Most fortifications are printed on the map, but they can be built using US Special Event R [See US Special Event Chart].

14.1 General Characteristics

14.11 A Fortification blocks tracing a Japanese Supply Route or Supply Road through the hex it occupies. It must be destroyed [14.13] before a Supply Route or Supply Road can be traced through that hex.

14.12 During the friendly Movement Phase, it costs the Japanese unit one (1) MP to enter a hex containing a Fortification still friendly to the US player, in addition to the terrain cost. Once the Fortification becomes friendly to the Japanese player, remaining units do not pay the extra MP cost. Japanese units can then continue moving, up to the limit of their remaining MA.

14.13 Fortifications occupied by Japanese units during the engineering phase are destroyed. If a US unit re-occupies the fortification before then, the defense benefits of that hex are immediately restored. Place a Fortification Destroyed marker on any hex where a Fortification is destroyed (or remove the Fortification marker for a Fortification received by Event R). Once the Fortification is destroyed apply the combat effects of Other Terrain in the hex.

Note: *To make more Fortification Destroyed markers available, a line of Fortification Destroyed markers can be replaced by two Fortified Line Destroyed markers with their arrows pointing towards each other. The two hexes containing the Fortified Line Destroyed markers and all Fortification hexes in between are considered to contain Fortification Destroyed markers.*

14.14 Fortifications do not have to be occupied by friendly units to remain in play.

14.15 A US unit repairs a fortification by spending an entire Operations Segment in a hex containing a Fortification Destroyed marker, providing all of the following conditions are met for that Operations Segment:

- The US unit is activated.
- The US unit is not adjacent to a Japanese unit at any time.
- If the unit is a US artillery unit, it cannot provide offensive or defensive fire support.
- After the Japanese player has placed the Abucay Line Destroyed Marker, the Fortification is not part of the Abucay Line [14.13].

If all of the above conditions are met, place a Repairing Fort marker on

the eligible unit when it is activated. If the unit is still under the Repairing Fortification Marker during the Engineering Phase of the Reorganization Segment, remove the Fortification Destroyed marker, thereby restoring the Fortification in the hex. If at any time during the turn a Japanese unit becomes adjacent to the repairing unit, remove the Repairing Fortification Marker.

14.16 The US player can repair any number of fortifications each turn; use spare markers if there are insufficient Repairing Fortification Markers available. The US player can build new fortifications only by using Event R.

14.2 Combat Effects

14.21 The Assault CRT is required when a US Defender Hex contains an intact Fortification, regardless of other terrain, or the type of Operations Sequence chosen [10.32]. If the Fortification in a hex is destroyed, use of the Assault CRT is based on the other terrain in the hex.

14.22 US units defending in a hex containing an "Abucay Line" Fortification gain a (+1) DRM to the combat die roll. US units defending a "Main Defense Line" fortification receive a (+2) DRM to the combat die roll. There is no DRM when attacking from (out of) a Fortification.

14.23 A Fortification in a US Defender Hex allows the defender to attempt No Retreat [9.3]. Fortifications not occupied by friendly combat units do not block the retreat of enemy units.

15.0 NAVAL OPERATIONS

"No matter what happens, the US Navy is not going to be caught napping."

- Frank Knox, US Secretary of the Navy, July 1940 to April 1944

15.1 Naval Units

Naval units represent only those units directly participating in support of the Bataan campaign; ship-to-ship combat is not represented. Each naval unit is available each turn according to Readiness.



15.11 Keep naval units in a port box of the Strategic Display whenever they are not on the map. The capacity of each port box is unlimited. Only the Japanese player can use Olongapo and Manila ports; only the US player can use Mariveles and Australia ports.

15.12 Each naval unit in the port Ready Box is available for placement only once per turn. A naval unit is not available for placement unless it is in the Ready Box. It enters the Ready Box when it passes (Naval) Readiness [15.13].

15.13 Naval Readiness Procedure

- a. During the Readiness Phase move each naval unit from the Sailed Box to the Ready Box and turn it to its ship silhouette side if it passes an ER Check [3.42]; if it fails, it remains in the Sailed Box.
- b. Naval units unused from the prior turn remain in the Ready Box until used on a future turn. They can remain Ready indefinitely.
- c. Naval units do not require Activation and do not require supply. They are not subject to Army unit activation or use restrictions.

15.14 Once a naval unit completes its mission, such as providing NGS, being used for an invasion, or remaining at sea at the end of the turn [unless it is a steamer or convoy; 15.36], pick it up and place it in the Sailed section of the adjacent friendly port box (turn it over to its Sailed side). If the port is no longer friendly, those naval units are set out of play until the port again becomes friendly.

Example: Japanese naval units (Barges #1 and #2) in Manila Bay Sea Zone can be placed only in Manila Bay [15.24] and return only to the Sailed Box in the Manila Port Box since this is the only adjacent friendly port (historically, these represent captured barges).

15.2 Naval Phase

"How the Hell do you navigate?"

"By guess and by God, sir."

- Lt. Robert B. Kelly responding to Admiral Rockwell, 12 March 1942

15.21 During the Naval Phase, both players can place air units and naval units in a sea zone. No ER check is necessary to place an air unit or naval unit in a sea zone. Placing units is different from "naval movement" which may only be performed by the Steamer and Convoy [15.33].

15.22 During the Naval Phase, the Japanese player places his air units and naval units first; then the US player places his air units and naval units.

15.23 Placement of Air Units. The Japanese player takes Ready air units from Clark Field and places them as desired on sea zones: up to two units in Manila Bay, up to two units in Bataan Coast, and up to one unit in the South China Sea. The US player takes Ready air units from Mariveles and places them as desired on sea zones: up to two units in Manila Bay and up to two units in Bataan Coast. The US player cannot place air units in the South China Sea. There is no ER check required to place an air unit during the Naval Phase.

15.24 Placement of Naval Units. Only certain naval units move on the Strategic Display [15.3]. All remaining naval units are only placed on the Strategic Display, they do not "move." Placement is from a port's Ready Box only to an adjacent sea zone. The naval unit arrives there automatically.

15.25 Offsetting Air Units. For each point of enemy air units placed in a sea area during the Naval Phase, each player removes one (1) point of friendly air units. Turn each pair of involved units to their flown side and return them to base.

Note: *The only air units that can be placed in a sea zone are Japanese "Navy" air units. All US air units, including the US Fighter air unit, are each worth one (1) point.*

15.26 The Mariveles Port Area on the Strategic Display is all port, not a sea zone. Only US units are allowed to move into the Mariveles Port Area and it blocks all Japanese movement into and out of Manila Bay.

Design Note: *Mariveles may look like a sea zone but it is all port. The US needed this much room to disperse ships. Mariveles is protected by minefields and the heavy coast artillery positioned on Corregidor and the other islands. The whole American purpose for being here was to deny use of Manila harbor facilities to the Japanese.*

15.3 Naval Transport

"The good ship Lollipop"

- one sailor's quip



15.31 Only the US Steamer and Convoy naval units can conduct Naval Transport. They carry only Supply Points, not (ground) combat units [evacuations are not allowed].

15.32 Both the Steamer and Convoy start in Australia Port Box. They automatically refill with SPs (3 SP for the Steamer, 40 SP for the Convoy, marked in an orange circle on each counter) upon placement there. They are never subject to Readiness.

15.33 After resolving all naval and air unit placement in sea zones, the Steamer (or Convoy) moves from the sea zone it occupies to an adjacent sea zone or to the Mariveles Port Area.

15.34 Each move is allowed by passing an ER check each time they wish to move into another sea zone on the Strategic Display. If the Steamer (or Convoy) passes its ER check, it can move to that zone or the Mariveles Port Area. If it fails, it cannot make that move, it remains in the original zone, and ends all movement for the turn. This ER check is modified by a +1 DRM if a Japanese air unit is conducting Naval Interdiction in the sea zone into which the Steamer (or Convoy) unit is attempting to move.

15.35 The Steamer (or Convoy) moves only one sea zone per turn. It therefore will take at least three (3) turns for the Steamer (or Convoy) to move from Australia to the Mariveles Port Area, but may take more turns due to failing to pass one or more ER checks. The route is:

1. Australia to Southern Islands Sea Zone, then
2. Southern Island Sea Zone to South China Sea Zone, then
3. South China Sea Zone to Mariveles Port Area.

15.36 The Steamer and Convoy can remain in a sea zone indefinitely. They are never forced to move. Both can occupy the same sea zone at the same time. There is no limit to the number of naval units that can move into or through a sea zone.

15.37 When the Steamer (or Convoy) moves into the Mariveles Port Area, add the SPs it is carrying to the US supply point total. Remove the convoy unit from the map and return the Convoy Event Marker to the Pool after the Convoy arrives in the Mariveles Port Area [See Special Event M on the US Special Event Chart]. Remove the steamer unit from the map once it arrives at the Mariveles Port Area and place it back in Australia.

15.38 The Convoy naval unit is available for play only through play of its Special Event Marker [See Special Event M on the US Special Event Chart].

15.4 Amphibious Invasion

Any time the Japanese player chooses an Assault Sequence for an active Formation, eligible Japanese units [15.41] can conduct invasions. Only the Japanese player has this capability. US forces in the Philippines had no equipment for even minor-scale operations.

15.41 Any Japanese infantry, engineer, or HQ unit can conduct Amphibious Invasion. It begins the turn in either at Olongapo (hex 1604) or in the Manila Box. Conduct Amphibious Invasion during the

movement phase of an Assault Sequence after movement has been conducted for all non-invading units. For formations with two activations, an Amphibious Invasion can take place during either activation. An Amphibious Invasion can even take place using the "Activate Any One Formation" Event [See Special Event N on the Japanese Special Event Chart].

15.42 A maximum of either four (4), or five (5), stacking points of (ground) combat units can make an Amphibious Invasion during a single turn from a single barge naval unit; the actual number is designated by the barge unit. Barge naval units are necessary to make the Invasion because they carry the invading units. The Japanese player designates the units and the barges to make each specific Invasion.

Note: *It may appear that barges conduct Naval Transport to move units to a Landing Hex [15.44] but they cannot remain at sea. They either make the Invasion or return to port.*

15.43 The Japanese player designates an eligible coastal hex, called a landing hex, for each invading unit where the invading unit will attempt to land. The invading units attempt to land in the same or different hexes. Restrictions on designated landing hexes:

- a. For units in Olongapo, any coastal hex bordering on the Bataan Coast Sea Zone can be a designated landing hex.
- b. For units starting in Manila, the coastal hex must border the Manila Bay Sea Zone.
- c. No unit can choose a landing hex within the Mariveles Port Area.
- d. No unit can choose a designated landing hex where the entire coastline is bordered by Mudflat terrain.

Examples: *Hexes 4118 and 4120 can be invaded but hexes 4018 and 4221 cannot.*

e. Hexes 4019, 4119 and 4020 on the Puerto Rivas Inlet cannot be a designated landing hex if hex 4118 or hex 4119 is US occupied.

15.44 Amphibious Invasion Table. Invading units are subject to Amphibious Invasion Table results.

a. As indicated in the table, if the actual landing hex changes either north or south from the designated landing hex, the number of hexes is traced along the coastal hexes including the inlets of the coast. In some cases this may result in a temporary "southward" direction as the coast is followed, or a "northward" direction due to the unevenness of the coast.

Examples:

1. *If a unit is invading at hex 1419 and the table result is "2 hexes south along the coast" landing location is 1519, not 1520 (one hex south along coast to hex 1420 and then a second hex "south" to 1519, which is slightly north of hex 1420).*
2. *A unit that has hex 1620 as its designated landing hex that is directed "1 hex north along the coast" would land at hex 1520 which is slightly south of hex 1620.*

Do not count hexes 4019 and 4020 when moving along the East Coast of Bataan. If a unit attempting to land in hex 4019 or 4020 moves northward, the first hex is hex 4118. If a unit attempting to land in hex 4019 or 4020 is moved southward, the first hex is hex 4119.

b. If an invading unit is forced to land on a hex containing a US ground

unit the invading unit conducts combat from the sea hex against the US held hex and must advance to occupy that land hex; otherwise, the invading unit is eliminated.

c. If the entire coastline of the landing hex is bordered by Mudflat, the invading unit instead continues to displace one hex farther in the direction indicated by the Amphibious Landing Table until the unit reaches a hex allowed for invasion.

d. If forced into the Mariveles Port Area the invading unit automatically aborts [15.45].

e. If the result of the Amphibious Invasion Table is "Abort," then the combat unit returns (automatically) to the port it came from. Place the unit at that port; the unit's movement is finished for this activation.

15.45 Procedure

After the movement of all non-invading units of the Active formation has been conducted:

a. Match the invading units with a barge unit (in Ready Box for that port) up to the barge capacity.

b. Pick the desired coastal hex for each invading unit to invade. A different coastal hex can be chosen for each invading unit. During this movement phase the Japanese player rolls one die for each invading unit and consults the Amphibious Invasion Table to see where the invading unit lands. The hex indicated by the Amphibious Invasion Table become the Landing Hex for that invading unit. Place the invading unit "at sea" in a sea hex or on the edge of the map adjacent to the Landing Hex. Place Disrupted marker on Invading unit. Place an "Invading Unit" marker on the unit with the arrow of the marker pointing at the Landing Hex. The invading unit can attempt to remove the Disrupted marker during the Reorganization Phase of the Invasion Turn [3.75].

c. Any invading unit that is unopposed now moves onto its landing hex and ends its move for the turn. The just landed invading units can participate in Declared Attacks against adjacent US units, even to assist other invading units attacking from sea against US units occupying a Landing Hex.

d. If the invading unit(s) for a given Landing Hex cannot land due to a US unit occupying the Landing Hex, the invading unit(s) conducts/conduct regular combat from the sea across the coastline against the Landing Hex. There is no DRM for attacking across the coastline. If a US artillery unit is in the Defender Hex, it doubles its (defensive) Fire Support. If the Japanese unit wins its combat [i.e., it causes the US unit in the Landing Hex to vacate the hex], the Japanese unit(s) lands/land in the Landing Hex and ends its/their turn. If the Landing Hex is not vacated, the Japanese unit(s) is/are eliminated.

e. Units which land by Amphibious Invasion cannot activate again during the turn of invasion. Place an "Invading Unit" marker on each invading unit as reminder that the invading units cannot activate again this turn.

15.46 Units that conducted Amphibious Invasion will later depend on regular supply sources, just as any other unit. Unlike other Japanese units, the invading units are not eligible for Emergency Supply until they have become In Supply for at least one turn after their invasion. Therefore, units that invade will be Out of Supply during the turn after

they invade and all subsequent turns until they can trace a Supply route during a Supply status phase. Once an invading unit traces a Supply route, the unit is no longer an "invading unit" and no longer suffers the special Out of Supply Effects of 15.47 and 15.48. Place the Out of Supply marker under the "Invading Unit" marker on the unit. Once the invading unit establishes a Supply Route, remove both the Invading Unit and Out of Supply markers.

15.47 An invading unit that is Out of Supply can be activated only once per turn. Place a Final Activation marker on the invading unit after it is activated its first time.

15.48 Invasion Attrition. If an invading unit is already marked with an Out of Supply marker at the beginning of a Supply status phase, the unit immediately makes an Invasion Attrition Check against its ER, modified for any possible DRMs including the -1 DRM for being Out of Supply. If the unit fails its ER check, the Japanese unit loses a step. A Japanese unit does not have to roll for attrition the turn after invading, because the unit will not already have an Out of Supply marker on it the turn after it invades.

