

PACIFIC COMMAND

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A TABLETOP WARGAME OF WWII CARRIER CLASHES

Pacific Command – Beta Rulebook

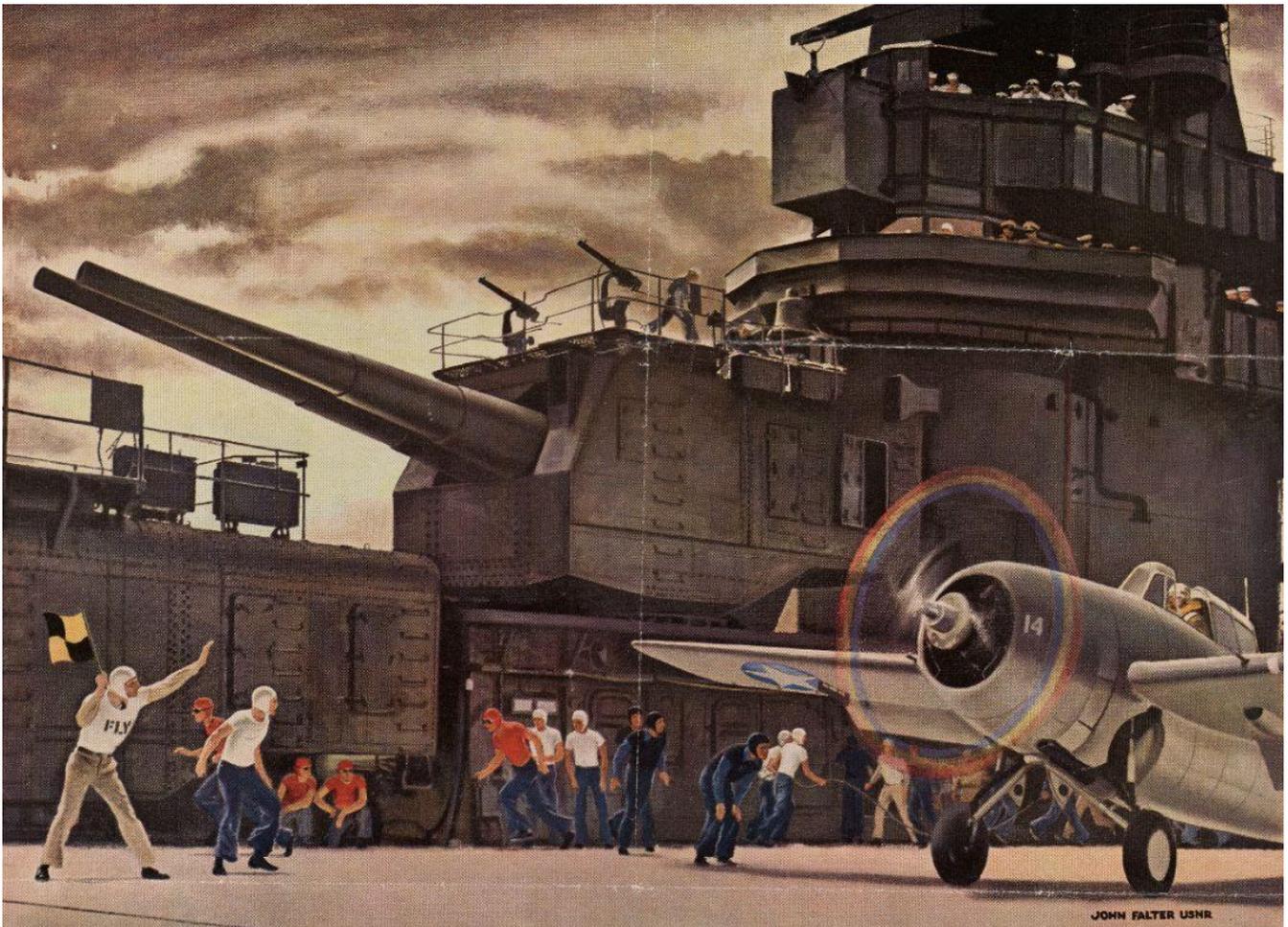
What Is This Game

Between December 1941 to August 1945, a sea war was fought in the Pacific unlike any before, as the long-range striking power of aircraft carriers ended the 250-year reign of the battleship.

Pacific Command is a tabletop wargame of WWII naval combat in the Pacific which puts you in control of dozens of warships and hundreds of aircraft; fighting battles as much about bluffing and surprise as strength of arms. The game has a particular focus on fog of war and aircraft carrier logistics, and zooms out to a grand scale to let players tell stories as full of dilemmas, uncertainties and double-blind gambits as the battles of Coral Sea, Midway and Leyte Gulf.

Pacific Command will be published as part of the Osprey Wargames Series in Spring 2025.

***This document is the Beta Rulebook, offered to you for free in exchange for reading and playtesting the game, and providing me with feedback.
Thank you for helping me make this game as good as I can! – Mike***



Design Objectives

I only really have two key design objectives for the game, although I have broken them down into some sub-objectives as the design progressed:

1. Provide players with the ability to tell stories as full of dilemmas, uncertainties and double-blind gambits as the battles of Coral Sea, Midway and Leyte Gulf.

- a. Capture the strategic-level uncertainties of the Pacific Carrier War and make them very fun to engage with.
- b. Let players bluff, bet and bluster. Get players squealing or groaning when their gambles pay off (or fail to).
- c. Put the players in the roles of Nimitz and Yamamoto, not mere ship captains.
- d. Provide an elegant mechanical solution to the challenge of double-blind reconnaissance.
- e. Provide an elegant mechanical expression of Nagumo's Dilemma.

2. Historically-informed game, not historically-accurate simulation.

- a. Realism exists to ensure the game's dilemmas 'feel right', not to ensure every minutia is simulated.
- b. Don't sweat the details. Capture the right feeling at the strategic level. Abstract the small stuff away.
- c. Accurate to the history. Ensure the game does a good job of capturing the operational strengths and weaknesses of the units, so that the dilemmas and decision-making 'feel' right, and the stories the game tells are feasible and realistic.



Glossary

I'll use the following abbreviations.

- **AA:** Anti-Air
- **CMD:** Command
- **D6:** One six-sided dice
- **HP:** Hull Points
- **IJN:** Imperial Japanese Navy
- **TF:** Task Force
- **USN:** United States Navy

Note to Playtesters

- This document presents the core rules of the game, as they currently exist; it is not the manuscript for the final rulebook. These beta rules are subject to change at any time. The rules are presented in a summarised form; the final rulebook will have more explanation and chat.
- You are free to privately share this document with friends for the purposes of playtesting, but please do not digitally host it anywhere public.
- Please give me feedback after you play the game. I want to know what confused you about the rules as written, what you don't like about the game, what felt wrong during play, and what disappointed you at the table. **Do not pull your punches when providing feedback:** I'm very thick-skinned and all I care about is making the game better!
- This game uses poker chips, not ship miniatures. Bite me.
 - It's certainly a non-discrete tabletop wargame, with freedom in force construction and unit movement, but doesn't ask you to use miniatures. At the scale these battles took place, miniatures could only ever be representative, not to scale. It's a bit like a spaceship game in that regard.
 - If you wish, you might use 1/6000 ships for decoration (which are available from [Magister Militum](#) in the UK and [Last Square](#) in the US). They can be used to make 'toppers' for the stacks of poker chips, and be used for revealed Task Forces.
- The 'ground scale' of the game is 1 inch = 10 nautical miles. A 6x4 gaming table will therefore represent an area of ocean 720nm by 480nm: plenty of space to hide multiple aircraft carriers in.
- Pacific Command is a 'buckets of dice' game. You'll need plenty of D6 on hand.
- You'll find some references to 'Gambits'. The rules for these haven't been written yet. I'm deliberately leaving them until the core system is settled, and I'll use them to fill in extra bits of fun where the design space exists. They'll work like traps in corp servers in *Netrunner*.
- There is no campaign system yet. There likely will be one. I haven't written all the scenarios yet.

Key Design Uncertainties

- Are the core mechanics of Air Actions fun to engage with? They are quite complex, but my hope is that they are possible to 'get down' after a single game. They are written as they are to attempt to deliver storytelling about the different phases of each mini-battle.
- Aircraft aren't currently part of Gun Battles. This allows it to be a simple 'exchange of shells'. Should this sub-system involve the squadron cards?
- Should moving a stack into base-contact with another stack automatically reveal both stacks, or should you be forced to perform a Recon action (albeit with the ships helping with the spotting)?
- Submarine-only task forces haven't been tested yet. They are likely broken.

Summary of Key Mechanics

This section provides an overview of the game, and introduces some of its key mechanics to give you a sense of the overall shape of the game, as well as hopefully to sell you on why you should put the time in to learn it, before the rest of the book details the full rules. This section uses a number of game terms without explaining them. The full rules for each of these mechanics are provided in later sections.

Task Forces

In *Pacific Command*, the units you command are Task Forces, which represent a group of potentially dozens of ships, often centred around a small number of aircraft carriers. Task Forces behave as individual war machines on the table, with the various capabilities and weaponry of each ship in the group contributing to the overall fighting strength of the Task Force. You will likely field between two and five Task Forces in a game.

You will need a paper record sheet for each of your Task Forces, used for managing aircraft and recording damage. Blank record sheets are found at the back of this book, or available to download for home printing.

During play, Task Forces are represented on the tabletop by poker chips, arrayed in Stacks. These are the units you move around the play area. These stacks of chips are an essential part of the game's "fog of war" system.

Fog of War

At the start of the game, you conceal the presence of your Task Forces by secretly noting their Call Signs on poker chips, and then mixing those chips with other blank chips into Stacks. These Stacks may contain a mix of Task Forces and blank chips that are blank, or they might contain only blank chips, and act as dummies.

You deploy these Stacks of chips into the play area, providing some information to your opponent of the possible locations of your Task Forces, but leaving you plenty of opportunity to bluff and bluster to throw your opponent off the scent. You move these Stacks around the play-area 'face-down', with all information hidden, and your opponent must fly aircraft over them, using the Recon Action, to attempt to uncover what is concealed within.

In this way, the game begins with neither player having knowledge of the location of the other's forces. The early game is therefore about using your forces to reconnoitre the enemy decoys to clear the fog of war, while bluffing the location of your own forces. You can see the possible locations of your enemy's forces, but cannot attack them until you positively locate them.

The rules for Recon and Air Strike Actions are written in such a way that you can commit aircraft from hidden Task Forces without revealing their locations, allowing aircraft carriers to strike from within the fog of war.

Aircraft Logistics

The player's skill and luck in managing their carriers' aircraft will play a large part in their victory. As in the Pacific sea war, the decision about which aircraft squadrons to stage for launch is not one that can be immediately overturned.

Each player will need a pack of standard playing cards. These cards will represent squadrons of aircraft, with each suit representing a different operational class of aircraft.