15.49 Invasion Reaction Activation. During the Operations Sequence immediately following a Japanese Amphibious Invasion, the U.S. player can conduct an Invasion Reaction Activation instead of drawing an Activation marker (even if there are no more AMs in the US Pool).

a. During an Invasion Reaction Activation, the US player spends one (1) SP to activate any US units within 6 hexes of a Landing Hex that is currently occupied by an Invading Japanese unit; if the US player does not have one (1) SP no Invasion Reaction Activation can be made. The activated US units can be in Reserve, but cannot be Army units under a Final Activation Marker [7.4]. Currently Out of Supply units that are so activated, whether or not they actually move or have combat, are considered to be In Supply for this turn only, provided they can trace a 7 hex Supply Route when they are activated and regardless of whether or not each of their respective formations are put In Supply by spending an SP. Be sure to mark any Out of Supply US units within 6 hexes of the Invading unit(s) with an Out of Supply marker, because any US unit within 6 hexes of the Invading unit(s) without an Out Supply Marker on it is In Supply for the rest of the Invasion turn. Should a unit of an Out of Supply Formation move or retreat within 6 hexes of the Invading unit(s), mark that unit with an Out of Supply marker. Units that are activated during an Invasion Reaction Activation are not subject to General Attrition merely for activating as part of an Invasion Reaction Activation. If units that are part of an Invasion Reaction Activation are also part of an activated Formation that suffers General Attrition [6.51], the lost step can be taken from such units.

b. Invasion Reaction Activation requires a Mobile Sequence.

c. After the Invasion Reaction Activation, the Japanese Player has the next Operations Sequence and Operations Sequences alternate for the rest of the turn.

d. US units activated during an Invasion Reaction Activation do not suffer General Attrition, unless the formation to which they belong is also activated during the turn [6.51].

e. US units activated during an Invasion Reaction Activation can be activated regularly when their Formation is activated, either before or after the Invasion Reaction Activation.

f. US units activated due to an Amphibious Invasion Reaction do not automatically cause their formations to leave Reserve. However, after an Invasion Reaction, the US player can announce that one or more of the formations of the activated units are leaving Reserve and remove the AMs for these formations from the Turn Record Track to allow them to be added to the AM pool next turn. If a unit marked to receive replacements moves as part of an Invasion Reaction Activation, the unit removes its Receiving Replacements Marker and does not receive replacements during the Reorganization Phase [16.54a].

g. Any units of the US 31st Division that have not yet been released that are eligible to be part of an Invasion Reaction can immediately leave Reserve at the US player's option. Unreleased units of the 31st Division that are not within 6 hexes of an invading Japanese Unit cannot be released in this way.

15.5 Naval Gunfire Support

15.51 At the beginning of each combat resolution procedure, first the attacker, then the defender assigns naval units, as desired, from an adjacent sea zone to Naval Gunfire Support (NGS). These naval units must have been first placed in that sea zone from the port box during the Naval Phase [15.2].

15.52 Each player can assign up to two naval units in a single NGS. He picks them up from the Strategic Display and places them on the game map on the hex being attacked. The hex need not be within Command Range [16.22] of an active HQ or within the Command Range of the HQ of the Lead defending unit. Only defenders on a coastal hex can be attacked. Naval units neither exert nor are affected by ZOC of ground units and do not count against (ground) stacking limits.

Design Note: *The ships would sit well out to sea but placement on the coastal hex shows exactly the hex that is being affected by the naval unit. Barges could come in very close to shore.*

15.53 The defender cannot place NGS unless his naval unit ER is greater than attacker's naval unit ER.

15.54 Each naval unit assigned to a combat by the attacking player provides a (-1), or (-2) DRM, as printed on the naval unit; each naval unit assigned by the defending player provides a (+1), or (+2) DRM, as printed on the naval unit. NGS can also be offset by Naval Interdiction [15.55].

Exception: *The US "PT Sqn 3" unit only offsets 1 point of Japanese Naval Support in combat; it does not provide NGS. If no Japanese Naval Support is allocated to a combat, "PT Sqn 3" has no effect.*

Note: *US PT boats were organized as Motor Torpedo Boat Squadron 3, commanded by Navy Lt. John D. Bulkeley. Lt. Bulkeley is the darling of US PT Boaters, legendary even during the war, and a Medal of Honor winner for his actions in the Philippines, December 1941 through April 1942. He greatly admired Gen. MacArthur and on 12 March 1942 commanded the boats making the General's evacuation. Lt. Bulkeley and his crews soon returned to action, operating out of Cebu until ordered to evacuate. His exploits in the Philippines were dramatized in the movie "They Were Expendable," starring John Wayne, but with Robert Montgomery in Bulkeley's role. Later in the war Bulkeley commanded boats supporting the Normandy operations in 1944 and from one action he is noted for saying, "What else could I do? You engage, you fight, you win. That is the reputation of our Navy, then and*

in the future."

After the war Bulkeley served in a variety of posts, at one time serving as commander of the Naval Base at Guantanamo, Cuba, eventually rising to the rank of vice-Admiral. He died 6 April 1996.

15.55 During combat, after NGS has been allocated by both sides, the opposing player (first the attacker, then the defender) can offset 1 point of NGS for each air strength point conducting Naval Interdiction in the sea zone containing the naval unit(s) attempting to provide NGS. Turn the air units to their Flown side and the naval units to their sailed side and return them to base.

15.56 For both sides, defensive NGS is allowed for any Formation occupying the Defender Hex.

15.57 Naval units are not affected by ground combat results and cannot be taken as losses, regardless of the combat result.

15.58 Remove naval units at the end of each combat resolution. Place them on their "Sailed" side at a friendly port in the Sailed box.

16.0 SPECIAL UNITS AND SITUATIONS

16.1 Anti-Aircraft Units

16.11 After placement on their mission hex, all air units undergo Anti-Aircraft (AA) Fire from anti-aircraft (AA) units.



16.11 AA Fire comes only from AA units in or adjacent to the mission hex. If no AA unit is present, there is no AA Fire, and the air units conduct their mission.

16.12 AA Fire consists only of offsetting DRMs. Each AA unit has AA strength of one point, as printed on the unit. It has no (ground) attack strength. Each AA point automatically offsets one air point during CAS missions. It takes two AA points to offset a 2-point air unit (a single AA point would have no effect). Air units that are not offset remain to perform their mission. Return them to the Flown Box after the mission is complete.

16.13 Anti-aircraft units all have only one step. The owning player has the option during any movement phase to turn the unit over to its "infantry" side. It can never turn back to its "AA" side [*the AA weapons are abandoned*].

16.14 All AA units are garrisons, regardless of whether in AA or infantry mode, until released. Release each unit individually once a Japanese ground unit becomes adjacent to it or if the US player chooses to activate a garrison as part of an Invasion Reaction Activation [15.49].

16.2 HQ Units

Headquarters (HQ) units represent Formation staff and control units along with various non-combat support units. Each Formation has at least one HQ. HQ units affect the use of Army units and air units.

16.21 Formation Color. Every HQ has a distinctive color in its unit type box. All combat units with the same color in their unit type or unit size boxes belong to the same Formation as the HQ.

16.22 Each HQ has a Command Range of four (4) hexes. Trace range

without regard to terrain, enemy units, or enemy ZOC. When counting range, do not count the hex occupied by the HQ, but do include the hex occupied by a unit to which the Command Range is traced. For CAS to be applied on attack or defense, the Command Range need only be traced to the Lead defending unit (disregard range to non-Lead units) if two or more hexes are being attacked.

16.23 An HQ unit cannot be the Lead unit in a Defender Hex, unless alone in that hex or stacked only with other HQ units.

16.24 Disrupted HQs cannot activate any Army unit and cannot be used to allow CAS missions.

16.25 Summary of HQ Functions:

- Activate Army units [7.44b]
- Japanese No Retreat Option [9.32]
- US No Retreat eligibility [9.34]
- Allow Combat Air Support [13.31]
- Allow Replacements procedure [16.57c]

16.26 If an HQ unit is eliminated, the HQ may be rebuilt two turns later. Put eliminated HQ unit ahead two turns on the Turn Record Track to indicate when it can return to play at the beginning of the Reinforcement Phase. When the HQ unit returns to play, place the HQ on a unit of its formation. There is no cost in replacement points to rebuild an HQ and units may be rebuilt on an HQ unit on the turn that an HQ unit returns to play [16.57c]. If all of the units of an HQ unit on the Turn Record Track are also eliminated, the HQ is also permanently eliminated. The Japanese Regimental HQ units 122/65 and 9/16 must be placed on a unit of their regiment.

16.3 Special US Units

16.31 US Self-Propelled Artillery. These two units have no Fired status, and therefore, no Fired side. The reverse side is instead a reduced strength side (they are two-step units). They are also allowed Advance After Combat [11.6] and are eligible for retreat through enemy ZOC [11.55]. They can provide Fire Support as often as desired during a turn (since they have no Fired status). However, a self-propelled artillery unit must be active to provide fire support for attacking units [12.13b].



16.32. (Optional Rule) Philippine Scouts. The Philippine Scouts were a highly professional formation, excellent on defense, and at the time were considered the only US attack-capable division. Yet it never fought as a whole. To better simulate how the Philippine Scouts were used in the Bataan Campaign, make the following rules modifications:

- The Philippine Scouts units are treated as if they were Army units for the purposes of activation *i.e.* the Philippine Scouts units can be activated only when another formation activates [as described in 7.4].
- In order for the units of the Philippine Scouts to be activated, the Philippine Scouts AM must be put into the AM pool.
- The first time that a Philippine Scouts unit is activated as part of another formation, the US player decides whether or not to spend a Supply Point to put the Philippine Scouts formation In Supply as if the Philippine Scouts had activated as a formation [6.41].
- If the Philippine Scouts formation is not in Reserve, the Philippine Scouts unit does count as one of the US player's available formations [5.35].

e. When the US player draws the Philippine Scouts AM from the AM pool, the US player may reveal he has drawn the Philippine Scouts AM, place the Philippine Scouts AM on the Activated Formations Track, and draw another AM. Alternatively, when the US player draws the Philippine Scouts AM, the US player may choose to hold the Philippine Scouts and conduct a Pass Sequence [7.21c]. If the US player is holding the Philippine Scouts AM but wants to conduct a Pass Sequence for an AM he has just drawn, he can reveal the held Philippine Scouts AM, place the Philippine Scouts AM on the Activated Formations Track, and hold the newly drawn AM.

f. Because the units of the Philippine Scouts activate as if they were Army Units, the Philippine Scouts formation may not be one of the two formations of a combined formation activation [7.3].

g. Although the Philippine Scouts activate as if they were Army units, the Philippine Scouts units are still subject to the -1 DRM penalty if they are defending in a stack with units from another formation [10.61d].

h. When a Philippine Scouts unit is activated as part of another Formation, the Philippine Scouts unit can be a Lead unit for an attack [3.4], however, the Philippine Scouts unit can receive artillery support from only Philippine Scouts artillery units or Army artillery units within range of the activated Headquarters.

i. The Philippine Scouts artillery unit can be used to support an attack or defense only if:

- At least one of the units is a Philippine Scouts and the Philippine Scouts units is the lead unit, and
- The Philippine Scouts artillery unit is within range of the Activated Formation's Headquarters Unit.

j. The Philippine Scouts formation cannot be activated using the "Activate Any One Formation" Event [See Special Event N on the US Special Event Chart].

k. The Philippine Scouts formation can be put in Reserve, in which case all units of the Philippine Scouts formation are in Reserve [5.32], and can receive replacements [16.51].

Note: Because the number of Final Activation markers in the counter mix is based only on the number of Army units that are typically activated in a turn, players may need to make extra Final Activation markers to keep track of the Philippine Scouts units that have activated.

16.4 Special Japanese Units

16.41 Japanese Armor. Do not reduce the MA of these units for the choice of an Assault Sequence.

Design Note: By doctrine Japanese armor was so integrated into infantry support that its movement allowance has already been reduced.

16.42 Japanese 48th Division

a. After use in Scenario 1, units of the Japanese 48th Division remain in the Manila Box on the Strategic Display until either they return to play by use of Special Events play [See Special Event I on the Japanese Special Event Chart] or until permanently withdrawn from play on GT12. These units are treated as in Reserve and the two 48th Division AMs are unavailable until "Keep 48th Division" Special Event is played [See Japanese Special Event I].

b. The "Garrison" designated units of the 48th Division always remain

in the Manila Box until used for an Amphibious Invasion [15.4] or until placed on the game map in Japanese Entry Area hexes 4200 and 4201 by the Japanese player. Any battalion size unit (or combination of two units) of the Garrison qualifies for certain Japanese Special Events.

c. The entry (or return) of all units of 48th Division can be delayed by US play of the “Manila Unrest” Special Events marker [See Special Event J on the US Special Event Chart].

Design Note: *Gen. Homma historically requested this division for use in Bataan but Tokyo needed it for the conquest of Java (Indonesia). For game play the “Garrison” units need a controlling formation; the 48th HQ provides a convenient mechanism. They were not actually part of that division.*

16.5 Replacements

“A \$10,000 pilot shot to hell in the infantry.”

- Lt. Ray Sloan; died 12 February 1942

As units fight, their strength may be reduced by combat results (or Attrition). Replacement procedure enables them to recover their strength fully or partially. Each replacements point represents the men and equipment necessary for a unit to recover one step.

16.51 Combat units are rebuilt or restored to full strength by using Replacements Points (RPs). RPs are received during the reinforcements phase. See the Set Up Cards to determine the number received, if any. Players record their new RPs by using their Replacements Points markers on the General Records Track. RPs can be saved, without limit, for use during a future turn.

16.52 No unit can recover more than one step of strength per turn. Only one RP is required per step restored.

16.53 Only infantry, engineer unit types can recover steps or be rebuilt through replacements. Note: there is a special procedure that costs no replacement points for rebuilding eliminated HQ units [16.26]

16.54 The status of a unit affects whether it is qualified to receive replacements.

a. A unit that is at reduced strength qualifies if it:

- Is not Disrupted
- Is not in enemy ZOC
- Does not move if its formation is activated by the “Activate Any One Formation” Event [See Special Event N on the US and Japanese Special Event Charts] or if the unit is eligible to move as part of an Amphibious Invasion Reaction Activation [15.49f]

b. Its Formation must be in Reserve (Army units can be placed in Reserve as part of a formation).

c. Its Formation must be In Supply during the Supply Status phase [6.11].

16.55 Replacements Procedure

During the Reinforcement Phase after both sides have had an opportunity to place formations in Reserve, Japanese units are marked to receive replacements (or are restored) and then US units are marked to receive replacements (or are restored).

16.56 Procedure for receiving replacements:

a. The appropriate player puts a Receiving Replacements marker on

the qualifying unit during the reinforcements phase. If there are insufficient Receiving Replacement markers for all of the qualifying units, use any other marker to indicate that the appropriate units are receiving replacements.

b. If at any time during the turn a unit with a Receiving Replacements marker does not qualify, remove the Receiving Replacements marker. That unit will not receive replacements during this turn.

c. If the unit to receive replacements still has the Receiving Replacements marker during the Reorganization phase, it completes the replacements procedure. Reduce the RPs marker on the General Records Track on the map by one point. Now remove the Receiving Replacements marker and turn the unit over to its full strength side.