Task Forces may contain ships that can carry and launch aircraft. Those Task Forces start the game with a number of Squadron Cards on them. In the Aircraft Logistics Phase each round, players take a moment to stage aircraft, moving cards from their Hangar area to their Flight Deck area on their Task Force sheet to stage them for Recon, Airstrike or interception operations.

After the squadrons are launched and carry out their missions in the Action phase, they must spend the following round refuelling and rearming: they will not be available to stage, unless a Command Chip is spent to hurry up the process (more on these in a moment).

The Action Phase

The bulk of the gameplay occurs in the Action Phase. Each player receives a small number of Command Chips each round, which is reduced when their force's morale starts to falter. Players alternate spending a single Command Chip to take an action, until all tokens are spent.

Available actions include actions that act on a single friendly unit, such as moving a stack of chips or allowing a Task Force to melt away into the fog of war, but they also include actions that target an enemy stack or Task Force, such as Air Actions. Those actions permit any Task Forces within range of the target to participate in the operation, without revealing their location.

Task Force Combat

There are two kinds of combat in *Pacific Command*: Airstrikes, involving aircraft striking at targets perhaps hundreds of miles away, and Gun Battles, surface combat between ships at close range. These behave similarly to 'shooting' and 'close combat' in other wargames. In *Pacific Command*, aircraft are treated essentially as ranged weapons, and are managed as a resource, rather than units with a persistent physical presence on the tabletop.

Airstrikes are complex and delicate operations, in which enemy aircraft can move to intercept your strike planes, hails of AA fire must be weathered, and the final opportunity to strike the highest value targets is never assured.

Gun Battles are savage exchanges of shells, and are extremely dangerous for both sides.

Attacks are managed using a pool of dice. Each hit is assigned to a particular element in the Task Force, either by the attacker (in the case of precise hits in airstrikes), random roll (in the case of standard hits in airstrikes) or by the defender (in the case of hits in Gun Battles). If your objective is to strike at specific

elements of an enemy Task Force, such as their carriers, you are best to do that via Airstrike. If your desire is to deal maximum damage, and can afford to suffer return fire, you must chase the enemy down to engage them in a Gun Battle.

As ships within the Task Force are sunk, the overall fighting strength and morale of the Task Force decreases. Task Forces whose morale fails will erode the overall operational effectiveness of the Fleet, but don't flee from the battle.

Scenarios

Pacific Command offers six core scenarios, each representing one of the key sea battles in the WWII Pacific carrier war. These scenarios provide the setup and victory conditions, and ensure you have a dramatic and tense battle to fight.

If you wish to re-fight these scenarios with Fleets that closely resemble the forces that were actually present on the day, you will find I have provided full orders of battle for each scenario, for each side.

If you wish to fight battles beyond the six historical scenarios, you can use the Arcade Mode rules to rapidly generate the setup and victory conditions for your game.

I thoroughly hope you enjoy this game, and have many tense and exciting sea battles, with stories as full of dilemmas, wild gambits and lucky breaks as were the battles of Coral Sea, Midway and the others.

Designer's Note

War is a serious and sensitive subject. I have spent much of my life playing with toy soldiers and scale models and I am fascinated by the challenge of translating the tactical and strategic implications of warfare both realistic and fantastical into engaging play experiences. This does not mean that I consider war to be anything less than horrible and sad, only that I consider its abstract representation to provide an endlessly-compelling subject matter for tabletop games.

In writing *Pacific Command*, my intention is to explore the unique historical and strategic aspects of the Pacific carrier war, a notable milestone in the evolution of naval power from the battleship to the aircraft carrier. I have a deep respect for both the American and Japanese cultures and people, and have been lucky enough in my life to visit both countries to enjoy their kindness (and their incredible foods). This work is written in good faith based on necessarily incomplete research, and any insensitivity or factual error on my part is wholly unintended.

This game is dedicated to my late father-in-law, Wing Commander Christopher Hawes (RAF), who claimed to have nursed hangovers in several of the key locations featured in this work.

What You Will Need

To play a game of *Pacific Command*, you will need to gather the following essentials.

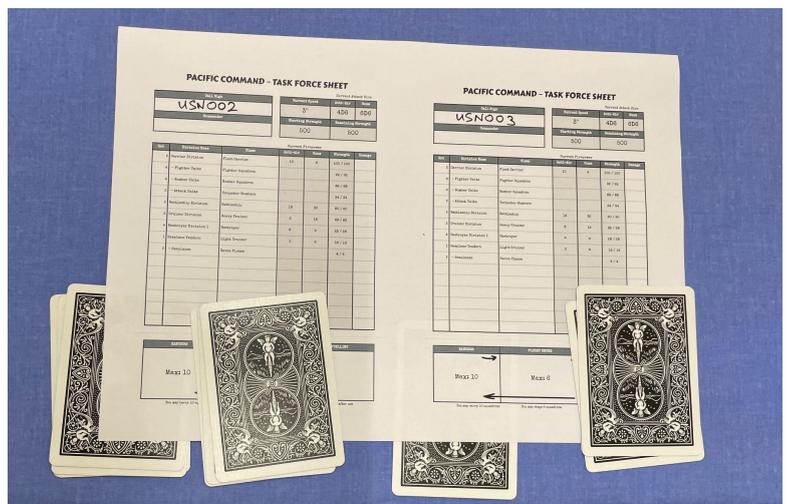


To share between the players:

- A set of poker chips in at least four colours. A standard 300-piece ‘poker night’ set is ample.
- Printed or modelled terrain (print-and-play islands are included in this document) and a blue sheet or sea mat.

Each player will need:

- A tape measure in inches.
- A full pack of playing cards
- ~20 six-sided dice.
- A Task Force Sheet for each of their TFs (a blank sheet is included in this document).
- A pencil, to record damage.



General Rules

More Specific Rules

The text of a specific rule can conflict with the general rules. In case of a conflict, the text relating to the more specific circumstance overrides the more general rule.

Simultaneous Effects

If the effects of multiple rules appear to occur at the same time, the player who most recently spent a Command Chip to take an action (i.e. not a Command Re-Roll) decides the order of resolution. If this is unclear for any reason, roll-off and the winner of the roll-off decides the order of resolution.

Measuring

All measurements are made to and from edges of the poker chips. To find the distance between two Stacks, measure the distance between their two closest points.

Dice Pools

When a group of dice are rolled together for the same purpose, needing the same target number to succeed (if a target number is required), they are known as a Dice Pool.

Roll-Off

Whenever a roll-off is required, both players roll a D6 and the player with the highest result is the winner of the roll-off. In the event of a tie, the players roll-off again.

Friends and Enemies

A Friendly chip, Stack, Task Force, Ship or Squadron is one that is part of your Fleet and controlled by you. An Enemy chip, Stack, Task Force, Ship or Squadron is one that is part of your opponent's Fleet and controlled by them.

Don't Panic

Occasionally, the exact interpretation, sequence or timing of a situation might be unclear. In *Pacific Command*, if a rules interaction is ever unclear, the player should agree on two sensible interpretations, roll-off, and the winner of the roll-off decides which interpretation to apply.

Battle Scale

Before a game of *Pacific Command*, you will need to agree on the Battle Scale ('S') for the game. Battle Scale is a whole number between 1 and 8. The larger the Battle Scale of the game, the larger your Fleets, and the more Task Forces you can divide them into. Scale 2 is a small skirmish between one or two small task forces. Scale 8 is a huge battle the size of Midway.

The S Notation

The Battle Scale value you select affects multiple rules in *Pacific Command*. When you see the notation S in these rules, you should mentally substitute that notation for the Battle Scale value of your current game.

Battle Scale Maths

- If the S notation is preceded by a numerical value, such as 100S, that indicates that you should multiply the Battle Scale of your game by (in this case) 100 to produce the needed value.
- If the S notation is followed by a slash, such as S/2, that indicates that you should divide the Battle Scale of your game by (in this case) two, rounding up, to produce the needed value.
- If the S notation is followed by an addition or subtraction, such as S+2, that indicates that you should (in this case) add two to the Battle Scale of your game to produce the needed value.

Example Uses of Battle Scale

Here are some (non-exhaustive) examples of how Battle Scale is used in practice.

- When building fleets for the game:
 - You construct Fleets with a total strength no more than 100S.
 - You divide your Fleet into no more than S Task Forces.
 - You purchase no more than S Fleet Carriers across your Fleet.
- Players receive S+2 Command Chips at the start of each round.
- In the Capture Airfields mission, the Defender receives S/2 free Airfields.

A note on game sizes

I have tried to create a game in which it is conceivable (and indeed approaching practical) to field the complete orders of battle for truly massive conflicts such as Midway or the Battle of the Philippines, and still finish the game within a single evening. However you may find, particularly for your first few games, that the game plays more quickly at lower scales, with two or three task forces each side, and so I do recommend playing a Scale 3 game first, and then tackling a larger battle once you have the rules down.

Core Concepts

Fleet

You control a Fleet. Your Fleet contains Ships and Squadrons of aircraft organised into Task Forces.

Task Forces

When you build a Fleet, you organise your Ships and Squadrons into Task Forces and give each a unique Call Sign. During play, each Task Force is represented by a poker chip with its Call Sign written on one side. The side of the chip with the Call Sign written on starts the game face-down, hidden.

Chips & Stacks

Before the game, you must choose a colour of poker chip to represent your forces on the table. Your opponent must choose a different colour.

A pile of poker chips is referred to as a Stack. A Stack consists of a black Base Chip and one or more chips of your colour.

Suggested Chip Colours

When I play *Pacific Command*, I use the following colours of chips for the following purposes:

- Red chips for IJN forces.
- White chips for USN forces.
- Black chips for Base Chips.
- Green chips for Command Chips.
- A blue chip as the First Player marker.

These are just suggestions to help you get started. I use the red and white chips for the forces because those colours take pencil or black marker pen well, allowing me to write Call Signs and Gambits on the underside of them.



Revealing Chips & Stacks

Each chip in a Stack can be Hidden (face-down) or Revealed (face-up). You may check any revealed chips in any stack at any time, and any of your own hidden chips. Do not look at the hidden chips you do not control.

Any Revealed chips should be placed on the top of the Stack face-up, with any Hidden chips below them. If a second or subsequent TF is revealed from the same stack, leave it in the stack, face up. You may check any revealed chips in any stack at any time, and any of your own hidden chips. Do not look at the hidden chips you do not control.

Chips are most often revealed as part of Recon Actions (see [page XX](#)).

Visual Contact

When a Task Force ends a Move Action in base-contact with an enemy stack, both stacks are immediately revealed in full. If this results in two or more opposing TFs being in base-contact, a Gun Battle must be immediately resolved.

Confirmed Decoy

If a stack is known by both players to only contain blank chips, it is immediately removed from play.

Ships

Task Forces contain Ships and Squadrons of various Classes. Different Classes have different stats. Ships are each one of the following Unit Classes:

Ship Class	Strength	HP	Guns	Special Rules
Destroyer	3	1	1	Depth Charges
Light Cruiser	6	1	2	Catapult
Heavy Cruiser	10	3	4	Catapult
Battleship	15	5	8	High Value
Submarine	6	1	1	Submarine. Weak AA Defences
Seaplane Tender	3	1		Catapult
Light Carrier	10	1		High Value. Aircraft 3.
Fleet Carrier	25	3		High Value. Aircraft 7.
Auxiliary	2	1		Weak AA Defences

Unit Class

The name of the Ship Class.

Strength

The overall fighting strength of a single Ship of this Class. Used as a 'points value' during Fleet Building. See 'Building a Fleet'.

Hull Points (HP)

The number of damage points required to destroy a single Ship of this Class.

Guns

The number of attack dice a single Ship of this Class rolls during Gun Battles.

Aircraft

The maximum number of Squadrons that a single Ship of this Class may carry. To find a Task Force's overall Hangar value, sum the Aircraft values of all the ships in the Task Force. Each Task Force's Flight Deck value equal to half its Hangar value, rounded up.

Special Rules

Any special rules that apply to Ships of this Class. (See Unit Special Rules, page **XX**)

Squadrons

Each Squadron of aircraft is represented by a single playing card, the suit of which indicates its type.

Squadron Cards

Aircraft are represented by playing cards. Each Squadron of aircraft is represented by a single playing card, the suit of which indicates its type. The face values of these Squadron cards are ignored.

♠: Bomber Squadrons

♣: Torpedo Bomber Squadrons

♥: Dive Bomber Squadrons

♦: Fighter Squadrons

These cards are kept on the Task Force Sheet of the Task Force they are embarked upon. Squadron cards are placed face down in the Hangar and Flight Deck areas, and face-up in the Returning area. You may always check your own face-down squadron cards.

Squadron Classes

Squadron Class	Strength	HP	Airstrike	Special Rules
Fighter Squadron ♦	2	1		Intercept (2). Dogfight.
Bomber Squadron ♠	2	1	2	High Altitude. Strong Against Airfields
Torpedo Bomber Squadron ♣	2	1	2	Strong Against Ships. Intercept (1).
Dive Bomber Squadron ♥	2	1	3	Intercept (1)

Unit Class

The name of the Squadron Class.

Strength

Used as a 'points value' during Fleet Building. See 'Building a Fleet'.

Hull Points (HP)

The number of damage points required to destroy a single Squadron of this Class.

Airstrike

The number of attack dice a single Squadron of this Class rolls during Airstrikes.

Special Rules

Any special rules that apply to units of this class.

Search Planes

Search Planes, such as float planes, seaplanes and scout planes are not represented by playing cards, and are abstracted into the Recon Action.

Aircraft Logistics

All Squadrons start the game in the Hangar of either a Carrier or an Airfield. Each Carrier and Airfield has an Aircraft value, which is the maximum number of Squadrons it can fit in its Hangar and the maximum number of Squadrons it can start the game with.

As each Squadron costs points during Fleet Building, you might not start with a full complement of aircraft in every Carrier.

The Aircraft values of all the ships in the Task Force are added together to give an overall Aircraft value for the Task Force.

Each Task Force has three slots: Hangar, Flight Deck, and Returning. These are only used if one or more of the units in the Task Force has an Aircraft value.

Hangar

All Squadrons start the game in the Hangar. The Hangar holds a maximum number of Squadrons equal to the Task Force's total Aircraft value. Squadrons in the Hangar cannot participate in any action this round, or be committed to your hand.

Flight Deck

The Flight Deck holds a maximum number of Squadrons equal to half the Task Force's total Aircraft value, rounding up. Squadrons on the Flight Deck can participate in actions, and be committed to your hand.

Returning

When Squadrons return to a Task Force after participating in an action or being committed to a defensive operation, they are placed face-up on the Returned area of the Task Force's Record Sheet. Any number of Squadrons may be placed on the Returning slot of a Task Force. Squadrons in the Hangar cannot participate in any action this round, or be committed to your hand, they are spent.

Setting Up A Game

To set up a game of Pacific Command, run through the following steps:

1. Choose a Scenario
2. Agree a Battle Scale
3. Build Fleets
4. Prepare Task Force Sheets
5. Organise Chips into Stacks
6. Organise Squadron Cards
7. Follow Scenario Setup Rules

Choose a Scenario

Choose or randomly select a scenario from those provided (see page XX), or generate a scenario for your game using the Arcade Mode rules (see page XX).

Agree a Battle Scale

Choose a Scale value for your battle, between 1 and 8. Scale 2 is a small skirmish between one or two small task forces. Scale 8 is a huge battle the size of Midway. If this is your first game, I recommend choosing Scale 3.

Build Fleets

See 'Building a Fleet'. If this is your first game, I recommend using the Starter Fleet on page XX.

Prepare Task Force Sheets

Both you and your opponent will need to fill out Task Force Sheets for each of your Task Forces.

Organise Chips into Stacks

To prepare your Stacks:

1. You gather one chip for each of your Task Forces, ensuring its Call Sign is written on one side.
2. You gather your Gambit chips, shuffle them and draw Ⓢ at random (see Gambits, page XX).
3. You also gather 3Ⓢ blank chips.
4. You organise all these chips into a maximum of Ⓢ+2 Stacks. Each Stack may contain any number of chips, in any combination, organised in any order you wish.
5. You place each Stack on a single Base Chip, to allow all the chips in the Stack to be picked up without its position being lost.

Organise Squadron Cards

Players need a full deck of playing cards each. Take one card of the correct suit from the deck for each Squadron and place them on the appropriate Task Force Sheet, in the Hangar. The face value of the cards isn't important, only the suits are used during play. You may find it useful to tuck cards under the Task Force Sheet to indicate they are in the Hangar.

Follow Scenario Setup Rules

Table layout, terrain, deployment and first player are determined by the scenario, which may also provide other special rules for the fleet construction, setup or game length.

For Your First Game...

- **Play a Scale 3 game.** Meaning maximum 3 Task Forces, 300 points in total, 3 Gambits, 8 blank chips and 5 Command Chips each per round.
- **Use the pre-built Task Forces** given on page XX. Each player gets a set of three pre-built Task Forces, totaling 300pts. That will allow you to play your first game right away.
- **If you want a very simple setup:** arrange your chips into five Stacks of three chips each, with each Task Force concealed in a different Stack. Players are free to arrange them how they like, to bamboozle each other, but this will give you a 'bog-standard' setup to get the first game moving.
- **Play the Midway scenario.**

Round Structure

A game of Pacific Command is played over a number of Rounds. Each Round is broken into Phases, performed in this order:

1. Initiative Phase
2. Aircraft Logistics Phase
3. Action Phase
4. Damage Control Phase
5. Morale Phase

Initiative Phase

Pass First Player Marker

If you have the First Player marker, pass it to the other player.

Refresh Command Chips

At the start of each round, in the Initiative Phase, you receive Ⓢ+2 Command Chips, less one for each broken or destroyed Task Force in their fleet. Use poker chips of an unused colour as Command Chips.

The USN player has the **Enemy Codes** modification by default and receives an additional Command Chip. (See Modifications, page XX).



[MOD] Enemy Codes

This Fleet receives one additional Command Chip each round.

Aircraft Logistics Phase

In the Aircraft Logistics Phase, both players have the opportunity to first move any number of Squadron cards from their Hangar to their Flight Deck (up to their maximum), and then from Returning to their Hangar.

1. **Ready Squadrons:** Move aircraft from Hangar to Flight Deck, or vice versa
2. **Refuel Squadrons:** Move aircraft from Returning to Hangar (flipping them facedown).

The order of the steps is important: no aircraft that started the phase in Refuelling may end the phase on the Flight Deck, it has to go to the Hanger first, ready to be staged next round if desired.

<< DIAGRAM >>

The Hangar holds a maximum number of Squadrons equal to the Task Force's total Aircraft value. The Flight Deck holds a maximum number of Squadrons equal to half the Task Force's total Aircraft value, rounding up. Any number of Squadrons may be placed on the Returning slot of a Task Force. Squadron Cards are placed face-down when in the Hangar and Flight Deck, and face-up on Returning.

Note: Players may act simultaneously during the Aircraft Logistics Phase if preferred, as Squadron cards are mostly secret during this phase. If you find yourself hesitating, watching to see what the other player does, you may house rule that the first player performs their Carriers Logistics Phase first, and followed by the second player.

Note: You may find it helpful to tuck cards under the Task Force Sheet to indicate they are in the Hangar, and place them on top of the sheet when they are on the Flight Deck.

Ditch in the sea

If you cannot legally place all the Squadrons in either the Hangar or Flight Deck, perhaps because carriers were destroyed last round, or too many Squadrons returned to a given Task Force, you must destroy squadrons until you are no longer beyond your legal maximums.

Airfields

At the start of the Aircraft Logistic Phase, each Airfield may move one card from Returning to Hangar, before Squadrons are readied to the Flight Deck.

Action Phase

Starting from First Player, players alternate spending a single Command Chip to take an Action, until all chips are spent.

Command Chips

These are used during the Action Phase to take actions with your forces. You will use all your Command Chips each action phase (even if just to pass). Do not carry unspent Command Chips over from one round to the next.

Actions

Each Command Chip may be spent to take one action from this list:

- **Move:** move a friendly Stack. Each Stack may move only once per round.
- **Recon:** target a single enemy Stack with a Recon Action.
- **Airstrike:** target a single revealed enemy Task Force with an Airstrike Action.
- **Fog of War:** select a friendly Stack that has not had any chips revealed this round. Place a new base chip in base-contact. Take a blank chip from the supply and mix it with the chips from the selected Stack. Flip the chips to be Hidden, and redistribute the chips as you wish between the two base chips, placing at least one chip on each. All these chips are placed facedown.
- **Rapid Refuelling:** move D6 friendly squadron cards from Returning to Hangar (across any of your Task Forces).
- **Pass.**

A detailed description of each of these actions is found below.

Command Re-roll

When a group of dice are rolled together for the same purpose, needing the same target number to succeed (if a target number is required), they are known as a Dice Pool. At any point during the Action Phase, you may spend a Command Chip to re-roll any of the dice in a single dice pool, once.

Opportunity Strike

If you discover an enemy Task Force during a Recon Action, and choose to Reveal it, you may spend an additional Command Chip to immediately declare an Airstrike Action against that target.

Damage Control Phase

In the Damage Control Phase, you must roll a D6 for each ship that is damaged but not sunk: on the roll of a 1, that ship takes 1 damage.

Morale Phase

In the Morale Phase, each unbroken Task Force that has had one or more of its ships sunk must make a **Morale Check**. Broken Task Forces do not take further Morale Checks.

1. Morale Value: 7 + the number of unsunk *High Value* ships in the Task Force
2. Morale Check: Roll equal or under Morale Value on 2D6 to pass

Morale Value

A Task Force's **Morale Value** is seven, plus the number of unsunk *High Value* ships.

High Value ships are: Fleet Carriers, Battleships, Light Carriers and Heavy Cruisers.