16.57 Procedure for rebuilding a unit from the eliminated box

a. The unit’s Formation must be in Reserve (Army units can be placed in Reserve as part of a formation).

b. Reduce the RPs marker by one point to rebuild a two-step unit from eliminated to reduced strength, or a one-step unit to full strength.

c. Place the rebuilt unit on its Formation HQ during the Reinforcement Phase, obeying stacking limits. An Army unit can be rebuilt on any Formation HQ. If the HQ is not in play then rebuilt units cannot be received. All units returned to the map receive a Disrupted Marker upon placement. Japanese Regimental HQ units 122/65 and 9/16 cannot be used to build replacements. If using Optional Rule 5.36, the Japanese player can rebuild units adjacent to a Formation HQ.

16.58 RPs can be used on units without regard to Efficiency Rating or the general strength increase.

16.59 All US Replacements Points are only for Filipino units, which includes Philippine Scouts units, unless otherwise indicated. If the US replacement pool includes the US RP from GT18, turn the US RP marker to the “+ US RP” side. Otherwise, the US RP should be on the Filipino RPs side.

17.0 SPECIAL EVENTS

17.1 When Special Events Apply

17.11 Each turn beginning GT3 during the Special Events Phase both players randomly draw one Special Event Marker from the Event Pool (we suggest use of an opaque cup). The player who has Initiative last turn will draw first this turn. Each Special Event represents a new condition that applies to game play. There is no cost to drawing a Special Event Marker; a player need not draw one. All conditions are optional. A player need not use the Special Events marker he draws. Except for the “Activate Any One Formation” Event [See Special Event N on the US and Japanese Special Event Charts], return the Event Marker to the Event Pool after its use is complete. The use is complete when its effect is complete.

Example: *The US plays Event L, Air Raid. The Japanese player withdraws two air units. The Special Events marker is also set aside (with those units) until they return to play two turns later. Only then is the event complete. Now return that Special Event Marker to the Pool.*



When Event N, “Activate Any One Formation,” is played, that Event

marker may need to be placed on the Activated Formations Track [4.38b] to keep track of which Formation was activated by the Event.

17.12 Once drawn the player holds the Special Events marker until he plays it. Conceivably, this could be through the entire game. He keeps the identity of the marker hidden from view by his opponent.

17.13 The US player cannot hold more than five un-played events at any one time; the Japanese player cannot hold more than eight un-played events at any one time. If a player exceeds his limit of held Event Markers, either due to receiving the "Activate Any One Formation" marker from his opponent [See Special Event N on the US and Japanese Special Event Charts] or by drawing a new Event Marker during the Special Events Phase, the player immediately places an Event marker back in the Event Pool so that he holds no more than his limit.

17.14 A player can play as many Special Events markers as desired, at any time, and as allowed (by Sequence of Play). When both players wish to play events at the same time the currently active player plays his first. During phases such as the Reinforcement Phase where there is no active player, the Japanese player plays any Special Event he wishes to play first and then the US player plays any Special Events he wishes to play. Some events are played only during the Strategic Segment [See explanation of each Special Event on the US and Japanese Special Event Charts], but generally an event should be played at the time it is supposed to take place. A Special Event affecting a particular combat [such as providing a DRM] is played before the combat die roll of that combat [Examples: US Events D and F, and Japanese Events C and F].

Exception: See Japanese Event A.

17.15 Each Special Events marker has a letter that refers to a full explanation of that Event [See US and Japanese Special Event Charts]. The Event being played is the one for the player playing that marker; do not apply his opponent's event.

Example: The US player draws and plays the "D" Event Marker. The US Event "D" now occurs, not the Japanese "D" Event. The Japanese "D" Event does not occur. The Japanese player may later draw that marker and only then can he use his "D" Event (and the US player does not get a repeat of his "D" Event).

17.16 Certain Special Events are not available during certain turns. An alternative outcome will be listed with that event for those other turns. Other Events are available for play only once during the course of a game. Once such an event occurs use the alternative outcome for subsequent drawings from the Pool. The remaining Events can take place more than once.

18.0 SETTING UP A SCENARIO

"They jabber some more but finally decide that the crazy Americans can surrender without sabers."

- Maj. Achille Tisdelle, writing in 1947

18.1 Finding Scenario Information

18.11 Refer to the desired scenario [19.0] and locate the required game components.

18.12 Set Up and align the map, Scenario Set Up cards, and any other cards that should lie flat.

18.13 The rules section on each scenario contains the special rules for that scenario. Also consult Set-Up Cards.

18.2 Placing Scenario Markers and Units

18.21 Place Initiative DRM marker on the General Records Track at the zero position at the start of the scenario.

18.22 Place the Turn marker on the Turn Record Track in the box specified for the beginning turn of the scenario being played.

18.23 Place all air, naval, and ground units for both sides on the Scenario Set Up Cards, on their respective unit facsimiles. Some unit facsimiles have a black triangle in the top right corner. This indicates that the unit begins play on its reverse side, because it is already at reduced strength.

18.24 Place all At Start air and naval units for both sides in their indicated boxes on the Strategic Display. The Strategic Display is used in all scenarios.

18.25 Place all At Start ground units on their indicated map hexes. The US player always places his units first. All reinforcement units for both sides remain on their respective scenario Set Up cards.

18.26 Each scenario includes special rules applying only to that scenario, or exceptions to the standard rules. Take time to familiarize yourself with these before beginning play.

18.27 How to Win. Each scenario also includes a section on how to win, called Victory Conditions. Conditions change with each scenario.

19.0 Scenarios

19.1 Scenario #1: At the Pearly Gates: Layac

"We are the peepul who are not afraid to die by boolets."

- Japanese taunt, January 1942

19.11 Scenario Length. There are two turns, GTs 1 and 2.

19.12 Scenario Area. Use the area north of hexes ending in xx12.

19.13 Set Up: Cards One Front

19.14 Scenario Special Rules

- a. The Japanese player has the Initiative automatically, for both turns.
- b. Both sides are restricted to just one activation for GT2.
- c. The Japanese 1st Artillery (Army unit) has a support factor of only 3 for GT1 only [historically, only half the unit is present].
- d. Treat the US "71" artillery unit as part of 71st Division for this scenario *i.e.* make sure to use the "pink version" of the "71" artillery unit.
- e. Do not use Special Events.
- f. Ignore Rule 6.11(b) *i.e.* the US player does not need to spend Supply points to put US units In Supply and does not use the Forage Table [6.44]. The US and Japanese Formations do not have to roll for General Attrition [6.51].

g. Place VP markers on their US side in hexes 3504 and 3604. Turn the VP markers to their Japanese Side when the Japanese player gains control of these hexes.

19.15 Victory Conditions

a. The Japanese player wins if at the end of the scenario all three of the following apply:

1. He controls hexes 3504 and 3604.
2. The US player has lost at least 3 steps of units.
3. The Japanese player has not lost more steps of units than the US player has lost.

b. The US player wins if he avoids Japanese victory conditions.

19.2 Scenario #2: Abucay Line

"If this is an organized military force I'd like to see what a rabble looks like."

- Capt. Ralph Hibbs, 24 January 1942

19.21 Scenario Length. There are six turns, GTs 3 through 8.

19.22 Scenario Area. Use area east of hexrow 2600 and north of hexes ending in xx30. However, see 19.24 for special rules for the 31st division. (To aid in delineating the Scenario Area, players may wish to place unused markers in hexrow 2600 and in hexes ending in xx30).

19.23 Set Up: Cards One Front.

19.24 Scenario Special Rules

- a. The Japanese player has Initiative automatically for GTs 3 and 4.
- b. Both players (Japanese player first) will draw from a Special Events Pool consisting of eight Events markers: E, F, G, L, N, P, S, and T. Ignore the rest of the Events markers.
- c. The US 21st Division is in Reserve At Start.
- d. Supply
 1. US Supply Source is hex 4230.
 2. Japanese Supply Source is 4200.
 3. Ignore Rule 6.11b; the US player does not need to spend Supply points to put US units In Supply and does not use the Forage Table [6.44]. However, each Japanese and US formation activated is still subject to General Attrition [6.51].

Optional Rule: For added realism, the Japanese player rolls for General Attrition each turn with a -2 die roll modifier for each activated formation. This modifier reflects the fact that the normal General Attrition rates are for the full formation. However, although most of 65th Brigade and the 16th Division are present in this scenario, parts of both of these formations are fighting on the West Coast of Bataan. Therefore, the General Attrition rate should be reduced accordingly.

e. The US 31st Division sets up outside of the scenario area along a road in Reserve. As these units become available do to leaving Reserve, they move east along this road and enter the play area at hex 2722 having spent the appropriate number of movement points to reach 2722. Once these units enter the scenario area, they are eliminated if they are forced to retreat outside the play area. If a Japanese unit occupies hex 2722, these units cannot enter play until hex 2722 is no longer occupied by a Japanese unit.

f. Place VP markers on their US side in hexes 3315 (Abucay Hacienda), 3717, 3915 (Abucay) to indicate US control. Turn the VP markers to their Japanese Side when the Japanese player gains control of these hexes.

19.25 Victory Conditions

a. The Japanese player wins if any one of the following three conditions are met:

1. There are Fortification Destroyed markers on six of the eight Abucay Line hexes during the Victory Determination Phase of any turn (note, Fortifications may be repaired, see [14.15]), or
2. Any three of the following hexes: 3315 (Abucay Hacienda), 3717, 3915 (Abucay), and 3919 (Balanga) are friendly during the Victory Determination Phase of any turn; or
3. Has not lost more than 16 steps due to combat and the US player has lost at least 32 steps due to combat at the end of scenario. Steps lost due to attrition do not count.

b. The US player wins by avoiding Japanese victory conditions.

19.3 Scenario #3: Mauban Line

"Goddamn it, General, get down or you'll get your damn head shot off."

- Sgt. Hubert "Tex" Carroll to Gen. Wainwright, 21 January 1942

19.31 Scenario Length. There are five turns, GTs 4 through 8.

19.32 Scenario Area. Use only the area west of hexrow 2700 and north of hexes ending in xx24. (To aid in delineating the Scenario Area, players may wish to place unused markers in hexrow 2700 and in hexes ending in xx24).

19.33 Set Up: Cards One Front.

19.34 Scenario Special Rules

- a. The Japanese player has Initiative automatically for GT4.
- b. Treat the US "71" artillery unit as part of 91 Division for all purposes *i.e.* there are 2 US "71" artillery units, make sure to use the "purple version" of the "71" artillery unit.
- c. For this scenario only the Japanese player At Start holds Special Event A; the US holds no special events. Event A is discarded after being used by the Japanese player and is not put back in the Special Events Pool.
- d. Each player draws a special event each turn. Both players (Japanese player first) will draw from a Special Events Pool consisting of eight Events markers: E, F, G, L, N, P, S, and T. Ignore the rest of the Events markers.
- e. Supply
 1. The US Supply Source is hex 2223.
 2. The Japanese Supply Source is hex 1604.
 3. Ignore Rule 6.11(b) *i.e.* the US player does not need to spend Supply points to put US units In Supply and does not roll on the Forage Table [6.44]. However, each US formation activated must still roll for General Attrition [6.51]. The Japanese formations do not have to roll for General Attrition.

Optional Rule: For added realism, the Japanese player rolls for General Attrition each turn with a -3 die roll modifier for each activated

formation. This modifier reflects the fact that the normal General Attrition rates are for the full formation. However, only a portion of the 65th Brigade and the 16th Division are present in this scenario. Therefore, the General Attrition rate should be reduced accordingly.

19.35 Victory Conditions

- a. The Japanese player wins if any three of the following hexes: 1216 (Morong), 1619, 2019, and 2223 are simultaneously friendly during the Victory Determination Phase of any turn.
- b. The US player wins by avoiding Japanese victory conditions.

19.4 Scenario #4: Second Bataan

"Bataan has fallen. The Philippine-American troops on this war-ravaged and blood-stained peninsula have laid down their arms."

- Lt. Norman Rees, in Voice of Freedom broadcast, 9 April 1942, from Corregidor

19.41 Scenario Length. There are seven turns, GTs 23 through 29.

19.42 Scenario Area. Use the full map.

19.43 Set Up: Cards One-Back for the Japanese; One-Back for the US. There are no reinforcements for either side.

19.44 Scenario Special Rules

- a. The Japanese player has Initiative automatically for the whole scenario.
- b. At Start the Japanese player holds Special Event N, the "Activate Any One Formation" Event, and draws one more; the US player draws two randomly. Special Event M is not available for either side (remove it from the Pool).
- c. Before the game begins, the US player can place any three (3) formations In Supply. All other formations and units are Out of Supply.
- d. Supply Sources
 1. US: Hex 3140.
 2. Japanese: Hexes 1604 and 4200.
- e. The Japanese 21st Regiment only rolls for attrition against its Formation's ER of 6 every even turn that it is activated (i.e., turns 14, 16, 18, etc.).

19.45 Victory Conditions

- a. The Japanese player wins by making all 17 towns on the map friendly at the same time.
- b. The US player wins if he has avoided Japanese victory conditions by the end of the scenario.

Design Note: *The Japanese player won when the US surrendered on Turn 25.*

19.5 Scenario #5: Battling Bastards of Bataan

*"We're the battling bastards of Bataan,
No mama, no papa, no Uncle Sam,
No aunts, no uncles, no cousins, no nieces,
No pills, no planes, no artillery pieces,
...And nobody gives a damn."*

- Frank Hewlett, United Press, 1942

19.51 Scenario Length. There are 23 turns, GTs 3 through 25. The game is extended until the end of GT29 if either of the following occur:

- a. The US player plays his Special Event A on GT3, or
- b. A US "Convoy" (obtained only by Special Event M) arrives in Bataan.

19.52 Scenario Area. Players begin on GT3 on a limited part of the game map [see 19.22]: all map area east of hexrow 2600. Then beginning GT4 the area expands to include the full game map.

19.53 Set Up

a. For GT3 use the US and Japanese At Start units and locations as found in Scenario #2, including the units of the 31st Division that start in Reserve. Beginning GT4 add the units and locations found in Scenario #3 plus all At Start units and locations shown on Set-up Card Two-Front. Only units found in the Scenario #2 At Start units take step losses due to General Attrition on GT3.

b. Place the 13 Victory Point Markers on the 12 VP town spaces and the "In range of hex 3444" space of the Victory Point Chart. Place the "48th Division VP Reduction" Marker on "48th Division HQ Not in Play" space of the Victory Point Chart. Place the x1 VP and x10 VP markers at 0 on the General Records Track.

19.54 Scenario Special Rules

- a. The Japanese player has Initiative automatically for GTs 3 and 4.
- b. Both players draw Special Events. The Special Events Pool includes all of the Event Markers.
- c. On GT3 the US player can choose Special Event A instead of making a random draw. He draws randomly beginning GT4.
- d. Beginning GT25 the US player cannot draw any more Special Events, but he can continue to play events still held from previous turns.
- e. Treat the US "71" artillery unit as part of 91st Division for all purposes i.e. make sure to use the "purple version" of the "71" artillery unit.
- f. The US has only three AMs on GT3. In order for a US formation to be In Supply at the beginning of GT4, the US player must spend a supply point during GT3 either when the formation is activated or at the beginning of the Reorganization Phase.
- g. The US 31st Division sets up with all of its units in Reserve. On the turns indicated, the respective units of the 31st Division are released from Reserve. When the 31st Division's HQ is added to the AM pool, only those units of the 31st Division that have been released from Reserve can be activated.
- h. During the Initiative phase each turn starting GT18, the US player has the option to surrender the Initiative this turn to the Japanese player. The Japanese player now must accept Initiative; there is no Initiative die roll.