For example, if your Task Force began the game with two Fleet Carriers and two Battleships, its starting Morale Value is 11. If one of the Battleships and one of the Fleet Carriers has been sunk, the Task Force is forced to make a Morale Check in each Morale Phase, and its Morale Value is reduced to 9.

Morale Check

To make a **Morale Check** for a Task Force: roll 2D6, add the dice together and attempt to get equal or under the target number of 8. Subtract one from this target number for each sunk Fleet Carrier and Battleship from this Task Force that has been sunk.

If you roll equal to the target number or less, the Task Force passes its Morale Check. If you roll over the target number, the Task Force fails its Morale Check, and is **Broken** for the rest of the game.

For example, if your Task Force began the game with two Fleet Carriers and two Battleships, and one of the Battleships has been sunk, the Task Force

Broken & Destroyed Task Forces

For each Broken or Destroyed Task Force in your fleet, you receive one fewer Command Chip in the Initiative Phase. Broken Task Force do not take further Morale Checks.

Move Action

When you spend a Command Chip for a Move Action, you move a friendly Stack up to either 3", if it contains any revealed Task Forces, or 6", it does not. The higher movement speed of Hidden Stacks represents the uncertainty of their location.

- Stacks containing only Hidden chips move up to 6"
- Stacks containing one or more revealed Task Forces move up to 3"

When you move a Stack, you may move it in any direction, changing its direction as many times as you wish.

Each Stack may move only once per round. (You might place the Command Chip used to move it on top of the Stack to note that it has moved, or place a small token or coin atop of it).

Note: Pacific Command views the action at a strategic level, and Task Forces can move in any direction, without rules for turning circles or momentum. The lumbering nature of large naval vessels is modelled by the low movement speed of revealed task forces, with the poker chip representing an area roughly 10nm across, plenty of elbow room for wide turning arcs.

Moving Through Other Stacks

You are allowed to move your Stack through a friendly Stack, as long as it doesn't end its movement overlapping that Stack. Enemy Stacks are impassible: do not move your Stack through them.

Moving Into Base-Contact With Another Stack

When you move your Stack, several rules govern moving into base-contact with other Stacks, friendly or enemy.

Visual Contact

When you move one of your Stacks into base-contact with an enemy Stack, you may reveal a Task Force from within your Stack to force your opponent to fully reveal their Stack. If your Stack already contained a revealed Task Force, you don't have to reveal another Task Force, you can force your opponent to fully reveal their Stack.

If this results in two or more opposing Task Forces being in base-contact, you must immediately resolve a **Gun Battle** (see below). At the start of the Gun Battle, you can reveal any additional hidden Task Forces in your Stack.

Radar Ghosts

If you move a Stack containing only blank chips into base-contact with an enemy Stack, and so you cannot reveal a Task Force, you must reveal your Stack in full (which will remove it from play) and your

opponent does not have to reveal theirs. Your decoy Stacks cannot be used to force information out of enemy Stacks using the Visual Contact rule.

Battle Fatigue

If your Stack contains a Task Force that has been involved in a Gun Battle this round, do not move it into base-contact with an enemy Stack. Your sailors are recovering from their recent engagement, and will not willingly enter another surface battle this round.

Shell Game

If a friendly Stack ends a move in base-contact with one or more other friendly Stacks, you can pick up all the chips from these Stacks and redistribute them as you like (even combining them into a single Stack). All the chips are placed face-down, hidden. If one of the Stacks ends this Shell Game action with no chips, remove the empty base chip from play.

<< DIAGRAM >>

Over the Horizon

A Task Force may leave play by moving off any table edge, but may not return to the game after they do. A Task Force that leaves play in this way counts as surviving the battle.

Impassable Terrain

Do not move your Stack through islands, coastlines, or land of any kind. (*Kind of obvious, but one has to add these sorts of rules!*)

Fog Of War Action

When you spend a Command Chip for the Fog of War Action, you select a friendly Stack that does not contain any chips revealed this round. Place a new Base Chip in base-contact with the Stack. Take a blank chip from the supply and mix it with the chips from the selected Stack. Flip all chips to be Hidden, and redistribute the chips as you wish between the two base chips, placing at least one chip on each. All these chips are placed facedown.

Rapid Refuelling Action

When you spend a Command Chip for the Rapid Refuelling Action, your carrier crews work double time to refuel, rearm and re-spot critical aircraft, ready for a rapid return to action.

Roll a D6. Choose this many friendly squadron cards on any Task Force and move them from Returning to Hangar. The moved Squadrons can be across any of your Task Forces, they don't all have to be on a single Task Force.

Gun Battles

When a Task Force ends a Move Action in base-contact with one or more enemy Task Forces, you must immediately resolve a Gun Battle. This Gun Battle represents close-range ship-to-ship combat, as battleships and cruisers turn their guns against each other. During a Gun Battle, both players fire their guns, and then damage is assigned simultaneously. To resolve a Gun Battle, follow these steps:

1. Reveal Hidden Task Forces
2. Both Players Fire Guns
3. Determine Victor
4. Assign Damage Simultaneously
5. Loser Withdraws
6. Winner Consolidates

Reveal Hidden Task Forces

Starting with the player whose action initiated the Gun Battle, both players have the opportunity to reveal any hidden Task Forces from the Stacks involved in the Gun Battle, if they wish those Task Forces to add their attack dice to the battle. Players aren't forced to reveal all their Task Forces, if they wish to conceal their true strength.

Both Player Fire Guns

Both players fire their guns, each performing the following steps:

Calculate Total Guns

Total up the Guns values of every Ship in your participating Task Forces. This is the number of attack dice you roll during this attack.

Roll Attack Dice

Rolls 1D6 for each point of Guns you have in total for this attack. Each roll of a 3+ is a Hit. Count up the total number of hits.

Determine Victor

The player that scores the most hits is the Victor of this Gun Battle. The other player is the Loser.

Assign Hits Simultaneously

Regardless of who is the Victor, both players simultaneously assign incoming Hits.

You must assign each incoming hit to a Ship of your choice in your Task Force. You may distribute hits as you wish across all the Ships in your Task Force, you don't have to assign Hits to damaged Ships first.

Each hit causes one damage to the chosen ship: mark one damage in the 'Damage' column on the Task Force Sheet. Ships may not be assigned hits in excess of their HP value.

Loser Withdraws

The losing Task Force makes a Move action, and must end this move such that it is not touching any enemy Stack.

Victor Consolidates

The victorious Task Force may make a free Move action, which must not end touching any enemy Stack.

Recon Action

When you spend a Command Chip for a Recon Action, you choose an enemy Stack as your target and roll 2D6 to see if you successfully reconnoitre the Stack. If you discover an enemy Task Force, and choose to Reveal it, you may then spend an additional Command Chip to immediately declare an Airstrike against that target.

Recon Action Summary

1. Declare target
2. Recon Roll
3. Peek at chips
4. Reveal chips
5. Shuffle and Replace Stack
6. Opportunity Strike

I. Declare Target

When you spend a Command Chip for a Recon Action, you must choose an enemy Stack as your Target. Your target must be within the Search Range of at least one of your eligible Task Forces (see below).

You do not have to announce which of the Stacks within Search Range of the target is contributing search planes to the Recon Action, that remains a secret.

Search Range

Search Range is 32" (320nm) as standard. This is the Search Range of USN forces by default. IJN forces have an extended Search Range of 56" (560nm) by default.



[MOD] Extended Aircraft Range

This Fleet has a Strike Range of 25" (250nm) and a Search Range of 56" (560nm).

Which Task Forces Are Eligible To Recon?

Task Forces with an Aircraft value of 1+, or at least one Ship with the **Catapult** rule, are eligible to make Recon Actions. If a Task Force is in an area of Bad Weather, it ignores the Catapult rule, as rough seas prevent the safe operation of the catapults.

Recon Actions don't require Squadrons cards, we assume the ships have sufficient long-range search planes to perform the reconnaissance flights. An additional Squadrons

2. Recon Roll

To make a Recon Roll: roll 2D6, add the dice together and attempt to get equal or under the target number of 8. If you roll equal or under the target number, you look at the lower of the two dice rolled: this is the number of chips you may peek at. If you roll over the target number, your spotters find nothing.

- **Success target number:** 8 or under
- **Additional Search Planes:** +1
- **Bad Weather:** -2
- **Crystal Clear:** +2
- **Any friendly Stacks within 12” of target:** +1

Additional Squadron (+1)

Before the Recon Roll, you can move a single Squadron from the Flight Deck to Returning to increase the target number of the Recon Roll by one (e.g. you ordinarily have to roll a 9 or less, before other modifiers). This may only be done once per Recon Roll.

Bad Weather (-2)

If the target is in an area of Bad Weather, you reduce the target number of the Recon Roll by two (e.g. you ordinarily have to roll a 6 or less, before other modifiers).

Crystal Clear (+2)

If the target is in an area that is Crystal Clear, you increase the target number of the Recon Roll by two (e.g. you ordinarily have to roll a 10 or less, before other modifiers).

3. Peek At Chips

If your Recon Roll was successful, you pick up the target Stack, shuffle it and peek at a number of chips indicated by the Recon Roll. You reveal or return the inspected chips, then return the Stack to its base chip.

Pick Up The Stack

Pick up the Stack, leaving the black base chip in play to mark the Stack's location).

Shuffle The Chips In The Stack

Shuffle the chips in the Stack without looking at their undersides. You do this to ensure that your opponent doesn't know which chips you are peeking at.

Peek At Chips

Peek at the number of chips indicated by the Recon Roll. For each chip you peek at, your options are as follows:

If you find a **Task Force**, you may reveal it, or you may return it to the Stack, concealing from your opponent the fact that you just learnt some information.

If you find a **Gambit**, you must reveal it.

If you find a **Blank Chip**, you must return it to the Stack, you cannot reveal it.

4. Reveal Chips

Any Revealed chips should be placed on the top of the Stack face-up, with any Hidden chips left below them. If a second or subsequent Task Force is revealed from the same Stack, leave it in the Stack, face up. You may check any revealed chips in any Stack at any time, and any of your own hidden chips. Do not look at the hidden chips you do not control.

Returning Chips

When you return a chip to the Stack, place it back into the Stack, hidden.

Confirmed Decoy

If a Stack is known by both players to only contain blank chips, it is immediately removed from play.

For example, if you were to look at all of the chips in a Stack in a single Recon Action, and find that it only contains blank chips, your opponent removes the Stack from play.

5. Shuffle and Return Stack

Once you have peeked at the chips, shuffle all the Hidden (face-down) chips together to reform the Stack, then place any revealed (face-up) chips on top of the Stack, and return the Stack to its Base Chip. You do this to ensure that your opponent doesn't know which of the chips you have examined.

In this way, the Recon Roll provides a 'double-blind' system: only the target player knows if there was a Task Force to find; and only the active player knows if they were successful in finding it. If a Task Force was not found, but the active player was not able to examine all the chips in the Stack, they cannot be certain whether or not the Stack yet conceals a Task Force. If a Task Force was found, but the active player chose to keep that fact secret, his opponent cannot know if the active player has an information advantage or not.