Exception: *31st Division units can be released from Reserve for Invasion Reaction Activation [15.49g].*

Note: *This gives the US player some chance at limiting the number of Formations that will be subjected to General Attrition.*

i. After turn 11, the Japanese 48th Division, if activated, rolls for attrition against its Formation's ER of 6 on every even turn (i.e., turns 12, 14, 18, etc.) that it is activated and any of its units are not in the Manila Box (the 48th Division HQ is never in play after Turn 11); any attrition loss must be taken from units not in the Manila Box.

j. The Japanese 21st Regiment only rolls for attrition against its Formation's ER of 6 every even turn that it is activated (i.e., turns 14, 16, 18, etc.).

k. During any Initiative Phase starting with GT5, first the US player and then the Japanese player can decide to declare a General Withdrawal [5.23].

19.55 Optional Rule. To more faithfully replicate the historical campaign, allow each Japanese Formation to enter Reserve only once during the game. When playing with this rule, the Victory Conditions are revised as indicated in 19.56e. Also, the Japanese player can rebuild Replacements either in the same hex or adjacent to an HQ of the appropriate formation.

Note: *In the historical campaign, the Japanese 16th Division and 65th Brigade had virtually ceased to exist as effective fighting forces by mid-February and, were allowed to withdraw by higher command. After these forces withdrew, in game terms, they were kept in Reserve for about 10 turns to recuperate, receive replacements, and retrain until the final Japanese assault in April. The 4th Division upon arriving in the Bataan peninsula spent three weeks training before being deployed for the final assault.*

To avoid having a game where players do virtually nothing for 10 turns and to give the Japanese player more strategic flexibility, the Japanese are allowed to put formations in Reserve multiple times.

In game terms, , using this rule will probably force the Japanese to abandon one or more VP towns that they historically held during February and March. Historically, the US was not fully aware of how vulnerable the Japanese were to a counterattack during this period. Accordingly, if the Japanese are limited to putting their forces in Reserve just once as they did historically, each of the Victory Levels in 19.56 should be reduced by 10 VPs for the US and Japanese [19.56f]. For example, in a game ending on GT25, a Japanese Marginal Victory should only require 121 VPs.

19.56 Victory Conditions

The Japanese Marginal Victory Level is based on the number of VPs the Japanese probably would have earned in game terms had the campaign ended on April 12th at the end of turn 25. Historically, the US surrendered the forces on Bataan on April 9th.

a. Each player wins by winning a level of victory (All VPs referred to JP VPs earned):

<u>Victory Level</u>	<u>Conditions</u>
Japanese Significant	141 VPs or more by end of GT25 (or 161 VPs or more by end of GT29, per rule 19.51).
Japanese Marginal	131 VPs or more by end of GT25 (or 151 VPs or less by end of GT29, per rule 19.51).
US Marginal	130 VPs or less by end of GT25 (or 150 VPs or less by end of GT29, per rule 19.51).
US Significant	120 VPs or less by the end of GT25 (or 140 VPs or less GT29, per rule 19.51).

b. There are twelve towns on the game map initially controlled by the US. Each turn during Victory Determination Phase the Japanese player earns: 1 VP per town for controlling the following five towns: Morong

(1216), Mabatan (3914), Abucay (3915), Balanga (3919) and Pilar (4021); 2VPs per town for controlling the following two towns: Bagac (2225) and Orion (4125); and 3VPs per town for controlling the following five towns: Daan-Pare (4127), Limay (4231), Lamao (4235), Cabcaben (4040) and Mariveles (2940). The Japanese player accumulates points for each town for each turn that the Japanese player controls the town. The Japanese player keeps a running total of VPs he has earned, adding the VPs he earns each turn to his previous total on the General Records Track. By placing the Japanese/US and Japanese VP markers for the appropriate towns from the Victory Point Chart on their Japanese VP side in the towns controlled by the Japanese player, the empty numbered spaces on the Victory Point Chart can be used to determine the VPs earned by the Japanese player each turn. If the Japanese player earns more than 100 VP, turn the x10 VP marker over to its 100 + 10x VP side.

c. There are five towns on the game map initially controlled by Japanese. Each turn during the Victory Determination Phase, the Japanese player loses 1 VP apiece for each of these that are currently occupied by the American player. Having been the last player to move through these towns is not sufficient for the US player. These five towns are: Olongapo (1604), Dinalupihan (3501), Layac (3603), Hermosa (3806) and Orani (4009). If the Japanese VP total becomes negative, flip over the x1 VP marker to its x(-1)VP side.

d. If the Japanese player places at least sixteen (16) artillery support points within range of Corregidor (which for game purposes, is a hypothetical off-map hex 3847), he earns a bonus of 3 VPs each turn as long as he satisfies this condition. These bonus VPs are cumulative. Move the VP marker from the "In range of Corregidor 3847" space to the Corregidor Under Siege space of the Victory Point Chart to reveal the 3 VPs earned. Since Corregidor is actually off the game map count the extra three hexes, as described below, from hex 3844. The Japanese player loses these bonus VPs if at any time he does not satisfy this condition.

Example: *The Japanese player places his 1 Hvy (+), 8 Hvy, and 9(+) units (ranges 12, 15, and 17 respectively) for a total of 16 support points in hexes 3835, 3822, and 3830 respectively. They count 9, 12, and 15 hexes (respectively) to reach hex 3844 (and still have a three-range left over to satisfy the remaining distance to the hypothetical off-map hex 3847 i.e. Corregidor). The Japanese earns 3 bonus VPs as long as these artillery units are so placed.*

e. If the Japanese play Event I (Keep 48th Division), the number of VPs earned by the Japanese player may be reduced by 2VP for every turn that the 48th Division is in play from GTs 3 through 11 [See Japanese Special Events Chart]

f. If using Optional Rule 19.55 each of the Japanese and US Victory Requirements should be reduced by 10 victory points.

Design Note: *The game absolutely ends by April 29th, the day of the Emperor's birthday (President Roosevelt's birthday is 30 January), a strong symbolic date on the Japanese calendar. Japanese command also planned this date as the conclusion of operations. If US troops are still holding out, the Japanese would likely have changed commanders and brought yet another division over from China to finish the job. A US player holding out this long has won, essentially, a significant victory of honor because his army has gone down fighting.*

20.0 DESIGNER'S SECTION

20.1 Unit Abbreviations

Japanese

F	Formosa (Taiwan)
G	Garrison
Hvy	Heavy artillery
Kondo	Kondo Detachment
Mtn	Mountain artillery
Rcn	Reconnaissance

US

A,B,C	Company designations
C	Philippine Constabulary
FA	Field Artillery
Mar	Marines
Pur	Pursuit
P	Philippines Division
PAAC	Philippine Army Air Corps
Prov	Provisional
PT Sqn	PT (Patrol Torpedo) Boat Squadron
USN	United States Navy

20.2 Suggested Reading

There is an extensive body of literature available covering WW II in the Philippines. The following books provide an overview of the 1942 Bataan campaign.

1. Belote, James H. and William M. Corregidor, the Saga of a Fortress, New York, Harper & Row, 1967.
2. Edmonds, Walter D. They fought with What They Had, Boston: Little, Brown, 1951.
3. Mallonee, Col. Richard C. Battle for Bataan, New York: Simon & Schuster (ibooks), 2003.
4. Mellnik, Brig.Gen. Steve, Philippine Diary/1939-1945, New York: Van Nostrand Reinhold, 1969.
5. Morton, Louis The Fall of the Philippines, Washington, DC: US Army, 1953 (also available in full text on the web).
6. Ramsey, Edwin Price and Stephen J. Rivele Lieutenant Ramsey's War, Washington: Potomac Books Inc, 2005 (reprint).
7. Rottman, Gordon L., Japanese Army in World War II, Conquest of the Pacific 1941-42, Osprey Publishing, 2005.
8. Toland, John But Not in Shame, New York, (Ballantine Books edition: 1974).
9. Wainwright, Gen. Jonathan M. General Wainwright's Story, Westport, CN: Greenwood Press, 1970 (reprint).
10. White, W.L. They Were Expendable, New York: Harcourt Brace, 1942.
11. Whitman, John W. Bataan: Our Last Ditch, New York: Hippocrene Books, 1990.
12. Young, Donald J. The Battle of Bataan, Jefferson, NC: McFarland and Company, 1992.

Many websites also provide information on the campaign and its

aftermath. These are some of interest (as of January 2006):

www.army.mil/cmb-pg/brochures/pi/pi
www.battlingbastardsbataan.com
www.corregidor.org
www.ibiblio.org/hyperwar/USA/USA-p-pi/index
www.prisonerofwar.com/bataan
www.philippine-scouts.org
www.bataandiary.com
www.militarymuseum.org/bataan

20.3 Designer's Notes

"Have I served with MacArthur? Why I studied acting with him for a time."

- Eisenhower

Probably the first challenge in any game design process is building a good game map. While the US official history provides a good map of Bataan, the rugged nature of the terrain requires use of maps of greater detail. Luckily, these are available. The game map was drawn using 1:50,000 scale topographical maps published in 1977 by (Philippines) National Mapping & Resource Information Authority (NAMRIA). Because of the publication date some period data was lost, particularly the precise positioning of jungle cover (much logging took place soon after the war) but many trails are still evident. In 1942 these began as footpaths but many grew to handle vehicular traffic complete with grading, culverts, and bridges. Much was built while still covered by jungle canopy and thereby out of Japanese observation. While these trail improvements did not exist at the start of the Bataan campaign, they can be assumed present by the time the players need them.

The next need was for an appropriate game mechanics model that explains how a numerically inferior force could successfully defeat the larger. The basis came from GMT's **Roads to Leningrad** game, itself a development from earlier systems and one presenting the right scaling and design approach. The need to adjust for early 1942 conditions called for further modeling and this was synthesized from formation activation mechanics. Formation activation presents the most prominent game mechanic featured here. Combined with supply restraints it accounts for how the attacking Japanese were so formidable. Briefly, players should consider that the operations segment of the turn represents the command decision cycle. Generally, one side's cycle will not equal the other, no matter how it is executed. Uneven cycles create a tension between players and on this basis we can create a game of bluff and necessity.

The cycles are uneven because Japanese doctrine, training, and experience allow the flexibility of multiple move-attack sequences that the numerically superior but sluggish US-led forces could not match. The Americans had the theory and much of the doctrine but their forces had little training in even the basics of combat and lacked the means as well.

Since this is not a game about armored divisions and Blitzkrieg, several rules sections were dropped (such as Reaction movement). Easily rejected were rules about bridge demolition; this is not a game about bridges; and since the historical campaign took place during the Dry Season (December through May), we also dropped weather considerations.

Supply issues form the second half of the design challenge. The

US lost the campaign directly because of the lack of fresh supply. US forces were tasked with holding out, essentially on their own, for six months, by which time relief was expected to arrive direct from the United States. They held on Luzon and Bataan for four months, and yet another month on Corregidor (plus another month if including the time for protracted surrender proceedings), but no help came. This much time creates the need to account for the flow of US supplies, since supplies alone determine whether a military force can fight for an extended time. Japanese forces also suffered considerably from supply difficulties but with their strategic supply lines assured they were not going to lose this campaign solely through lack of supply. That then removes any requirement to track Supply Points for them. The US units are not allowed to be on Emergency Supply due to the fact that they are already on half rations.

Some choices were also made about the mix of combat units. At battalion level there are not enough Japanese units and at company level there are too many. The best bet was the Solomon approach, split the battalion in half. Fortunately, the Japanese operated this way often enough (such as in amphibious operations) and we can allocate regimental level direct-fire artillery without having to show these separately. This approach encouraged similar consolidation in the US counter mix. For instance, many Army Air Force ground personnel were organized as infantry units corresponding to their squadron organization. While they did operate as squadrons they tended to pair up in defense sectors and this allowed us to keep the number of these units under control. In emergencies other US units, such as AA units, could abandon their heavy weapons and fight as infantry. For once we also get to include the proverbial "cooks and bakers" unit. Such a unit did in fact organize as combat infantry and helped fight nearby Japanese. Finally, let us note that the engineers in this game, on both sides, were mostly labor troops, not assault troops as found with most western-style armies.

The Cost of Surrender

By Vance von Borries

Prisoners of war shall be treated with a spirit of goodwill and shall never be subject to cruelties or humiliation.

- Japanese Army Regulations for Handling Prisoners of War, dated February 1904, Chapter 1, Article 2.

You may wonder about the fate of the Bataan defenders. Of the original 80,000 defenders about 2000 were killed during the three months of fighting, leaving 78,000 to surrender on 9 April 1942, or about 12,000 Americans and 66,000 Filipinos. Of these about 1500 Americans and 2500 Filipinos remained wounded or sick in Bataan's field hospitals after the Surrender. Only a few hundred Americans and about 1700 Filipinos escaped to Corregidor, joining the beach defenses there. The Japanese kept a few others for work details on Bataan after the Surrender. The remaining personnel, about 10,000 Americans and 60,000 Filipinos were forced into what is commonly called the "Death March." While many Japanese are not "barbarians," those who prodded the surrendered Filipino-American Army to Camp O'Donnell, 65 miles to the north, arguably were. Of their charges, anywhere from 600 to 2300 Americans and 5000 to 10,000 Filipinos (no one has exact numbers) died or were executed along the way. Nearly all suffered unspeakable abuse. It is estimated that about 400 Americans and

Filipinos escaped into the jungles during the March. The 15,000 defenders of Corregidor, who were surrendered about a month later, were first paraded through Manila's streets before going to the POW camps. During just the first 40 days in Camp O'Donnell over 1500 Americans and perhaps 25,000 Filipinos died; all the direct result of malnutrition on Bataan, disease, and atrocities committed by the Japanese. Thousands more would die later.

While again reported numbers vary considerably from source to source, of some 25,000 Americans captured by the Japanese during the entire war about 38-40% died while in Japanese captivity, compared to about 1.2% (of 96,614 POWs) in German and Italian camps. Later, the majority of POWs were shipped to the Japanese Home Islands. Of 58 known "Hell Ships" taking 68,000 British and American POWs from Singapore and Manila, 22,000 perished at sea, mostly by "friendly fire." Almost 1800 Americans died in one ship alone. And Filipino civilians suffered greatly as well. Of a pre-war population of about 18,434,000 over 1 million died as a direct result of the war (from all causes). After the war, former POWs were uniformly denied compensation from Japan for their labor performed under the whip while in Japanese mines and factories.

At the conclusion of the war, General Homma was arrested and charged with war crimes, primarily for his role in the Death March. In a quick showcase trial in Manila late in 1945 he was found guilty along with some surviving members of his staff and sentenced to death by firing squad. Sentence was carried out in April 1946 at Los Banos, south of Manila (staff personnel were hanged).

Armor on Bataan

By Vance von Borries

Bataan is not generally cited as the scene of armor in action and rightly so. Very little armor combat took place there, yet both sides employed armor in noticeable numbers.

The primary US armored fighting vehicle on Bataan was rated as a "light" tank, the early model M3 "Stuart" tank of 13-14 tons (riveted construction) which mounted a 37mm main gun and, originally, five machine guns (hull, turret, two in forward facing hull mounted sponson, and one outside in AA role) with 44mm equivalent of frontal hull armor. Shortly after their arrival in the Philippines one of the sponson mounted MGs was removed to provide space for a radio. These tanks were freshly issued, speedy, and reliable although somewhat underpowered, with limited range and inexperienced crews. A major problem was the lack of spare parts. Initially, 108 tanks in two battalions deployed on the Luzon Central Plain against the Japanese drive on Manila. By the time they pulled back to Bataan, their numbers had dwindled to about 80 but now the crews knew their job. Interestingly, US command wanted to move a few Stuarts to Corregidor but found barge transport to be unsuitable. Their absence was later sorely regretted.

The main support for the Stuarts was the 75mm Gun Motor Carriage M3 (or "Self-Propelled Mount"), an M3 halftrack fitted with a former French M1897A 75mm gun on pedestal mount firing forward. Originally, 75 helped oppose the Japanese but only 58 made it back to Bataan. In the US they were declared Tank Destroyers and were intended to battle German panzers, but when MacArthur requested more anti-tank guns he was sent these, part of the first production

batch. In the Philippines they were thought of as best employed as field artillery, but since no fire control equipment came with them, they were used instead mainly in a direct fire role. These were reliable and powerful weapons but they suffered from poor crew protection and a high profile, and were unstable as an artillery platform. About 46 halftracks, M2 and M3, without the 75mm gun but usually with .30 and .50 caliber machine guns were also available for transport and security in the two armor battalions.

Unexpectedly available to US forces were 60 British Bren carriers, without weapons, arriving at Manila eight days after the start of the war. They were to go to Canadian troops at Hong Kong, but all shipments there were cut off due to the Japanese blockade. US ordnance workshops soon mounted a .30 caliber machinegun on many of these, and a 37mm anti-tank gun on the remainder. Also available were five obsolescent White M2 scout cars with the Philippine Scouts cavalry.

Scheduled for deployment to Bataan were two battalions of "medium" tanks, the M3 "Grant" tank, a comparative monster of 30 tons with both 75mm and 37mm guns and four machine guns, more than a match for any Japanese tank. These were in full production in August 1941. They were not on the "Pensacola" Convoy (en route at the start of war), but one battalion was ready in California for loading beginning 9 December and presumably the second would have sailed with an early 1942 convoy. Along with the light tank battalions they were to form the nucleus of a new armored division.

Against these the Japanese fielded two similar sized armor formations on the Luzon Central Plain, one "heavy" the other "light." Only the "heavy" formation saw action in Bataan. The main Japanese battle tank employed in the Philippines was the Type 89B Chi-Ro (often misidentified as Type 94), a "medium" tank of 13.6 tons mounting a 57mm gun Type 90 and two 6.5mm Type 91 machine guns (hull and turret rear) but with armor and speed well inferior to the US Stuart (having about 17mm frontal hull armor). The gun may have been larger but it had less hitting power and could not penetrate the Stuart's frontal armor. It was intended instead for destroying enemy machine gun nests.

Before the war with the US the Japanese realized the need to replace the Type 89. To this end they built the Type 97 Shinhoto Chi-Ha, a medium tank of 15 tons, superior in many categories to the Type 89B. The first production models continued to use the same 57mm gun but this was later replaced by a high velocity 47mm gun. This new gun could indeed penetrate the Stuart's armor, as actually happened in the first US-Japanese armor engagement near the beaches of northern Luzon, but the Philippine battles were over before the Shinhoto Chi-Ha could engage in any real numbers against the Stuart. Only two of these tanks were used in the Philippines in 1942. They later were landed on Corregidor and broke US defenses there.

Along with these tanks some lighter tanks could be found, notably the widely used Type 95 Ha-Go light tank of 7.4 tons with a 37mm Type 94 gun and two 7.7mm Type 97 machine guns (hull and turret rear). It could manage a speed of about 30 mph. Its mobility made it popular with its crews but with only 12mm of hull armor it was poorly protected as well as poorly armed.

With the infantry divisions you could often find the Type 94, a tankette of about 3.5 tons armed only with a single machine gun in its turret. With only 6-12mm of armor and a speed of 25 mph, it was not

really superior even to the Italian CV3/35 tankettes of 1940 North Africa infamy. It later was relegated primary to the role of a supply wagon tractor. Its introduction in the early 1930s yielded, however, the benefit of introducing the Japanese soldier to the concept of armor. Even so, by the statistics Japanese armor would not win a toe-to-toe fight with American armor.

With such clear armor superiority it may fairly be asked why US commanders failed to exploit this. The primary culprit seems to be mediocre leadership combined with poor tank warfare doctrine. US doctrine at the time was neatly summed by the Tank Destroyer motto, "Seek, Strike, Destroy." Nothing here includes combined arms or acknowledgement of anyone else on the same battlefield. Almost to underscore the point, US tanks carried only armor piercing shot, much as did the British outside of Tobruk in North Africa a month earlier and with the same model of tanks, and with the same unsatisfactory result, a poor performance when opposing "soft" targets (infantry, artillery, and trucks). A Stuart tank depends on speed, maneuverability, and firepower for its protection. The lack of High Explosive ammunition made them vulnerable to any Japanese soldier with an anti-tank gun. Later, some HE shells were made available but only through field modification of existing ammo stocks.

American tanks on Bataan were all controlled directly by the highest command authority, MacArthur's staff, not by the local commander. While this peculiar arrangement did not allow the frittering away of irreplaceable tanks, it made cumbersome any requests for their use. All such requests were made through the Tank Group commander who sometimes acquiesced to requests for missions he or his subordinates judged unsuitable.

Generally, US command was reluctant to commit tanks to battle, often declaring the terrain to be "not suitable." When they did commit, they sent very small teams and even these would break off the attack the moment they encountered any sort of enemy anti-tank weapon. To be fair, the terrain was closed with very thick jungle, thereby greatly limiting maneuver and allowing Japanese infantry to creep up on the tank's blind spots and defeat them in detail. This happened until US/Filipino infantry got the knack of closely working with tanks. Surprisingly, Filipino Igorots, a tribe of headhunters only a few months before, became particularly adept at this. Additionally, the Stuart tanks had visibility problems. In the end, US high command wanted to save the armor for the big breakout from Bataan and this caused many tanks to end up doing coast watch duty waiting for that big day.

US reluctance to fight would seem to leave the battlefield to the Japanese but they had no real tank doctrine to fill it. To them the tank was hardly more than an infantry support weapon. Japanese tanks were not allowed independent action and were closely tied to infantry units in much the same manner as found in French tank doctrine of the time. This may make sense from the viewpoint that Japan's main enemy for decades had been China and China had no armor and hardly any anti-tank weapons. Japanese armor of most any type could give considerable shock value to any infantry assault. There was no experience suggesting the need for anything more substantive, other than a brief very unpleasant episode in 1939 along the Mongolia-Manchuria border at the hands of the Russians. US forces in Bataan likewise were short on anti-tank weapons so Japanese armor supported attacks could make good progress. Indeed, once the Japanese got just a mere three tanks (one of these was a captured Stuart!) ashore on

Corregidor, the whole island defense went to pieces. After the battle, the Japanese realized they would need heavier tanks yet to deal with the Americans (as well as the Russians too) but they were already well into the war and resources for change would be hard to find.

Could the Americans Have Held Longer?

By Vance von Borries

"War's objective is victory – not prolonged indecision. In war there is no substitute for victory."

- MacArthur

Many military historians treat the battle for Bataan with an unstated fatalism, as though events would bring down the brave defenders regardless of what they could have done. Certainly there is no contention that the defenders could have held out the nearly two and a half years MacArthur took to return to the Philippines (at Leyte), but might they have held for a few more months in some sublime epic of courage like Thermopylae or the Alamo? The most attainable goal would be to hold until the rainy season and force the Japanese to besiege them through that too, gaining perhaps another six months. Sadly, barring major changes of circumstance, the Bataan defenders likely held just about as long as they were going to hold. At the end the Japanese revised their plans to allow for the fighting to continue until about the end of April. This was calculated about right.

What constitutes a military victory for the US? For the most part the solution is found in denying the Japanese a rapid victory. Japanese war strategy centered on seizing as many resources as possible and expanding the empire defense perimeter as much as possible to be in the best position to parry the West's inevitable counter-offensive. Denying the Japanese the use of Manila Bay kept the lid on the best harbor of the East, the true "Pearl" of the Orient. Further, an armed garrison in their rear would necessarily occupy Japanese troops and materials needed for conquests elsewhere. For instance, had the Japanese 48th Division become embroiled in Bataan fighting it could not have been used in the conquest of Java where it was sorely needed to help defeat an Allied force similar in size to that in all the Philippines. American victory then becomes defined as one of occupying as many Japanese as possible for as long as possible.

Was the means to resist available to the US? More locally available materials certainly were available but through his indecision MacArthur lost the opportunity to collect more. A lot of supply and material is necessary to obtain the means and perhaps the extra that could have been available would not have been decisive. But, how much was wasted?

The first US loss was its offensive capability. All relied upon air power and this relied upon a small B-17 bomber force that had just arrived. Together with a large submarine force the bombers were to attack any Japanese landing attempt, defeating them at sea before they ever got ashore. Things worked out just the opposite. In a fiasco of missed signals, confusion of when to fly, lack of dispersion, and inadequate planning, Japanese aircraft caught the US on the ground at Clark Field in a series of attacks that destroyed half of the available modern US aircraft in the opening day of the war. MacArthur even had some of the Japanese signal intercepts. Yet had US aircraft not been caught on the ground, it is questionable about how much 36 B-17s could have accomplished. The hundreds of Japanese aircraft on

Formosa were expecting an attack and US fighters did not have the range to accompany the bombers to Formosa. Even the back-up plan of B-17 attacks on convoys would have proved unrealistic as later war events demonstrated the real difficulties of high level pin-point bombing. Two days later, Japanese air attacks destroyed the US naval base at Cavite (near Manila). This effectively ended the US submarine threat.

Even though the US now lost its offensive capability, MacArthur was reluctant (probably for political reasons) to shelve the idea of beach defense. He realized from 8 December that he had to do so but did not shift back to the pre-war WPO-3 Plan until 23 December, the day after the main Japanese landings in Lingayen Gulf. This lost two critical weeks. The WPO-3 Plan called for the abandonment of the whole of Luzon, and much of the Philippines, but for the Bataan Peninsula. In this redoubt the US was to hold until relieved, assumed by pre-war planners to be six months later.

Because of the late decision to withdraw, shortages of all sorts occurred. It is generally agreed that the most critical shortage was that of food and that this lost the battle. Given the decision to pull back into Bataan the first requirement is to secure adequate food for a long siege. Ample food was available at Cabanatuan, well north of Bataan, but these stocks could not be released due to food distribution laws. Once the Japanese landed at Lingayen Gulf there was not enough time to get these stocks moved even if released. And this was not the only food reserve abandoned in the haste of retreat. Given the emergency situation authorities failed to control who could seek shelter in Bataan. The WPO-3 Plan called for the evacuation of all civilians from Bataan. Instead, 26,000 civilians managed to flee into Bataan, many as a result of Japanese prodding. Humanitarian needs required that they be fed but the only food available was the same limited food stock reserved for the military. Finally, after all the sorting out of personnel, the food distribution system remained so chaotic that front line troops were not getting their fair share of the ration. Too much was hijacked along the way. The army on Bataan was on half rations from the start. Had all problems been administratively corrected earlier, greater rations could have been issued with a resultant improvement in efficiency. But no matter how actual stocks were distributed, existing food was destined to run out about when it did. At the time of surrender only a two-day stock remained.

Ammunition stocks presented the next big hurdle. Actually in Bataan were substantial amounts and for some weapons there were no shortages. Artillery ammunition, however, was rationed from the start as well as anti-aircraft ammunition. In fact the trickle of supplies that did arrive included AA ammo. Should US forces hold on until the start of rainy season likely all ammunition would have been severely rationed.

The US-Filipino army was not well motorized but fuel too would have been exhausted before rainy season if the Japanese continued their attacks. Everyone recognized the importance of fuel and hoarded it so much so that it was rationed almost right away. Despite this a noticeable shortage developed by the end of January and a fuel crisis had developed by March. If no fuel was available the precious 155mm guns could not have been moved, let alone the tanks.

Medical supplies began short and by mid-February were exhausted. As a result three-quarters of personnel were on sick call well before the actual surrender, let alone make it to rainy season. This likely had as much to do with poor hygiene as the poor diet. Hygiene

problems could have been corrected but in emergency conditions this was not a priority item.

Could US forces somehow have stood off the Japanese militarily? Here too the solutions are few. Later, all would hinge on an effective withdrawal of men and supplies into Bataan and sufficient time to evacuate everything. US command achieved an outstanding success in pulling military units back into Bataan relatively intact. An earlier withdrawal would have hardly achieved more in terms of personnel but might have provided more communications gear and engineering equipment and certainly more food. All this was essential for better and deeper fortifications as the army would also be better fed. The April position was strong and even admired by the Japanese but it lacked depth. No switch lines or reserve positions existed beyond the tactical level. Had these existed, and with a good communications net, reserves might have arrived in time to seal off the Japanese April breakthrough. Facing a whole new fortified line the Japanese likely would have stopped to reorganize for yet another set-piece operation.

Some ideas would not have worked. An earlier withdraw into Bataan would likely have drawn in more troops from out-lying islands, since the WPO-3 Plan requested them. Given their poor level of training, this would only have resulted in more mouths to feed, offsetting any gain from exclusion of civilians. Once the initial Japanese offensive died out, US command discussed marching north to reoccupy old lines and maybe reoccupy Manila. The assessment of this discussion concluded, correctly, that this would have strung out US units creating a situation ripe for Japanese counterattack. Despite the morale lift it would have likely accelerated the drain on resources deemed essential for holding Bataan.

Then there was the final folly. When MacArthur left he placed Wainwright in command of only Bataan and Corregidor. Then Washington interfered and in some spasm of political nervousness made Wainwright commander of all the Philippines. Had Washington not done this, the Japanese would have had to reduce each island separately, a very time consuming process, and guerilla war would have been intense. This likely would have caused the Japanese to abandon more islands and thereby just perhaps have allowed the US to return earlier.

20.4 Developer's Notes

Attrition: A key feature in *Bataan!* is the attrition system. The Bataan campaign was the relatively rare campaign in World War II in which attrition due to lack of supplies and disease significantly affected both sides. Although the dire supply situation that faced Filamerican forces is well-known, the Japanese also suffered major losses due to disease. For example, by February 15th when the Japanese began their retreat northward to defensive positions, Japanese losses due to battle casualties and disease were so great, that the Japanese "14th Army had ceased to exist as a fighting force" (see Whitman, *Bataan: Our Last Ditch*, p. 377). After much tinkering during playtesting, I believe that *Bataan!*'s attrition system captures both the situation faced by the Japanese in mid-February when they could no longer attack effectively and the situation faced by the Filamericans in April that led to the surrender of the Allied army on Bataan.

For players who are concerned that the attrition system seems to

hurt the Japanese more than the Filamericans early in the game, keep in mind that several other rules besides attrition show the effects of disease and lack of supply: (1) the inability of the Filamericans to activate all of their divisions most turns and (2) the fact that Filamerican divisions usually only activate once per turn. In addition, at least initially, the Filamerican army is considerably larger than the Japanese army and is on the defensive, so losses due to attrition do not impair its abilities as quickly as the Japanese.