6. Opportunity Strike

If you Reveal an enemy Task Force during a Recon Action, you may spend an additional Command Chip to immediately declare an Airstrike Action against that target.

Airstrike Action

Airstrike Actions are fairly involved procedures, each one representing a complex operation, almost a battle all of its own. Daring pilots set out on their raid, evading intercepting fighters and weathering AA fire to deliver their deadly strike on the enemy.

Airstrike Action Summary

When you spend a Command Chip for an Airstrike Action, you choose an enemy Stack as your target, which must contain a revealed Task Force. You commit Squadrons to your hand and then resolve the Air Battle, AA Fire and Airstrike steps. As an overview, the structure of an Airstrike Action is:

1. **Declare Target**
2. **Commit Squadrons Step**
3. **Air Battle Step**
4. **AA Fire Step**
5. **Airstrike Step**
6. **Return Squadrons**

I. Declare Target

When you spend a Command Chip for an Airstrike Action, you must choose an enemy Stack with at least one revealed Task Force as your Target.

Your target must be within the Strike Range of at least one of your Task Forces. However, you do not have to announce which of the Stacks within Strike Range of the target are contributing Squadrons to the Airstrike Action, that remains a secret.

Note: there are no concepts of 'line of sight' or 'arc of fire' in this game. An enemy Stack must only be in range to be valid as a target.

Strike Range

Strike Range is 20" (200nm) as standard. This is the Strike Range of USN forces by default. IJN forces have an extended Strike Range of 25" (250nm) by default.



[MOD] Extended Aircraft Range

This Fleet has a Strike Range of 25" (250nm) and a Search Range of 56" (560nm).

2. Commit Squadrons to Flight Group

Flight Group

During the Airstrike Action, both the Attacker and the Defender have a hand of cards, referred to as their Flight Group.

Attacker Commits Squadrons

When you initiate an Airstrike Action, you commit any number of Squadrons cards from the Flight Deck of a single friendly Task Force within Strike Range of the target. Put each committed Squadron card into your hand, forming the Flight Group for this Airstrike Action. These are the Squadrons that will participate in the Airstrike Action.

Some Fleets may have the Coordinated Strikes special rule, which allows the Attacker to commit Squadrons from multiple Task Forces.



[MOD] Coordinated Strikes

When launching an Airstrike, a Fleet with the Coordinated Strikes rule may combine Squadrons from multiple friendly Task Forces into a single Flight Group.

Note: The ability to commit Squadrons from any Task Force that is in range of the target, and potentially also combine aircraft from multiple Task Forces, all adds to the subterfuge and uncertainty of the battle. You do not need to reveal the concrete location of your Task Forces to deploy their aircraft offensively, only that they are somewhere within Strike Range of the target Stack.

Measuring Strike Ranges is a crucial step, you must be certain that your hidden Task Forces are in range of the target, but it can also be an opportunity for deviousness and deception: spend a little longer measuring ranges from dummy Stacks, or pretend to attempt to down-play one of the measurements as if you are trying not to give away the location of a Task Force, when in fact it is a double-bluff. All of these sneaky tricks and more are fair game in Pacific Command, the only rule is that your committed aircraft must come from Task Forces that are in range of the target at the time of the airstrike, whether revealed or hidden. Honesty is paramount to an enjoyable game and an honourable victory, even if it is sometimes an honest deception that wins the day.

Defender Commits Squadrons

The defender commits any number of Squadrons from the Flight Decks of any Task Force in the target Stack and any friendly Task Force force within 10” of the target Stack. They place each committed Squadron card into their hand.

Note: The ability to commit Squadrons from nearby friendly Task Forces represents both assistance being scrambled from nearby forces, as well as adding a useful additional layer of misinformation: you will not always be certain that the presence of intercepting Squadrons from a still-hidden Task Force indicates they are in the target Stack. At the same time, committing such aircraft does provide information to the enemy that those Task Forces are at least in the area. What information you choose to reveal is up to you.

3. Air Battle Step

As the enemy squadrons approach their target, the Task Forces in the target Stack, or those nearby, may scramble fighters to attempt to intercept the incoming enemy aircraft, triggering a desperate Air Battle.

1. Reveal Interceptors
2. Reveal Escorts
3. Both Players Roll Intercept Dice
4. Assign Hits Simultaneously
5. Defending Interceptors Return

Reveal Interceptors

The Defender reveals any number of Squadrons with the **Intercept** rule from their hand as Interceptors. If the Defender reveals no Squadrons, skip the rest of the Air Battle Step, and proceed to the AA Step.

Reveal Escorts

The Defender reveals any number of Squadrons with the **Intercept** rule from their hand as Escorts.

The Attacker isn't forced to reveal all their Squadrons with the **Intercept** rule, if they wish to conceal or hold back some of their Squadrons for later in the Airstrike operation.

Both Players Roll Intercept Dice

Each Interceptor and Escort rolls a number of D6 equal to their Intercept value. Each roll of a 5+ is a Hit. Count up the total number of Hits.



[MOD] Superior Fighters

Fighter Squadrons from this Fleet add +1 to their Intercept dice rolls.

Assign Hits Simultaneously

Both players simultaneously assign each incoming Hit to a Squadron card in their Flight Groups.

You may assign incoming Hits to any Squadron card in your Flight Group, hidden or revealed. You choose which Squadrons get assigned Hits, so you can choose to sacrifice your Fighters before your Bombers for example.

When you assign a Hit to a Squadron card, that Squadron is Shot Down.

Shot Down

A Squadron that is Shot Down is immediately destroyed and removed from play. Set its Squadron card aside, out of the game.

By default, USN gets the Self-Sealing Fuel Tanks modification, which makes their Squadrons more difficult to shoot down.



[MOD] Self-Sealing Fuel Tanks

When a Squadron from this Fleet is Shot Down during the Interception or AA steps of an Airstrike Action, roll a dice. On a 5+ it Returns instead of being Shot Down.

Defending Interceptors Return

Surviving defender Interceptors are placed on the 'Returning' area of a friendly Task Force that is participating in the operation. (They don't have to return to the Task Force they were launched from).

4. AA Fire Step

When under attack by an Airstrike Action, the Task Forces in the target Stack may attempt to shoot down the incoming enemy aircraft using anti-aircraft guns. They do this by making Anti-Aircraft attacks.

1. Defender Declares Anti-Air Fire
2. Roll AA Dice
3. Draw a Card for Each Hit

Defender Declares Anti-Air Fire

If the target Stack contains one or more Task Forces, its controller may declare AA Fire. This will give away the presence of a Task Force, but not the details. If the Defender does not declare AA Fire, skip the rest of the AA Fire Step, and proceed to the Airstrike Step.

Roll AA Dice

Defender rolls one D6 for each ship in the Stack that is the target of this Airstrike Action, excluding Ships with the **Weak AA Defense** special rule, such as Submarines and Auxiliaries.

Each roll of a 6 is a Hit. Count up the total number of Hits.

By default, IJN have the **Ineffective AA** modification.



[MOD] Ineffective AA

After rolling AA Dice for this Fleet, discard half of the successes (keeping an odd success).

Draw a Card for Each Hit

For each Hit, the Defender draws a card at random from the Attacker's hand. This Squadron is Shot Down.

Shot Down

A Squadron that is Shot Down is immediately destroyed and removed from play. Set its Squadron card aside, out of the game.

By default, USN gets the **Self-Sealing Fuel Tanks** modification, which makes their Squadrons more difficult to shoot down.



[MOD] Self-Sealing Fuel Tanks

When a Squadron from this Fleet is Shot Down during the Interception or AA steps of an Airstrike Action, roll a dice. On a 5+ it Returns instead of being Shot Down.

Bomber Squadrons have the **High Altitude** special rule, which makes them effectively immune to AA Fire.



[SPECIAL RULE] High Altitude

If a unit with the High Altitude special rule is drawn from its controller's hand during AA fire, the card is returned to its controller's hand unharmed.

5. Airstrike Step

Having weathered enemy fighters and the hail of AA fire, the surviving members of the Flight Group discharge their payloads on the enemy.

1. Reveal Airstrike Group
2. Roll Airstrike Dice
3. Roll for Hit Locations
4. Defender Assigns Hits

Reveal Airstrike Group

The attacker reveals any number of Squadron cards from their hand.

Roll Airstrike Dice

The Attacker rolls one D6 for each point of Airstrike being contributed by the revealed Squadron cards. Group these dice into sets of dice that require the same target number. Each of these sets becomes an Airstrike Dice Pool.

Each roll of a 5+ is a Hit, unless a special rule changes this. Each roll of a natural 6 is a Precise Hit.

Bomber Squadrons have the ***Strong Against Land Targets*** special rule.



[SPECIAL RULE] Strong Against Airfields

When attacking a Task Force containing one or more Airfields in an Airstrike, this unit gains +1 to Hit.

Torpedo Bomber Squadrons have the ***Strong Against Maritime Targets*** special rule.



[SPECIAL RULE] Strong Against Ships

When attacking a Task Force containing one or more Ships in an Airstrike, this unit gains +1 to Hit.

Hit

Each roll of a 5+ causes one Hit to the target. Roll for the Location of this Hit.

Precise Hit

Each roll of a natural 6 is a Precise Hit and the Attacker causes one Hit to the target that strikes a location of the Attacker's choice. Do not roll the Location for this Hit.

Roll for Hit Locations

Roll a D6 for each Hit. The result indicates the Ship Classes that this Hit must be assigned to. If a dice roll indicates a hit on a Class that isn't present in the target Task Force, count the hit as hitting the next result up (or the next result down if there is nothing larger in the Task Force).

- **1: Destroyer or Auxiliary**
- **2: Cruiser (any size)**
- **3-4: Battleship**
- **5-6: Carrier (any size)**

Defender Assigns Hits

The Defending player assigns each Hit to one Ship of the indicated Class or Classes, assigning Hits to damaged ships first. Each Hit causes a single Damage on that Ship. Record damage as tally marks on the appropriate row on the Task Force Sheet. (See Damage, below)

6. Return Squadrons

Finally, surviving committed squadrons are moved to the 'Returning' area of a friendly Task Force that was involved in this Airstrike Action. You don't have to return Squadrons to the Task Force they launched from.

Damage

On Fire

A ship that has suffered any amount of damage, but is not sunk, counts as being On Fire, and must test for explosions in the Damage Control Phase. In the Damage Control Phase, roll a D6 for each On Fire ship. On a roll of a 1, the ship suffers an explosion, and receives another Damage Point.

Sunk!

When a ship has suffered damage equal to its HP value, it is Sunk and takes no further part in the battle. A sunk ship no longer contributes attack dice or Hangar and Flight Deck space to the Task Force's totals. Damage may not be assigned to a sunk ship. When ships are sunk, erase and update the AA and Guns values on the Task Force Sheet.

Sunk Carriers

When a unit with an Aircraft value (such as a carrier) is sunk, you don't immediately destroy Squadron cards that are on the Flight Deck, Returning or in the Hangar. In the next Aircraft Logistics Phase, the Task Force's aircraft value will be reduced, and any surplus squadrons will be forced to ditch in the sea at that point, but not before.

These orphaned Squadrons can be considered to already be in the air readying for their next mission (even if they haven't been used yet this round).

Task Force Destroyed

If the last ship in a Task Force is sunk, the Task Force is destroyed: remove the Task Force's chip from play. For each broken or destroyed Task Force in your fleet, you receive one fewer Command Chip in the Initiative Phase.

Unit Special Rules

Catapult

Task Forces containing a ship with this rule may make Recon Actions. If a Task Force is in an area of Bad Weather, it ignores the Catapult rule, as rough seas prevent the safe operation of the catapults.

Weak AA Defences

A unit with this rule contributes no AA dice during the AA Step of an Airstrike Action.

Depth Charges

When a unit with rule is involved in a Gun Battle with enemy Submarines, its attacks are successful on a 2+.

Dogfight

If a unit with the *Dogfight* rule is drawn from its controller's hand during an Air Interception, the defender may spend another of their intercept successes to destroy the drawn squadron. If they do not, or cannot, then they must destroy a defending squadron of their choice.

High Altitude

If a unit with the *High Altitude* special rule is drawn from its controller's hand during AA fire, the card is returned to its controller's hand unharmed.

High Value

Sunk ships with the *High Value* rule contribute to the Task Force's Morale Value. See "Morale Value".

Intercept (X+)

Units with the *Intercept (X+)* rule may be revealed during the "Defender Reveals Interceptors" step of Airstrike Actions. This unit's Intercept rolls are successful on a roll of X+.

Strong Against Airfields

When attacking a Task Force containing one or more Airfields in an Airstrike, this unit gains +1 to Hit.

Strong Against Ships

When attacking a Task Force containing one or more Ships in an Airstrike, this unit gains +1 to Hit.

Submarines

Submarines have the following special rules: Submerged, Torpedo Attack and Dive! Enemy Destroyers gain a benefit when they engage your Submarines in Gun Battles, thanks to their Depth Charges rule.

Submerged

During Airstrikes, you can only hit Submarines with Precise Strikes as they don't appear on the location table.

Torpedo Attack

During Gun Battles, roll this unit's attack dice separately. This unit's gun battle attacks are successful on a 4+ for IJN and a 5+ for USN, and these successes are 'submarine successes'. When spending successes for hits in a Gun Battle, you may spend 2 submarine successes for a **Precise Hit**: you cause a Hit to the target that strikes a location of your choice.

Dive!

A Task Force containing only submarines may take the Fog Of War action even if it was revealed this round.

Depth Charges

When a unit with rule is involved in a Gun Battle with enemy Submarines, its attacks are successful on a 2+.

Airfields

An Airfield acts like an immobile Task Force. It has 10 HP, and no Guns. When making AA attacks, it rolls 4D6.

Airfields may be grouped together into Task Forces with other Airfields and Ships and Squadrons. A Task Force containing one or more Airfields is not allowed to take Move actions, Fog Of War actions, or be used as part of a Shell Game action. Airfields start the game revealed, unless the scenario specifies otherwise.

Task Forces in base-contact with an Airfield may engage it in Gun Battles, and Airfields may be targeted with airstrikes. When attacking an Airfield, don't roll for location, hits always damage the Airfield directly.

Airfields and Squadrons

Airfields act as Task Forces when it comes to Squadrons, with the exception that Squadrons on Airfields may be moved directly from Returning to Flight Deck.

At the start of the Aircraft Logistic Phase, each Airfield may move one card from Returning to Hangar, before Squadrons are readied to the Flight Deck.

Transport Groups

Transport Groups are Auxiliary ships (relevant for hit location rolls), have 1HP and the **Weak AA Defences** special rule.

Building a Fleet

To play a game of Pacific Command, both players will need a Fleet. To build a Fleet, you will need to agree on the Battle Scale (see page XX). Once you have agreed your Battle Scale, you purchase Ships and Squadrons, and organise them into Task Forces, within some limitations, described below.

For example, a Scale 3 game allows you to build a fleet containing up to 3 task forces, and 3 Fleet Carriers. The Task Forces may be any combination of sizes that add up to 300 points or fewer.

The orders of battle that are provided for each scenario in this book provide some example fleet lists, but bear in mind that those historical fleets don't follow the Fleet Restrictions in every case.

Fleet Restrictions

When building your Fleet, you purchase Ships and Squadrons, the total strength (in points) must not exceed 100Ⓢ. Organise these Ships and Squadrons into up to Ⓢ Task Forces. Your total points may be divided across your Task Forces as you see fit, you don't have to build the Task Forces evenly. Not more than a third of your points may be spent on Submarines.

You must purchase no more than Ⓢ Fleet Carriers across your fleet. Squadrons must fit into the Hangars of the carriers in the Task Force, i.e. the number of Squadrons you purchase must not exceed the combined Aircraft values of all the carriers in the Task Force.

Check out the

Summary:

- Buy Ships and Squadrons up to 100Ⓢ.
- Divide your Ships and Squadrons into no more than Ⓢ Task Forces.
- Maximum of Ⓢ of each High Value Ship Class in your Fleet. E.g a maximum of Ⓢ Fleet Carriers, Ⓢ Battleships and Ⓢ Light Carriers in total across all your Task Forces.
- Not more than 2 Fleet Carriers in any single Task Force.
- Purchase Squadrons must not exceed the Aircraft value of their assigned Task Force.
- Not more than a third of your points may be spent on submarines.

Creating A Task Force

1. **Record Sheet:** Get a blank Task Force Sheet
2. **Call Sign:** Give the Task Force a unique Call Sign
3. **Create Chip:** Write that unique Call Sign on the underside of a poker chip
4. **Add Ships.** Write the class and quantity of ships selected. This increases the strength of the Task Force by the amount listed in the Unit Classes table
5. **Add Aircraft Squadrons** under the ships that are carrying them into battle.
 - For Ships with an Aircraft value, purchase Squadrons for them, up to a maximum of one Squadron for each point of their Aircraft value.
 - Note the class of each Squadron
6. **Total up the TF's AA, Guns and Strength** values and write them in the record sheet for reference.

Fleet Builder Spreadsheet

Find it here: <https://planetsmashergames.com/pacific-command>

How you use this sheet is up to you. You can either:

1. Use the sheet to create your TFs, and then print them out for play; or,
2. Use the sheet 'live' at the table, to track damage. The sheet will automatically calculate your total AA and Guns, and your total number of sunk HP for purposes of morale tests.

How you make your Task Forces is up to you. You can either

1. Keep the 'Template' tab clear, and make duplicates for each Task Force you want to make.
2. Make your Task Force, on the 'Template' tab, print it out, then clear the data and make the next Task Force.

Gambits

Gambits represent the unexpected fortunes of war. Imperfect radio communications, broken cyphers, poor judgement, overwrought plans, unexpected delays, naval fleets are incredibly complex machines of war, and an infinity of frustrations and calamities can assail them. Gambits are essentially ‘traps’ that you hide in your Stacks which trigger some misfortunes to your opponents when they stumble across them. In the game of bluffing and subterfuge, they play an important role. When you push forward a Stack to a strategically important position, are you playing for the objective, or are you merely baiting your opponent into revealing a Gambit, allowing you an opportunity to seize the initiative?

Note: If you wish to play a simpler game, you can skip the use of Gambits, but they are pretty simple, and deliver a good bang for your buck.

Preparing the Gambit Chips

To create your Gambits, take poker chips of your colour, and write the name or number of each Gambit onto one chip, on one side only. These will create a set of unique Gambits for you. Your opponent will need their own set of Gambit chips.

Before the Battle

Before the start of each game, shuffle the Gambit chips and draw ⑤ at random. These Gambits are added to your Task Force chips and blank chips when you assemble your Stacks.

During the Battle

When your opponent sees one of these Gambits during a Recon Action, or as a result of Visual Contact, they are forced to reveal it and resolve the Gambit’s effect.

Gambits

1. **Unexpected Approach Vector:** When you reveal this Gambit, your opponent selects one of their Stacks, and places it anywhere that is within 20” of the Stack this Gambit was found in. Then discard this Gambit.
2. **Radio Chatter:** When you reveal this Gambit, your opponent selects one of your Stacks and reveals it in full. Then discard this Gambit.
3. **Miscalculation:** When you reveal this Gambit, your opponent may select any/all of their Stacks within 6” of the Stack this Gambit was found in and move those Stacks up to 6”. Then discard this Gambit.
4. **Codes Broken:** when you reveal this Gambit, your opponent receives one Command Chip, and you must discard one of your Command Chips. Then discard this Gambit.
5. **Misidentified!:** when you reveal this Gambit, your opponent selects any two of their Stacks, and swaps them. Then discard this Gambit.
6. **Critical Damage:** when you reveal this Gambit, you must give this chip to your opponent. They may discard this chip at a later point to double the number of Airstrike values of the Squadrons in a single Flight Group for one Airstrike Action.
7. **Mines:** when you reveal this Gambit, you must give this chip to your opponent. They place it into play. Any Stack that moves into or through the area within 3” of this chip suffers a 6D6 attack which rolls for hit locations randomly.
8. **Unexpected Delay:** when you reveal this Gambit, your opponent selects one of your Hidden Stacks and moves it 6” in any direction.

Modifications (Mods)

The following 'Mods' are provided as a way to model some of the technological, logistic and operational differences between the American and Japanese forces. They are provided as a set of named special rules in order that you may treat them as a toolbox for your own games, and your own campaigns.

If you feel that the basic rules of the game don't model a given period of the war quite right for you, or you wish to house-rule something to improve or degrade its performance, these Mods provide you with a ready-made palette to do so. If you don't find what you are looking for in this list, you should feel welcome to invent your own modifications.

You will find the provided campaign system (see page XX) makes use of these Mods, as do some of the scenarios.

Mods

Armoured Deck (*Ship Class*)

When a unit of the noted Class is hit by a Bomber or Dive Bomber Squadron, it may ignore each point of Damage on a roll of 5+ (roll separately for each point of damage).

Coordinated Strikes

When launching an Airstrike, a Fleet with the Coordinated Strikes rule may combine Squadrons from multiple friendly Task Forces into a single Flight Group.

Extended Aircraft Range

This Fleet has a Strike Range of 25" (250nm) and a Search Range of 56" (560nm).

Enemy Codes

This Fleet receives one additional Command Chip each round.

High Capacity (*Ship Class*)

Ships of the noted Class gain +1 to their Aircraft value.

Highly Effective Dive Bombers

Dive Bombers Squadrons increase their Airstrike value by 1.

Ineffective AA

After rolling AA Dice for this Fleet, discard half of the successes (keeping the odd success).

Long-Range Radar

This Fleet adds +1 to all its Recon target numbers.