Invasions: The invasion rules are designed to make it difficult to successfully invade defended beaches. Historically, the Japanese had to conduct their invasions at night with little geographical information about the places they were invading. As a result, their invasions were plagued with confusion and forces could be landed many miles from where they were supposed to land. For example on the evening/morning of January 22/23, "One group of 300 men landed at Longoskawayan Point, ten miles south of the intended landing point," (see Whitman, *Bataan: Our Last Ditch*, p. 254). Once ashore, the small and ill-prepared invasion forces were quickly bottled up by the defending Filamericans. As long as the Filamericans divert forces to defend the beaches, it will be difficult for the Japanese to make a successful invasion.

Emergency Supply: Another issue that I felt needed to be addressed in *Bataan!* is that each of the players, and in particular, the US player, has much more information about each other forces than the historical commanders did. Consider that at least initially, US commanders believed that their forces were actually outnumbered by the Japanese Army. However, a US player just taking a quick glance at the map, can see that the situation is actually the reverse. Also, the US player can, as the historical US commanders could not, see precisely where the Japanese supply line is not garrisoned. In addition, due to the activation chit mechanism used in *Bataan!*, the US player will often have one activation at the end of the turn to which the Japanese player cannot respond.

Therefore, to prevent the US player from making major ahistorical advances into the Japanese rear for the sole purpose of cutting supply lines, I suggested to Vance that we add the emergency supply rules for the Japanese. Although the US player can still try to cut the Japanese supply line if he commits to a significant northward advance, at least the Japanese player will have a turn to try to re-open the supply line before feeling the effects of being out of supply.

During playtesting, the question was raised about why naval and air units are treated differently. Here is the gist of the idea.

Naval units: Readiness for naval units represents the need to refuel, re-arm, etc, which could take some time. But naval units are largely unaffected by weather, the terrain of the defending hex, etc. If the naval unit was fueled and armed, a commander could pretty much depend on it conducting an amphibious invasion, shooting its guns at a particular time, etc.

Therefore, naval units rolling for readiness at the beginning of the turn represents whether they were able to refuel, re-arm, etc. If a naval unit is successful in becoming "ready" for operations, the commander will generally know at that time whether it is available.

Air units: Compared to most naval units, air units require fewer resources and less time make "ready". They could even make multiple runs during the day. However, compared to naval units, the availability

of air units where and when ground forces need them is more problematic. Weather can ground air units, air units may not be able to find an enemy that has moved from a previously reported position, can they find the enemy, do they attack at an appropriate time of the battle?). For the above reason, air units are always made ready during the Readiness Phase, but require an ER check to determine whether they will affect a given combat as Close Air Support.

For naval interdiction missions by air units, no ER check is necessary to place air units, because, they are just scouting the ocean for enemy ships (i.e. they are not trying to coordinate with ground forces and there is no terrain). Furthermore, because this is a several day activity, the effect of weather at a particular day or hour (as would be the case with respect to an air unit supporting a ground attack) is less.

As a result, with relatively simple rules, the “differences in feel” of naval support and air support (and artillery support) are hopefully preserved as shown on the attached Combat Resolution Sequence of the Mobile CRT (an identical sequence is on the Assault CRT).

I will admit that the fact that Vance’s games have been so well-received in the past makes it somewhat intimidating to be the developer of one of his games: I live in fear that I will mess up a game that had a well thought out game system and rules when I first saw them. My overall goal as a developer has been to make sure that *Bataan!* systems, such as Attrition, reflect the important factors that made the Bataan campaign different from other historical campaigns in World War II, while not slowing down play significantly. To this end, during playtesting, if I found players, including myself, were constantly looking up a particular rule, the rule in summarized form, was added to the charts or Expanded Sequence of Play. With the exception of looking up the special event descriptions, most of the time, players should be able to play *Bataan!* using just the Expanded Sequence of Play and the charts without looking up rules in the rulebook.

20.5 Game Credits

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Special Thanks:	To Vance von Borries for putting his trust in us.

EXTENDED EXAMPLE OF PLAY

This extended example of play shows the first turn (Game Turn 3) of a sample game of Scenario #2. The Japanese Player, having learned from the historical failure of the frontal assault on the Abucay Line, the Japanese player decides to instead focus his initial attacks on the Western flank of the Filamerican forces.

Refer to the Set-up instructions for Scenario #2 on Japanese Set-Up Card #1 and US Set-Up Cards #1, as well as in Section 19.2 of the Rules. As indicated in Rules 19.24f, VP markers are placed on their US side in hexes 3315 (Abucay Hacienda), 3717, 3915 (Abucay) to indicate US control.

Note: There is no need for the US forces to guard the coast in this scenario, because there are no ground units in Manila, either at start or as reinforcements, so there can be no invasion on the East Coast. The Japanese barge units are included in this scenario, because they can still potentially provide NGS against coastal hexes.

Game Turn 3 - January 11-14, 1942

A. Strategic Segment

- Special Events Phase:** Japanese Player secretly draws Event F (Banzai Charge). US Player secretly draws Event N (Activate Any One Formation).
- Readiness Phase:** No air units need to be moved to Ready Box. No naval units need to pass ER Check to move to Ready
- Reinforcement Phase:** No reinforcements for either side. No US Supply Points in this scenario. US 21st Division and 31st Division are already In Reserve. No other units placed in Reserve.
- Naval Phase:** US has no naval units. Japanese Player chooses to place no naval units.
- Forage Phase:** Forage Phase ignored in this scenario.
- Supply Status Phase:** All units for both sides are In Supply.
- Initiative Phase:**
 - The Japanese Player automatically has the Initiative on Game Turn 3. The Initiative DRM marker is currently set to zero (0) on the General Records Track (not shown). The Initiative DRM marker should be on its Japan Has the Initiative Side.
 - The Japanese Player chooses the 16th Division to activate first and sets aside the AM for this Formation aside. He places the remaining 16th Division AM and the two 65th Brigade AMs in his opaque cup (AM pool). The US player places the AMs for the 41st Division, 51st Division and Philippine Scouts (all of his AMs) in his opaque cup (AM pool).

B. Operations Segment

1ST JAPANESE OPERATIONS SEQUENCE

The Japanese Player is the First Player and activates the 16th Division for a Mobile sequence to maximize its movement. Japanese Player places 16th Division AM on its space on the Activated Formations Track.

1. Movement Phase

a. Movement

1+2/9, 1(-9) and 6+7/9 spend 8 MPs to move to 3214 (2 MPs for 4 trail hexes in clear terrain, 4 MPs for 4 hexes in clear terrain, +1 MP for crossing river hexside 3212/3213 and +1 MP for the jungle

in 3214). There is no +1 for entering a ZOC in hex 3214, because ZOC do not extend into jungle hexes.

9/16 HQ spends 4 MPs to move to 3211 (3 MPs for 3 clear terrain hexes +1 MP for crossing river hexside 3409/3410). The 9/16 is within command range (4 hexes) of the 48th Mtn to allow this artillery unit to be potentially activated by the 9/16 HQ later in the turn.

II(-)9, 11+12/9 and III(-)9 spends 8 MPs to move to 3313 (5 MPs for 5 clear terrain hexes, +1 MP for crossing river hexside 3509/3410, +1 MP for crossing river hexside 3311/3312 and +1 MP for the jungle in 3313). There is no +1 for entering a ZOC in hex 3214, because ZOC do not extend into jungle hexes.

16 (Eng) spends 6 MPs to move to 3412 (4 MPs for 4 clear terrain hexes, +1 MP for crossing river hexside 3610/3510 and +1 MP for crossing river hexside 3411/3412).

b. Combat Declaration

The Japanese units in hexes 3214 and 3313 declare combat on the US units in hex 3314. The Japanese must choose the Assault CRT, because the defending units are in a fortification hex. So the Declared Attack markers are placed on their Assault side with the arrows of each marker pointing to 3314 (the Defending Hex).

2. Enemy Reaction Phase

The US units in 3314 are in a fortification hex, and, therefore, may attempt a No Retreat Declaration even though their hex does not contain their HQ [9.34]. Because the US player doesn't want to give up the fortification hex, he attempts a No Retreat Declaration. using the 3/51 as the Lead unit. He rolls a 6, exceeding the ER of the Lead unit, so the No Retreat Declaration attempt is unsuccessful. Had the No Retreat Declaration be successful, the Combat Die Roll would have received a +1 DRM, but any R result would have resulted in a step loss for the Lead ground unit [9.36].

3. Combat Phase

Attack on Hex 3314

- a. The Japanese player designates 11+12/9 (ER 6) as the Lead attacking ground unit for the attack. The US player designates the 3/51 (ER 4) as the Lead defending ground unit for the attack. The Declared Attack markers are removed for this attack.
- b. No NGS is available to either side.
- c. The Japanese player chooses not to attempt CAS with his air units. The US player has no air units he can use for CAS.
- d. There are no artillery units of the Active Formation within range of the 16th HQ, so the Japanese player does not designate an artillery unit for support. (Although he 48th Mtn is an Army artillery unit within the command range of the 16th HQ, this artillery unit may not be used for artillery support for attacking units, because this artillery unit was not activated this activation). The US player chooses to use the 51(+) Art unit in hex 3314 as supporting artillery, so its support strength of 2 will be used instead of its defense strength of 1. The 51(+) is automatically combat coordinated, because the artillery is in the Defending Hex. The US player also chooses to use the 86 Art unit. The 86 Art unit is within 4 hex command range of the 51st HQ and is within range of the defending hex, so the 51st HQ can command

this Army artillery unit.

- e. No artillery coordination roll for Japanese player since he is not using artillery for this attack. The US player rolls a 5 on the Artillery Coordination Check. This roll is modified by +1 for the combat occurring in Mobile Sequence and +1 for the tropical grass terrain in 3314 for a net roll of 7, which is greater than the ER of the artillery unit but less than 10. So 2 support strength points, half of the artillery unit's support strength of 4, may be added to the defense strength of the defending units. However, because the defense strength of the defending ground units is 3 (because 51(+) Art is using its support strength, not its defense strength), it is already receiving 2 support points from the 51(+) Art, the 86th can only contribute 1 support strength points of the possible 2 support strength points it could contribute, because the total amount of support strength from artillery cannot exceed the (modified) defense strength of the defending units [12.13g]. Both the 51(+) Art and 86 Art are flipped to their fired side.
- f. The Assault CRT is being used and all of the attacking units are of the same formation, so the ground units are automatically combat coordinated [10.43a].
- g. The total attack strength is 30, the total defense strength is 6 (3 for ground unit defense strength +3 for support strength from 51(+) Art and 86 Art), so the combat odds are 30:6, reduced to 5-1.
- h. The Japanese Player announces that he is using the Banzai Charge Event F, which is allowed because the Assault CRT is being used. The Banzai Charge Event gives the attack an additional -3 DRM, because a Philippine unit (as opposed to a tan United States unit) is the Lead defending unit. The DRMs are: +1 for the Abucay Line fortification terrain in the defending hex, +1 for attacking across a river hexside, -2 for the difference between the Lead defending unit's ER of 4 and the Lead attacking unit's ER of 6, -3 for the Banzai Charge Event. So the net DRM is -3.

Note: The play of the Banzai Charge Event immediately before the DRMs are calculated for the combat illustrates a general rule of thumb when playing an Event i.e. it can usually be played immediately before the portion of the movement phase, combat phase, etc. that it effects. However, an Event which affects combat cannot be played to change the result of the combat after the fact. For example, in this combat, the Japanese player could not have waited to see if there would be an unfavorable combat result before playing the Banzai Charge Event.
- i. The Japanese player rolls on the 5-1 column of the Assault CRT with a -3 DRM, and rolls a 7, modified to a 4 for a result of D1R, a result that only affects the defending units.
- j. The 3/51 takes a step loss to satisfy the "1" portion of the combat result and flips to its reduced strength side. Both the 3/51 and 51(+1) choose to retreat only 1 hex to 3315.
- k. Japanese units 1+2/9, 6+7/9 and II(-)9 advance into the vacated defender hex. Only a 1 hex advance is allowed, because the Assault CRT was used for this combat.

The Japanese player returns Event F to the Event Pool. This finishes the 1st Japanese Operations Sequence. Play passes to the US player.

1ST US OPERATIONS SEQUENCE

The US Player draws the Philippine Scouts AM from the AM Pool. The US Player chooses to Activate the Philippine Scouts using a Mobile sequence. US Player places Philippine Scouts AM on its space on the Activated Formations Track.

1. Movement Phase

a. Movement

The 2 Prov Art, the 21(-) Art, A/194 and B/194 are within the 4 hex command range of the Philippine Scouts HQ in 3919 and are automatically activated for movement. Had any of these units been outside the command range of the Philippine Scouts HQ, each of these Army units could have attempted to activate by passing an ER check

3/57 spends 4.5 MPs to move to 3216 (0.5 MP for one road hex in clear terrain, 3 MPs for 6 trail hexes in clear terrain and 1 MP for trail hex in rough terrain in 3316). Note that the jungle terrain in hexes 3716, 3516 and 3417 are ignored because the unit is moving along a trail.

2/57 spends 4.5 MPs to move to 3315 (1 MP for one clear terrain hex, 1 MP for trail hex in rough terrain in 3616, 1.5 for 3 trail hexes in clear terrain and +1 MP for entering ZOC in 3315). Note that the tropical grass terrain in hex 3416 is ignored, because the unit is moving along a trail.

2 Prov spends 3 MPs to move to 3416 (2 MPs for 4 trail hexes in clear terrain and 1 MP for trail in rough terrain in 3616). The 2 Prov is marked with a First Activation marker, because it is a red box MP Army unit and is eligible to be activated a second time.

1/31 spends 5.5 Mps to move to 3415 (1 MP for 2 road hexes, 1.5 MPs for 3 trail hexes in clear terrain, 1 MP for trail in rough terrain in 3616, 1 MP clear terrain, and +1 for the jungle terrain in hex 3415. Because ZOC do not extend into the jungle terrain in hex 3415, there no additional cost to move adjacent to the Japanese units in hex 3314.

1/57 spends 3.5 MPs to move to hex 3414 (2.5 MPs for 5 trail hexes in clear terrain and +1 MP for entering ZOC in 3414).

3/31 spends 6 MPs to move to hex 3316 (2 MPs for 4 road hexes, 3MPs for 6 trail hexes in clear terrain and 1 MP for trail hex in rough terrain in hex 3316).

2/31 spends 5 MPs to move to hex 3513 (2.5 MPs for 5 road hexes, 1.5 MPs for 3 trail hexes in clear terrain and 1 MP for clear terrain hex).

1/45 spends 5.5 MPs to move to 3814 (5 MPs for 10 road hexes and 0.5 MP for 1 trail hex in clear terrain).

2/45 spends 5.5 MPs to move to 3914 (5.5 MPs for 11 road hexes).

3/45 spends 6 MPs to move to 3914 (6 MPs for 12 road hexes).

24/P Art spends 2.5 MPs to move to 3517 (0.5 MP for 1 road hex and 2 MPs for 4 trail hexes in clear terrain).

Philippine Scouts HQ spends 3 MPs to move to 3517 (1 MP for 2 road hexes and 2 MPs for 4 trail hexes in clear terrain).

21(-) Art spends 5 MPs to move to 3316 (1.5 MP for 3 road hexes,

2.5 MPs for 5 trail hexes in clear terrain and 1 MP for trail hex in rough terrain in hex 3316). 21(-) Art is marked with a Final Activation Marker.