Mobile Force Doctrine

During Fleet Building, this fleet has no limit on the number of Fleet Carriers it can put in any Task Force.

Overconfident

This Fleet receives one fewer Gambits while building their Fleet.

Overcomplicated Plans

After deployment, this Fleet's opponent may select three of this Fleet's Stacks and, without examining the chips, pick up all the chips from those Stacks, shuffle them and redistribute the chips among evenly those three Stacks as they wish.

Poor Quality Torpedoes

Torpedo Bomber Squadrons suffer -1 to their Airstrike dice rolls.

Rookie Pilots

Squadrons suffer -1 to their Airstrike and Intercept dice rolls.

Seasoned Pilots

Squadrons may re-roll failed Airstrike and Intercept dice rolls once.

Self-Sealing Fuel Tanks

When a Squadron from this Fleet is Shot Down during the Interception or AA steps of an Airstrike Action, roll a dice. On a 5+ it Returns instead of being Shot Down.

IJN vs USN Default Mods

The US Navy and Imperial Japanese Navy began the war with different capabilities, different weapons, and different doctrines on how to best deploy these capabilities. In *Pacific Command*, the nation you command provides benefits and disadvantages, which attempt to provide a flavour of these differences. Each force receives the following Mods by default.

United States Navy - Default Mods

- High Capacity (Fleet Carriers)
- Poor Quality Torpedoes
- Self-Sealing Fuel Tanks
- Enemy Codes

Short-Range Radar

If the opponent rolls a double when making a Recon Roll, the snooper was detected and shot down before they could report back and the Recon Roll fails.

Superior Fighters

Fighter Squadrons from this Fleet add +1 to their Intercept dice rolls.

Torpedo Belt (*Ship Class*)

When a unit of the noted Class is hit by a Torpedo Bomber Squadron or Submarine, it may ignore each point of damage on a roll of 5+ (roll separately for each point of damage).

Unrefined Fuel

In the Damage Control phase, Ships from this Fleet suffer damage on a 5 or 6, rather than a 6.

Washed Up Plans

This Fleet's plans are known to the enemy in detail. This Fleet's opponent increases the target number of Recon rolls by 2, (therefore ordinarily succeeding on a 10 or less).

Imperial Japanese Navy - Default Mods

- Mobile Force Doctrine
- Coordinated Strikes
- Extended Range
- Superior Fighters
- Seasoned Pilots

Starter Fleet

In order to make jumping into your first game of Pacific Command as easy as possible, here is a 300 points Starter Fleet, consisting of three Task Forces. For your first game, both players use their own copy of this Starter Fleet, and then apply the Default Mods to represent the differences in the IJN and USN forces.

Task Force “01” (150pts)

- Fleet Carrier (25pts)
 - 3x Fighter Squadrons (6pts)
 - 3x Torpedo Bomber Squadrons (6pts)
 - 2x Bomber Squadrons (4pts)
- Fleet Carrier (25pts)
 - 3x Fighter Squadrons (6pts)
 - 3x Torpedo Bomber Squadrons (6pts)
 - 2x Bomber Squadrons (4pts)
- 1x Battleship (15pts)
- 3x Heavy Cruisers (30pts)
- 9x Destroyers (27pts)

Task Force “02” (100pts)

- Fleet Carrier (25pts)
 - 3x Fighter Squadrons (6pts)
 - 3x Torpedo Bomber Squadrons (6pts)
 - 2x Bomber Squadrons (4pts)
- Light Carrier (10pts)
 - 2x Fighter Squadrons (4pts)
 - 1x Torpedo Bomber Squadrons (2pts)
- 3x Heavy Cruisers (30pts)
- 5x Destroyers (15pts)

Task Force “03” (50pts)

- 1x Battleship (15pts)
- 2x Heavy Cruiser (20pts)
- 5x Destroyers (15pts)

Scenarios



These scenarios provide specific rules for setup and victory conditions to allow you to play games that emulate the key carrier battles that were fought in the Pacific in WWII. Each may be played either at any Battle Scale and with Fleets of your own construction, or at the suggested scale using the Orders of Battle provided.

WWII Pacific Naval Battles

1. Coral Sea, May 1942
2. Midway, June 1942
3. Eastern Solomons, August 1942
4. Santa Cruz, October 1942
5. Philippine Sea, June 1944
6. Leyte Gulf, October 1944

I. Coral Sea, May 1942

<< Editorial overview. >>

Briefings

IJN Briefing

This scenario opens immediately after the unopposed invasion of Tulagi in the southern Solomons. Seizing Tulagi is intended to provide both protection to the Japanese flank and additional air search capability to support the core operational objective: the capture of the airfields at Port Moresby. Port Moresby would provide Japan striking access to targets in northern Australia, as well as removing a base of operations for US bombers to threaten the Japanese airfields at Rabaul.

USN Briefing

< TO DO >

Table & Terrain

- **USN determines North:** The USN player selects one of the table edges to be the Northern table edge. If the table is rectangular, make one of the longer edges the the Northern edge.
- **Place Guadalcanal:** Place the island of Guadalcanel in the Northeast corner of the table, roughly 2" from the table edges. <<THIS MIGHT NOT BE QUITE COMPLETE. CHECK DISTANCES AND IF I NEED MORE TERRAIN>>
- **Rabaul:** IJN places a chip in the Northwest corner of the board. This indirectly represents the Japanese airfields at Rabaul. This chip is treated as an airfield by the IJN player, but cannot be targeted or damaged by the USN player. Recon and Airstrike actions from Rabaul have an Aircraft Range of 48".

<< DIAGRAM >>

Battle Scale

< TO DO - ONCE I HAVE THE ORDERS OF BATTLE DONE >

First Player

IJN starts the game with the First Player marker, meaning they deploy their forces first. They will pass the First Player marker at the start of the first round, meaning USN will have the first opportunity to spend a Command Chip in the first round.

Deployment

1. IJN may deploy anywhere touching the Eastern table, or Northern table edge.

2. USN may then deploy anywhere that is more than 25” from any and all IJN Stacks.

Transport Groups

- IJN receives ⑤ Transport Group units. Secretly note which Task Force each group is part of. The groups may all join a single Task Force, or be spread across the fleet.
- When a Task Force is revealed for the first time, you must reveal the presence of any transport groups in that Task Force.
- Transport Groups are “Auxiliary” for location rolls, contribute no AA dice, and have 1HP.
- If a Task Force containing Transport Groups leaves play via a point on a table edge that is within 8” of the southwest corner of the table, those Transport Groups have escaped.

Victory Conditions

IJN Victory Points

- Each Transport Group that escapes: 2VP
- Each High Value enemy ship sunk: 1VP

USN Victory Points

- Each Transport Group that escapes: 2VP
- Each High Value enemy ship sunk: 1VP

2. Midway, June 1942

The Japanese threaten the airfields at Midway, aiming to bait American carriers into a divisive engagement. The capture of Midway would permit Japan to strike Hawaii with ground-based bombers. America has caught wind of the Japanese surprise attack, and prepares an ambush of their own.

Briefings

IJN Briefing

< TO DO >

USN Briefing

< TO DO >

Table & Terrain

- **USN determines North:** The USN player selects one of the table edges to be the Northern table edge. If the table is rectangular, make one of the longer edges the the Northern edge.

Use a 4x4 table, or larger. Place the Midway Atoll terrain piece in play, 18” from the Southern table edge, and 24” from the Eastern edge.

<< DIAGRAM >>

Battle Scale & Fleets

The historical battle is best represented by a Scale 7 or 8 game, but a perfectly enjoyable evening can be spent playing this scenario at Scale 3, if you would prefer a slightly quicker game.

If using your own Fleets, rather than the provided orders of battle, build Fleets of equal strength.

First Player

In this scenario, the USN player starts as the First Player, and thus deploys first. They will pass the First Player token to the IJN player in the Initiative Phase of the first turn, thus IJN will take the first action of the game.

Deployment

USN deploys their stacks first, and must deploy them either within 8” of the Midway Atoll, or in contact with the Eastern table edge. IJN deploys their stacks second, and may deploy them anywhere in play, more than 20” from all USN stacks. Then start the first round.

Midway Airfields

The USN player receives an additional Task Force containing two free Airfields, two free Torpedo Bomber Squadrons and two free Fighter Squadrons. This Task Force must be deployed in a Stack centred on the Midway Atoll. The Task Force chip containing the Airfields begins the game revealed and cannot become hidden.

Japanese Transport Groups

- Transport ships were ordered to land approximately 5,000 Japanese troops on the atoll. The IJN player receives ⑤ Transport Group units (each representing 4 transport ships).
- Secretly note which Task Force each Transport Group is part of. They may all join a single Task Force, or be spread across the fleet. When a Task Force is revealed for the first time, you must reveal the presence of any transport groups in that Task Force.
- Transport Groups are “Auxiliary” for location rolls, contribute no AA dice, and have 1HP.
- If a Task Force containing Transport Groups ends a move in base-contact with Midway, those Transport Groups count as reaching Midway, and can no longer be hit or damaged.

Game End

The game ends after 6 turns. The player with the most Victory Points is the winner.

Victory conditions

IJN Victory Points

- First Midway base destroyed: 1VP
- Second Midway base destroyed: 2VP
- Each transport group that reaches Midway: 1VP
- Each USN Fleet Carrier destroyed: 1VP

USN Victory Points

- Each IJN Fleet Carrier destroyed: 1VP
- Each surviving Midway base: 2VP
- Each transport group destroyed: 1VP

4. Santa Cruz (October 1942)

With attempts to recapture Guadalcanal so far unsuccessful, the Japanese prepare for their largest land invasion of the island yet. The aircraft at Henderson Field are the greatest impediment to success, and must be destroyed. Once the airfield is secured, the USN forces in the area can be swept aside.

Briefings

IJN Briefing

The American airfield at Tulagi must be neutralised, allowing the Imperial Japanese Army to capture it. The Japanese Combined Fleet, matched with the power of the Imperial Army, is unstoppable.

USN Briefing

Henderson Field was hard-won, but it remains a critical target for the Japanese. The enemy is believed to be in the Northeast and readying for a major offensive. Newly appointed to the command of the South Pacific Area, Vice Admiral Halsey is ready to start throwing punches.

Table & Terrain

- **USN determines North:** The USN player selects one of the table edges to be the Northern table edge. If the table is rectangular, make one of the longer edges the the Northern edge.
- **Place Solomon Islands:** Place the Solomon Islands of Santa Isabel, Guadalcanel, Malaita and San Cristobal in the Southwest section of the table. <<THIS MIGHT NOT BE QUITE COMPLETE. CHECK DISTANCES AND IF I NEED MORE TERRAIN>>
- **Place Santa Cruz Islands:** Place the Santa Cruz Islands in the Southeast section of the table, level with and roughly 22” East of San Cristobal.

Battle Scale

< TO DO - ONCE I HAVE THE ORDERS OF BATTLE DONE >

First Player

Before deployment, roll off, and the winner of the roll-off chooses who starts the game with the First Player (and thus deploys first).