A/194 spends 7 MPs to move to 3616 (1 MP for 1 clear hex, 4 MPs for 8 road hexes, 1 MP for 2 trail hexes in clear terrain and 1 MP for 1 trail hex in rough terrain). A/194 is marked with First Activation Marker.

B/194 spends 7 MPs to move to 3713 (1 MP for 1 clear hex, 4.5 MPs for 9 road hexes, 0.5 MP for 1 trail hex in clear terrain and 1 MP for clear terrain hex). B/194 is marked with First Activation Marker.

b. Combat Declaration.

No combat declarations by Activated Formation.

2. Enemy Reaction Phase

Because there are no combat declarations, no enemy reactions are possible.

3. Combat Phase

No attacks by Activated Formation.

This finishes the 1st US Operations sequence. Play passes to the Japanese Player.

2ND JAPANESE OPERATIONS SEQUENCE

The Japanese Player draws the 65th Brigade AM from the AM Pool and activates the 65th Brigade for a Mobile sequence to maximize its movement. Japanese Player places 65th Brigade AM on its space on the Activated Formations Track.

1. Movement Phase

a. Movement

The 65th HQ is used to automatically activate 1/7 Arm, 2/7 Arm, 3/7 Arm and 4/7 Arm and 1 Art in 3503, 15 Mtn Art in 3504 and 9(+) AT in hex 3806 which are all within the 4 hex command range of 65th HQ in 3806.

1+2/141, 3+4/141 and 5+6/141 spend 8MPs to move to hex 2913 (5 MPs for 12 trail hexes in clear terrain, 1 MP for 1 trail hex in rough and 1 MP for 1 trail hex in hill terrain in hex 2913).

7+8/141spends 5.5 MP to move to 3511 (2.5 MP for 5 trail hexes in clear terrain, 2 MPs for 2 clear terrain hexes and +1 MP for crossing river hexside 3509/3510).

1+2/142, 3+4/142 and 5+6/142 spend 7.5 MPs to move to 2912 (0.5 MP for 1 road hex, 6 MPs for 12 trail hexes in clear terrain and 1 trail in rough).

7+8/142 spends 2 MPs to move to 3811 (1 MP for two road hexes and 1 MP for two trail hexes in clear terrain).

65 Eng spends 1.5 MPs to move to 4012 (1.5 MPs for 3 road hexes) .

9(+) AT spends 3.5 MPs to move to 4012 (3.5 MPs for 7 road hexes). 9(+) AT is marked with a Final Activation Marker.

1/7 Arm, 2/7 Arm and 3/7 Arm spend 4 MPs move to 4007 (4 MPs for 8 road hexes). 1/7 Arm, 2/7 Arm and 3/7 Arm are marked with a First Activation marker.

4/7 Arm spends 5 MPs to move to 3809 (4 MPs for 8 road hexes, 1 MP for two trail hexes in clear terrain). 4/7 Arm is marked with a First Activation marker.

1 Art spends 5 MPs to move to 3609 (1 MP for 2 road hexes, 4 MPs for 4 clear terrain hexes). 1 Art is marked with a Final Activation marker.

15 Mtn Art spends 7 MPs to move to 3109 (0.5 MP for 1 road hexes, 2.5 MPs for 5 trail hexes in clear terrain and 4 MPs for 4 clear terrain hexes). 15 Mtn Art is marked with a First Activation marker.

65 HQ spends 2 MPs to move to 3607 to allow it to activate the Army Artillery units in hex 3603 during the 65th Brigade's 2nd activation (2 MPs for 2 clear terrain hexes).

b. Combat Declaration

No combat declarations by Activated Formation.

2. Enemy Reaction Phase

Because there are no combat declarations, no enemy reactions are possible.

3. Combat Phase

No attacks by Activated Formation.

This finishes the 2nd Japanese Operations Sequence. Play passes to the US Player.

2ND US OPERATIONS SEQUENCE

The US Player draws the 41st Division AM from the AM Pool. The US Player chooses a Pass Sequence for this Formation. US Player places 41st Division AM face down in his Activation Pool [7.22] for later activation or possible later attempt at combining formations [7.3].

This finishes the 2nd US Operations Sequence. Play passes to the Japanese Player.

3RD JAPANESE OPERATIONS SEQUENCE

The Japanese Player draws the second 16th Division AM from the AM Pool and activates the 16th Division for a Mobile sequence to allow one attack to be made on the Mobile CRT. Unlike on the Assault CRT, any retreat result on the Mobile CRT must be two hexes in length. The Japanese Player hopes to open a two hex deep gap in the US line. Japanese Player places second 16th Division AM on its space on the Activated Formations Track.

1. Movement Phase

a. Movement

48th Mtn Art, which is within 4 hex command range of 9/16 HQ, is activated, but does not move. Final Activation marker placed on 48th Mtn Art.

11+12/9 and III(-)9 spend 2 MPs to move to 3214 (1 MP for 1 hex of clear terrain and +1 MP for jungle terrain).

16 Eng spends 3 MP to move to 3313 (2 MP for 2 hexes of clear terrain and +1 MP for jungle terrain).

b. Combat Declaration

All of the units in 3214 declare an Attack on hex 3215 using the Assault CRT (mandatory because the Defender Hex is a

fortification) and an Assault Declared Attack Marker is placed on these attacking units with the arrows pointing at 3215.

All of the units in 3314 declare an Attack on hex 3415 using the Mobile CRT (permitted because this is a Mobile Sequence and the Assault CRT is not mandatory) and a Mobile Declared Attack Marker is placed on these attacking units with the arrows pointing at 3415.

2. Enemy Reaction Phase

The US unit in 3215 is in a fortification hex, and, therefore, may attempt a No Retreat Declaration even though their hex does not contain its HQ [9.34]. Because the US player doesn't want to give up the fortification hex, he attempts a No Retreat Declaration using the 2/53 (the only unit in the hex) as the Lead unit. He rolls a 4, matching the ER of the Lead unit, so the No Retreat Declaration attempt is successful. A No Retreat marker is placed on the defending unit.

The US unit in 3415 does not meet the requirements to either attempt a No Retreat Declaration or a Combat Refusal.

3. Combat Phase

Attack on Hex 3215

a. The Japanese player designates 11+12/9 (ER 6) as the Lead attacking ground unit for the attack. The US player designates the 2/53 (ER 4) as the Lead defending ground unit for the attack. The Declared Attack marker is removed for this attack.

b. No NGS is available to either side.

c. The Japanese Player commits the two Japanese Air units in the Ready Box at Clark Field to CAS. The US player has no air units he can use for CAS. The Japanese player chooses Ida Unit as the Lead air unit and performs an ER check. The die roll is a 5, which is modified by +1 DRM for the combat occurring in a Mobile Sequence for a net die roll of 6, which exceeds the Lead air unit's ER of 5. Therefore, no CAS is available and both air units are flipped to their Flown sides and placed in the Flown Box at Clark Field.

d. The Japanese designates the 48th Mtn Art (which activated as part of the 16th Division this Activation) as supporting artillery. Then the US designates the 21(-) Art for defensive fire support. Even though the 21(-) Art is on its Final Activation side, it has not yet fired this turn and is within the 4 hex command range of the 51 HQ. The defending hex is also within the 2 hex range of the 21(-) Art, so this artillery unit is available to provide Fire Support to the unit defending in hex 3215.

e. The Japanese player rolls a 6 on the Artillery Coordination Check. This roll is modified by +1 for the combat occurring in Mobile Sequence for a net roll of 7, which is greater than the 6 ER of the 48th Mtn Art but less than 10. So 2 strength points, half of the artillery units support strength of 4, may be added to the attack strength of the attacking units. The US Player rolls a 7 on the Artillery Coordination Check. This roll is modified by +1 for the combat occurring in Mobile Sequence for a net roll of 8, which is greater than the 5 ER of the 21(-) Art but less than 10. So 1 strength point, half of the artillery units support strength of 2, may be added to the attack strength of the attacking units. Both the 48

Mtn Art and 21(-) Art are flipped to their fired side.

- f. The Assault CRT is being used and all of the attacking units are of the same formation, so the ground units are automatically combat coordinated [10.43a].
- g. The total attack strength is 17 (15 for ground unit strength + 2 for support strength). The total defense strength is 4 (3 for ground unit defense strength +1 for support strength), so the combat odds are 17:4 reduced to 4-1.
- h. The DRMs are: +1 for the Abucay Line fortification, +1 for No Retreat Marker, +1 for rough terrain in defender's hex, +1 for attacking across a river hexside, -2 for the difference between the Lead defending unit's ER of 4 and the Lead attacking unit's ER of 6. So the net DRM is +2.
- i. The Japanese player rolls on the 4-1 column of the Assault CRT with a +2 DRM, and rolls a 4, modified to a 6 for a result of DR, a result that only affects the defending unit. No attacking armor units are involved in the attack and the defending units do not meet any of the armor attrition eligibility requirements [11.23], so there is no armor attrition, even though this is a shaded box result.
- j. Because of the No Retreat Marker, the retreat result is converted into a step loss on the 2/53 unit which remains in place on its reduced side. The No Retreat Marker is removed from the defending unit.
- k. Because there is no retreat by the defending unit, there is no advance after combat.

Attack on Hex 3415

- a. The Japanese player designates 1+2/9 (ER 6) as the Lead attacking ground unit for the attack. The US player designates the 1/31(ER 6) as the Lead defending ground unit for the attack. The Declared Attack marker is removed for this attack.
- b. No NGS is available to either side.
- c. No air units are available for CAS support for either side.
- d. There are no artillery units within range of the Japanese 65 HQ that were activated this activation, so the Japanese Player does not designate artillery support. Then the US designates the 24/P Art and the 1 Prov for fire support and can use the 24/P Art with an ER of as the Lead artillery unit. The 1 Prov Art is within the 4 hex command range of the Philippine Scouts HQ in 3517, and hex 3415 is within the 1 hex range of 1 Prov.
- e. The US Player rolls a 3 on the Artillery Coordination Check. This roll is modified by +1 for the combat occurring in Mobile Sequence and +2 for the jungle terrain in the defending hex for a net roll of 6, which is less than the 7 ER of 24/P Art, so the artillery units pass their combat coordination check and contribute their full support strength of 5 (3 support points from 24/P Art and 2 support points from 2 Prov Art). 24/P is flipped to its Fired side. 2 Prov Art is not flipped, because it is a self-propelled artillery unit [16.31].
- f. The Mobile CRT is being used and all of the attacking units are of the same formation and are in the same hex, so the ground units are automatically combat coordinated [10.43b].

- g. The total attack strength is 15 (all ground unit strength). The total defense strength is 10 (5 for ground unit defense strength +5 for support strength), so the combat odds are 15:10 reduced to 3-2.
- h. The DRMs are: +1 for jungle terrain in defender's hex, +0 for the difference between the Lead defending unit's ER of 6 and the Lead attacking unit's ER of 6. So the net DRM is +1.
- i. The Japanese player rolls on the 3-2 column of the Mobile CRT with a +1 DRM, and rolls a 6, modified to a 7 for a result of A2/D1.
- j. The 1/31 satisfies the D1 result by losing a step. As the Lead attacking unit, 1+2/9 must lose the 1st step of the Japanese A2 result. 6+7/9 loses the 2nd step of the A2 result.
- k. Because there is no retreat by the defending unit, there is no advance after combat.

This finishes the 3rd Japanese Operations sequence. Play passes to the US Player.

**3RD US OPERATIONS SEQUENCE
(PLAY OF ACTIVATE ANY ONE FORMATION EVENT N)**

Instead of drawing an AM from the AM pool, The US Player plays Even N "Activate Any One Formation" and chooses to activate the Philippine Scouts using a Mobile sequence. The US Player passes Event N to the Japanese Player. The Japanese Player cannot use Event N until the next turn.

1. Movement Phase

a. Movement

88 Art automatically activates (because it is within 4 hex command range of Philippine Scouts HQ) and spends 2 MP to move to 3619 (2 MPs for 4 trail hexes in clear terrain) 88 Art is marked with Final Activation Marker.

2 Prov Art automatically activated (because it is within 4 hex command range of Philippine Scouts HQ) and spends 1.5 MP to move to 3315 (0.5 MPs for 1 trail hex in clear terrain and +1 for entering ZOC). Final Activation marker placed on 2 Prov Art.

3/57 spends 3 MPs to move to 3215 (2 MP for rough terrain + 1 MP for moving into enemy ZOC).

2/57 stays in 3315.

1/31 stays in 3415.

1/57 spends 2 MPs to move to 3415 (1 MP for one clear terrain hex and +1 MP for jungle).

3/31 spends 3.5 MP to move to 3215 (0.5 MP for road in clear terrain, 2 MP for rough hex and +1 MP for entering ZOC).

2/31 spends 2 MPs to move to 3414 (1 MP for one clear terrain hex, +1 MP for entering ZOC).

1/45 spends 3.5 MPs to move to 3415 (1.5 MPs for 3 trail hexes in clear terrain, 1 MP for 1 clear hex and +1 MP for jungle).

2/45 stays in 3914.

3/45 stays in 3914.

24/P stays in 3517.

Philippine Scouts HQ stays in 3517.

b. Combat Declaration

3/31 and 3/57 in 3215; 2/57 in 3315; 1/31, 1/45 and 1/57 in 3415; and 2/31 in 3414 Declare Attack on hex 3314 using Mobile CRT (which is allowed because Japanese units do not benefit from fortification in their hex). A Mobile Declared Attack Marker is placed on each stack of units with the arrows pointing at 3314.

2. Enemy Reaction Phase

The units defending in hex 3314 are Japanese Units and the hex is not a clear hex, but the Japanese units were not required to attempt Retreat Declaration, because the Lead Unit is within range of its formation HQ in hex 3211 (see 9.32).

3. Combat Phase

Attack on Hex 3314

- a. US player designates 1/57 (ER 7) as the Lead attacking ground unit for the attack. The Japanese player must designate II(-)/9 (ER 6) as the Lead defending ground unit for the attack, because it succeeded in its No Retreat Declaration in the Enemy Reaction Phase. The Declared Attack markers are removed for this attack.
- b. No NGS is available to either side.
- c. No air units are available for CAS support for either side.
- d. The US designates 2 Prov Art as artillery support for the attacking units. The Japanese designates the 15th Mtn Art and 1 Art as Artillery Support for the defending units. The Japanese Player chooses the 15 Mtn Art as the Lead artillery unit. Both army artillery units are with 4 hexes of the 9/16 HQ and are within range of the Defender Hex.
- e. The US 2 Prov Art artillery unit is automatically combat coordinated, because it is in one of the hexes from which the attack originates. The Japanese Player rolls for Artillery combat coordination and rolls an 8. The Artillery combat coordination die roll modifiers are +1 for the combat occurring in a Mobile Sequence and +1 for the Defender Hex containing tropical grass terrain for a net DRM of +2. So the modified Artillery combat coordination die roll is 10, so no artillery support strength is added to the Defender's combat strength. However, both the 15th Mtn and 1 Art are flipped to their fired sides.
- f. Because the attacking units are not in the same hex, they must roll for ground unit Combat Coordination. The ground unit combat coordination modifier is +1 for the attack occurring during a Mobile Sequence. The ground unit Combat Coordination die roll is a 6 which is modified to a 7, which is equal to the 7 ER of the Lead Attacking unit, 1/57, so the attacking units pass their ground unit combat coordination check.
- g. The total attack strength is 31 (29 points of combat strength + 2 points of artillery support). The total defense strength is 12, so the combat odds are 29:12 reduced to 2-1.
- h. The DRMs are: +1 for No Retreat Marker, -1 for the difference between the Lead defending unit's ER of 6 and the Lead attacking unit's ER of 7 (the Japanese do not receive a defensive benefit from the fortification in the hex). So the net DRM is 0.

- i. The US player rolls on the 2-1 column of the Mobile CRT with a 0 DRM, and rolls a 5, which is not modified, for a result of DR.
- j. The DR result is converted into a step loss due to the No Retreat marker, causing the Lead defending unit, II(-)/9, to lose a step. The No Retreat Marker on the Defending Hex is now removed.
- k. Because the Defender Hex is not vacated, there is no advance after combat.

This finishes the 3rd US Operations Sequence. Play passes to the Japanese Player.

4TH JAPANESE OPERATIONS SEQUENCE

The Japanese Player draws the second 65th Brigade AM from the AM Pool and activates the 65th Brigade for a Mobile sequence to maximize its movement. Japanese Player places the second 65th Brigade AM on its space on the Activated Formations Track.

1. Movement Phase

a. Movement

The 65th HQ is used to automatically activate 9(+) Art and 8 Hvy Art in 3603, 1/7 Arm, 2/7 Arm and 3/7 Arm in 4009 and 4/7 Arm in 3809.

9(+) Art and 8 Hvy Art spend 3.5 MPs to move to 3707 (3 MPs for 6 road hexes and 0.5 MP for 1 trail hex in clear terrain). 9(+) Art and 8 Hvy Art are each marked with a Final Activation marker.

1/7 Arm, 2/7 Arm and 3/7 Arm spend 1.5 MPs move to 4012 (1.5 MPs for 3 road hexes). 1/7 Arm, 2/7 Arm and 3/7 Arm are marked with a Final Activation marker.

4/7 Arm spends 2 MPs to move to 3811 (2 MPs for 2 clear hexes). 4/7 Arm is marked with a First Activation marker.

1+2/141, 3+4/141 and 5+6/141 spend 4MPs to move to hex 3015 (2 MPs for 2 trail hexes in rough terrain, +1MP for crossing river hexside 2913/3014 and +1 MP for crossing river hexside 3014/3015; only bridges negate cost for crossing river hexside [8.35c]).

7+8/141 stays in 3511.

1+2/142, 3+4/142 and 5+6/142 spends 5 MPs to move to 3114 (1 MP for 1 trail hex in hill terrain, 1 MP for 1 trail hex in rough terrain, +1MP for crossing river hexside 2913/3014, 1 MP for 1 clear hex and +1 for jungle terrain).

7+8/142 stays in 3811

65 Eng stays in 4012 .

65 HQ spends 2 MPs to moves to 3609 (2 MPs for 2 clear terrain hexes).

b. Combat Declaration

All of the units in 3015 and 3114 declare an Attack on hex 3115 using the Assault CRT (mandatory because the Defender Hex is across river hexside from all attackers) and an Assault Combat Declaration Marker is placed on each stack of attacking units with the arrows pointing at 3115.

2. Enemy Reaction Phase

The defending unit in 3115 does not meet the requirements to either

attempt a No Retreat Declaration or a Combat Refusal.

3. Combat Phase

Attack on Hex 3115

- a. The Japanese player designates 5+6/141(ER 7) as the Lead attacking ground unit for the attack. The US player designates the 1/53(ER 4) as the Lead defending ground unit for the attack. The Declared Attack marker is removed for this attack.
- b. No NGS is available to either side.
- c. No air units are available for CAS support for either side.
- d. The Japanese designates the 9(+) Art and 8 Hvy Art (which activated as part of the 65th Brigade this Activation) as supporting artillery. The Japanese player chooses the 9(+) Art (ER 6) as the Lead artillery unit. Then the US designates the 88 Art (ER 5) (which is within the 4 hex command range of the 51 HQ) for defensive fire support.
- e. The Japanese player rolls a 2 on the Artillery Coordination Check. This roll is modified by +1 for the combat occurring in Mobile Sequence, +2 for Jungle terrain in the defending hex, for a net roll of 5, which is less than the 6 ER of the 9(+) Art. So 8 points of support (4 for each artillery unit) can be added to the combat. The US Player rolls a 4 on the Artillery Coordination Check. This roll is modified by +1 for the combat occurring in Mobile Sequence, +2 for Jungle terrain in the defending hex, for a net roll of 7, which is greater than the 5 ER of the 88 Art but less than 10. So 1 strength point, half of the artillery units support strength of 2 may be added to the defense strength of the defending units. The, 9(+) Art, 8 Hvy Art and 88 Art are flipped to their fired sides.
- f. The Assault CRT is being used and all of the attacking units are of the same formation, so the ground units are automatically combat coordinated [10.43a].
- g. The total attack strength is 30 (22 for ground unit strength + 8 for support strength). The total defense strength is 4 (3 for ground unit defense strength +1 for support strength), so the combat odds are 30:4 reduced to 7-1.
- h. The DRMs are: +1 for rough terrain in defender's hex, +1 for attacking across a river hexside, -3 for the difference between the Lead defending unit's ER of 4 and the Lead attacking unit's ER of 7. So the net DRM is -1.
- i. The Japanese player rolls on the 7-1 column of the Assault CRT with a -1 DRM, and rolls a 5, modified to a 4 for a result of A1/D3R.
- j. The 1/53 loses 2 steps and is eliminated. Because the defender has fewer steps available to lose (2) than the result (3), the attacker's losses are reduced by 1 step to a 0 step loss [see 11.25].
- k. Because the defender hex is vacated and the combat was conducted on the Assault CRT, the attacking units are allowed to advance 1 hex. 1+2/141, 3+4/141 and 5+6/141 choose advance into 3115.

This finishes the 4th Japanese Operations Sequence. Play passes to the US Player.

4TH US OPERATIONS SEQUENCE

US Player draws last AM from AM Pool (51st Division AM) and chooses to activate the 51st Division for an Assault Sequence. US Player places the 51st Division AM on its space on the Activated Formations Track. The Assault Sequence will allow units from non-active formations to attack hexes also attacked by units of the 51st Division. However, the movement allowance of all units of the 51st Division are halved.

1. Movement Phase

a. Movement

A/194 is automatically activated (because it is within 4 hex command range of 51 HQ) and spends 2.5 MP to move to 3315 (1.5 MPs for 3 trail hexes in clear terrain and +1 for entering ZOC). Final Activation marker placed on A/194.

51FA spends 3 MPs to move to 3116 (2 MP for rough hex and +1 MP for jungle terrain)

2/53 spends 2 MPs to move to 3216 (1 MP for 1 clear hex +1MP for entering ZOC).

51(+) Art spends 2 MP to move to 3316 (2 MP for 1 rough hex).

51 HQ spends 2.5 MPs to move to 3517 (1 MP for clear hex, +1 MP for jungle terrain and 0.5 MP for one trail hex in clear terrain).

1/51 and 2/51 stay in 3414.

3/51 stays in 3315.

1/52 spends 3 MPs to move to 3718 (1 MP for 1 clear hex, 1 MP for two road hexes and 1 MP for 2 trail hexes).

2/52 spends 3 MPs to move to 3919 (1 MP for 1 clear hex and 2 MPs for 4 road hexes).

3/52 spends 3 MPs to move to 4123 (3 MPs for 6 road hexes).

b. Combat Declaration

Because this is an Assault Sequence, non-active non-artillery units, including Army units that are adjacent to defending units that are being attacked by active units can also attack. 1/51, 2/51 and 3/51 declare an attack on the defending units in 3314. This allows 3/31 and 3/57 in 3215; 2/57 and A/194 in 3315; 1/31, 1/45 and 1/57 in 3415 and 2/31 in 3414 to also declare an attack against 3314.

Because this is an Assault Sequence, the combat must be resolved on the Assault CRT, so an Assault Declaration Marker is placed on each of stacks of attacking units with the arrows pointing at 3314.

2. Enemy Reaction Phase

Because the units defending in hex 3314 are Japanese Units and the hex is not a clear hex, the Japanese units must attempt a No Retreat Declaration using the defending unit with the highest ER as the Lead Unit. In this case, all of the defending units have an ER of 6, so the Japanese uses II(-)/9 as the Lead Unit. II(-)/9 rolls a 3 for its No Retreat Declaration, so a No Retreat marker is placed on the stack of defending units.

3. Combat Phase

Attack on Hex 3314

- a. US player designates A/194 (ER6) as the Lead attacking ground unit for the attack. The US is allowed to use this Army unit as the

Lead ground unit, because A/194 was activated. Had A/194 not been activated, one of the attacking units from the 51st Division would have had to have been chosen as the Lead ground unit. The Japanese player must designate II(-)/9 (ER 6) as the Lead defending ground unit for the attack, because it succeeded in its No Retreat Declaration in the Enemy Reaction Phase. The Declared Attack markers are removed for this attack.

- b. No NGS is available to either side.
- c. No air units are available for CAS support for either side.
- d. Neither side has available artillery units to provide fire support. Even the 2 Prov Art in 3315 cannot be used to provide fire support, because the 2 Prov Art was not activated this turn.
- e. Because neither side has fire support, neither side rolls for artillery coordination
- f. Because the attacking units are different formation, they must roll for ground unit Combat Coordination. The ground unit combat coordination modifier is -1 for the attack occurring during an Assault Sequence. The ground unit Combat Coordination die roll is an 8 which is modified to a 7, which is more than the 6 ER of the Lead Attacking unit, A/194, so the attacking units fail their ground unit combat coordination check.
- g. The total attack strength is 38. The total defense strength is 9, so the combat odds are 38:9 reduced to 4-1.
- h. The DRMs are: +2 for Failed Ground unit Coordination +1 for No Retreat Marker, +0 for the difference between the Lead defending unit's ER of 6 and the Lead attacking unit's ER of 6 (the Japanese do not receive a defensive benefit from the fortification in the hex). So the net DRM is +3.
- i. The US player rolls on the 4-1 column of the Assault CRT with a +3 DRM, and rolls a 1 modified to a 4 for a result of DRd.
- j. The DR result is converted into a step loss due to the No Retreat marker, causing the Lead defending unit, II(-)/9, to lose a step and be eliminated. The remaining defending units are marked with a Disrupted marker. The No Retreat Marker on the Defending Hex is now removed.
- k. Because the Defender Hex not vacated, there is no advance after combat.

This finishes the 4th US Operations Sequence. Because the Japanese player has played all of his AMs and because he cannot play the Activate Any One Formation Event until the next turn, the US Player conducts the next Operations Sequence.

5TH US OPERATIONS SEQUENCE

For his final Operations Sequence, the US Player must choose the 41st Division AM from the Activation Pool. The US player chooses to activate the 41st Division for a Mobile Sequence and places the 41st Division AM on its space on the Activated Formations Track.

1. Movement Phase

a. Movement

B/194 is automatically activated (because it is within 4 hex command range of 41 HQ) and spends 1 MP to move to 3814. (1 MP for 1 clear hex). Final Activation marker placed on B/194.

1/41 and 3/41 stays in 3814.

2/41 spends 2 MPs to move to 3513 (2 MPs for 2 clear hexes).

1/42 stays in 3713.

2/42 and 3/42 stay in 3613.

1/43 spends 2 MPs to move to 3713 (2 MPs for 2 clear hexes).

2/43 spends 1.5 MPs to move to 3713 (0.5 MP for 1 trail hex in clear terrain and 1 MP for 1 clear hex).

3/43 stays in 3513.

41 Art spends 1 MP to move to 3714 (1 MP for 2 trail hexes in clear terrain).

41 HQ stays in 3615.

b. Combat Declaration

No combat declarations by Activated Formation.

2. Enemy Reaction Phase

Because there are no combat declarations, no enemy reactions are possible.

3. Combat Phase

No attacks by Activated Formation.

This finishes the 5th Operations Sequence. Because neither side has any unplayed AMs, this ends the Operations Segment.

C. Reorganization Segment

1. Reorganization Phase

- a. Remove all First Activation and Final Activation markers.
- b. Supply points are not used in this scenario, so the HQs of the 21st Division and the 31st Division which did not activate are not marked as being Out of Supply.
- c. Because the disrupted Japanese units 1+2/9 and 6+7/9 are in an Enemy ZOC, they do not automatically recover from being Disrupted. 1+2/9 rolls a 6 against its modified ER of 4 (normal ER of 6, -2 for being disrupted) [3.75], thereby failing its ER check. So 1+2/9 remains Disrupted. 6+7/9 rolls a 2 against its modified ER of 4 (normal ER of 6, -2 for being disrupted), thereby passing its ER check the Disrupted marker is removed from 6+7/9.
- d. All Fired Japanese artillery units are In Supply, and, therefore, are flipped to their fired sides. All Fired US artillery units are either part of Supplied US Formations or are Army artillery units within 4 hexes of a supplied HQ, so all of the Fired US artillery units are flipped to support strength sides.
- e. No units from either side receive replacements.

2. General Attrition Phase

The Japanese player places the 16th Division AMs and one of the 65th Brigade AMs on the 5 space of the Attrition Track. The US player places the 41st Division and 51st Division AMs on the 9 space and the Philippine Scouts AM on the 10 space of the General Attrition Track. The General Attrition Check ER of each formation is modified by +4, the General Attrition ER Modifier for US Formations on Turns 1-4.

The Japanese player rolls a 5 and a 7 for the General Attrition ER checks for the 16th Division and 65th Brigade, respectively. So the 65th Brigade must take a step loss, because the ER check die roll was higher than its ER of 5. The Japanese player chooses to remove the 65 Eng to satisfy this step loss.

The US rolls a 6, a 10 and a 4 for the General Attrition ER checks for the 41st Division, 51st Division and Philippine Scouts, respectively. So the 51st Division must take a step loss. The US player chooses to flip 1/52 to its reduced side to satisfy this step loss.

3. Engineering Phase

The fortification in 3314 is destroyed because it is Japanese occupied. The Japanese Player places a Fortification Destroyed marker in the hex.

4. Victory Determination Phase

The Japanese player determines he has destroyed 1 of the 6 Fortification Destroyed markers necessary to fulfill Victory Condition 19.25a1.

5. Turn Record Phase

The Turn marker is moved to Game Turn 4 on the Turn Record Track and play proceeds to the next turn.

*“Dugout Doug MacArthur lies a shaking on the Rock
Safe from all the bombers and from any sudden shock
Dugout Doug is eating of the best food on Bataan
And his troops go starving on.”*

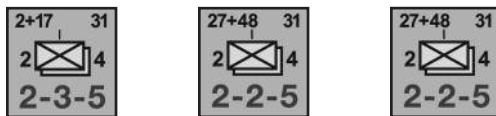
Chorus:

*Dugout Doug, come out from hiding
Dugout Doug, come out from hiding
Send to Franklin the glad tidings
That his troops go starving on!”*

Widely circulated vicious parody with many verses; to the tune of the “Battle Hymn of the Republic”

SPECIAL NOTE ON COUNTERS

Well, we did our best but we found a problem with the counters after they were printed. There are 3 counters with the wrong unit type color. Here are the 3 counters in question:



We have provided stickers in the box as a way of correcting this problem. The unit type boxes are the wrong color - they are yellow instead of orange, like the other units of the 31st division. There are enough stickers to place on the counters and the setup cards that those units appear upon (Allied card 1 Back and Allied Card 2 Front).

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