Deployment

- USN deploy anywhere within 12” of the Eastern table edge, more than 12” from all IJN Stacks.
- IJN deploy anywhere within 6” of the Northern table edge, more than 12” from all USN Stacks.

Victory Conditions

IJN Victory Points

- Henderson Airfield is destroyed: 5VP
- Each transport group that reaches Guadalcanal: 3VP
- Each High Value USN ship sunk: 1VP

USN Victory Points

- At the end of the game, Henderson Airfield survived: 5VP
- Each transport group destroyed: 2VP
- Each High Value IJN ship sunk: 1VP

Setting Up An Arcade Mode Game

To set up an Arcade Mode game, you and your opponent first agree the Battle Scale, and then build and reveal Fleets. You then roll-off, with the winner of the roll-off deciding who is the attacker and who is the defender for this game. The Defender chooses or randomly selects the type of Battlezone. The Attacker then chooses or randomly selects one Mission from the list. The Mission provides the bulk of the rules for the game, including the Deployment and Victory Conditions. The Defender then rolls to determine the Weather for the game, and both player shuffle and draw their Gambit chips. In summary:

1. Agree Battle Scale.
2. Build and Reveal Fleets.
3. Roll-off to choose Attacker.
4. Defender rolls for Battlezone.
5. Attacker chooses or randomly selects one Mission.
6. Defender rolls for Weather.
7. Shuffle and draw Gambit chips.
8. Set up the game using the rules from the Mission.

Battlezone

The Defender chooses or randomly selects the type of Battlezone, and then sets up the terrain. These rules are intended as a helpful way to rapidly inspire you to create a battlezone, they should not be considered iron-clad restrictions or instructions. Vary the results as you wish, in line with the sort of terrain and play area you have available.

D6	Result	Terrain
1-2	Isolated Island	The Defender deploys an isolated island terrain feature, such as the Midway Atoll, at least 18" from all table edges.
3-4	Archipelago	The Defender deploys a chain of D3+2 island terrain features, such as the Solomon or Marianas islands, at least 8" from all table edges.
5-6	Coastline	The Defender randomly selects a board edge. The entirety of this board edge counts as land. The Defender optionally deploys coastal terrain features along that table edge, extending no further than 12" from that table edge.

Note: Why is there no 'Open Water' result on the Battlezone table? Two reasons. One, it breaks the Operations system. You can't place airfields or harbours if there is no terrain to place them on. Two, I don't really need to tell you than you can place no terrain if you choose, just skip the Battlezone step!

Weather

After the Attack has announced the Mission they are undertaking, the Defender then rolls a D6 to randomly determine the Weather for this game.

D6	Result	Terrain
1	Typhoon	Roll a random table edge. The first foot (12") of the table parallel to this table edge counts as Bad Weather (see Recon Action, page XX). At the start of each round, extend this zone by another 12". You could mark this with spare dice.
2	Stormy	The whole table counts as Bad Weather (see Recon Action, page XX). At the start of each round, roll a D6 and add the current round number. On 8 or more, the storm dissipates: the table no longer counts as Bad Weather. Do not roll for the storm again once it is dissipated.
3-5	Choppy	No effect.
6	Crystal Clear, Smooth as Glass	Bonus to Recon Rolls (see Recon Action). All Stacks gain a bonus 1" movement while fully or partially revealed, and a bonus 2" while fully hidden.

First Player

The Defender starts the game with the First Player marker, meaning they deploy their forces first. They will pass the First Player marker at the start of the first round, meaning the Attacker will have the first opportunity to spend a Command Chip in the first round.

Game Length

Arcade Mode games end after you complete six rounds.

Gambits

Be sure to shuffle and draw

Mods

If you and your opponent agree, you can select and use any number of Mods for the game, (see page XX). You can select the Mods that fit the scenario you are looking to create, or simply allow both players to choose one positive Mod for themselves, and one negative Mod for their opponent.

Missions

The attacker chooses or randomly selects one Mission from the list.

1. Capture Airfields
2. Destroy Airfields
3. Attrition
4. Invasion Convoy
5. Neutralise Carriers
6. Harbour Raid

The details of each Mission are laid out below.

I. Capture Airfields

Setup

- **Defender Chooses Table Edge:** The Defender selects a table edge as their table edge.
- **Airfields:** The Defender receives ⑤/2 free Airfields, represented by poker chips in your force's colour. These begin the game revealed and cannot become hidden.
- **Transport Groups:** The Attacker receives ⑤ Transport Group units. The Attacker secretly notes which Task Force each is part of. They may all join a single Task Force, or be spread across the fleet.

Deployment

1. The Defender deploys the Airfields first, such that the centrepoint of their chips are touching island or coastal terrain.
2. The Defender then deploys their Stacks completely within 8" of an Airfield, or in contact with their table edge.
3. The Attacker then deploys their stacks, and may deploy them anywhere in play that is more than 20" from any and all of the Defender's stacks.

Special Rules

Airfields: Use the standard rules for Airfields (page XX).

Transport Groups: When a TF is revealed for the first time, you must reveal the presence of any transport groups in that TF. Transport Groups are "Auxiliary" for location rolls, contribute no AA dice, and have 1HP. If a TF containing Transport Groups ends a move in base-contact with an Airfield, those Transport Groups count as reaching that Airfield.

Victory Conditions

Attacker Victory Points

- Each transport group that reaches an Airfield: 2VP
- Transport groups reached both Airfields: 3VP
- Each High Value enemy ship sunk: 1VP

Defender Victory Points

- Each transport group sunk: 1VP
- At the end of the game, each Airfield that had no transport groups reach it: 5VP
- Each High Value enemy ship sunk: 1VP

2. Destroy Airfields

Setup

- **Defender Chooses Table Edge:** The Defender selects a table edge as their table edge. The opposite table edge becomes the Attacker's table edge.
- **Airfields:** The Defender receives ⑤ free Airfields, represented by poker chips in your force's colour. These begin the game revealed and cannot become hidden.

Deployment

1. The Defender deploys the Airfields first, such that the centrepoint of their chips are touching island or coastal terrain.
2. The Defender then deploys their Stacks completely within 8" of an Airfield, or in contact with their table edge.
3. The Attacker then deploys their stacks, and may deploy them anyway in play that is more than 20" from any and all of the Defender's stacks.

Special Rules

Airfields: Use the standard rules for Airfields (page XX).

Victory Conditions

Attacker Victory Points

- Each Airfield destroyed: 2VP
- Each High Value enemy ship sunk: 1VP

Defender Victory Points

- At the end of the game, each surviving Airfield: 3VP
- Each High Value enemy ship sunk: 1VP

3. Attrition

Setup

- **Defender Chooses Table Edge:** The Defender selects a table edge as their table edge.

Deployment

1. The Defender then deploys their Stacks anywhere completely within 8" island or coastal terrain, or in contact with their table edge.
2. The Attacker then deploys their stacks, and may deploy them anywhere in play that is more than 20" from any and all of the Defender's stacks.

Special Rules

None.

Victory Conditions

Attacker Victory Points

- Each High Value enemy ship sunk: 1VP
- Each Task Force completely destroyed: 2VP

Defender Victory Points

- Each High Value enemy ship sunk: 1VP
- Each Task Force completely destroyed: 2VP

4. Neutralise Carriers

Setup

- **Defender Chooses Table Edge:** The Defender selects a table edge as their table edge.

Deployment

1. The Defender deploys their Stacks anywhere completely within 8" island or coastal terrain, or in contact with their table edge.
2. The Attacker then deploys their stacks, and may deploy them anyway in play that is more than 20" from any and all of the Defender's stacks.

Special Rules

None.

Victory Conditions

Attacker Victory Points

- Each enemy Fleet Carrier sunk: 3VP
- Each enemy Light Carrier sunk: 1VP
- All enemy Fleet Carriers and Light Carriers sunk: 10VP

Defender Victory Points

- Each enemy Fleet Carrier sunk: 3VP
- Each enemy Light Carrier sunk: 1VP
- All enemy Fleet Carriers and Light Carriers sunk: 10VP

5. Invasion Convoy

Setup

- **Defender Chooses Table Edge:** The Defender selects a table edge as their table edge. The opposite table edge becomes the Attacker's table edge.
- **Transport Groups:** The Attacker receives ⑤ Transport Group units. The Attacker secretly notes which Task Force each is part of. They may all join a single Task Force, or be spread across the fleet.

Deployment

1. The Defender deploys their Stacks anywhere completely within 8" island or coastal terrain, or in contact with their table edge.
2. The Attacker then deploys their stacks, and may deploy anywhere that is more than 30" from the Defenders table edge, and more than 8" from any and all of the Defender's stacks.

Special Rules

Transport Groups: When a Task Force is revealed for the first time, you must reveal the presence of any transport groups in that Task Force. Transport Groups are "Auxiliary" for location rolls, contribute no AA dice, and have 1HP. If a Task Force containing Transport Groups leaves play via the Defender's table edge,, those Transport Groups count as **Escaping**.

Victory Conditions

Attacker Victory Points

- Each Transport Group that escapes: 2VP
- Each High Value enemy ship sunk: 1VP

Defender Victory Points

- Each Transport Group that escapes: 2VP
- Each High Value enemy ship sunk: 1VP

6. Harbour Raid

Setup

- **Defender Chooses Table Edge:** The Defender selects a table edge as their table edge.
- **Harbour(s):** The Defender receives Ⓢ/3 free Harbours, represented by poker chips in your force's colour. These begin the game revealed and cannot become hidden.

Deployment

1. The Defender deploys the Harbour(s) first, such that the centrepoint of their chips are touching island or coastal terrain.
2. The Defender then deploys their Stacks completely within 8" of an Harbour, or in contact with their table edge.
3. The Attacker then deploys their stacks, and may deploy them anyway in play that is more than 20" from any and all of the Defender's stacks.

Special Rules

When the Attacker hits a Harbour in a Gun Battle or an Airstrike, do not assign damage. Instead compare the total number of incoming hits to this table, and score that many VP.

Hits	Result	VP
1-2		No VP.
3-5		Score 1VP.
6-8		Score 2VP.
9-11		Score 3VP.
12+	Catastrophic!	Score 5VP.

Victory Conditions

If the Attacker scores 10+ VP, they win. Otherwise the Defender wins.

Rules Summary

Round Sequence

1. **Initiative Phase:** Pass First Player marker and refresh Command Chips.
2. **Aircraft Logistics Phase:** Move Squadrons from Hangar to Flight Deck, then from Returning to Hangar. Ditch In The Sea.
3. **Action Phase:** Alternate spending Command Chips to perform one action. (Actions listed below)
4. **Damage Control Phase:** Roll D6 for each ship damaged but not sunk: on roll of 1, suffer 1 damage.
5. **Morale Phase:** Roll 2D6 for each TF with sunk ships. Roll equal or over 7 + unsunk High Value ships or become Broken.

Command Chip Actions

- **Move:** Move a friendly stack. Each stack may move only once per round. Unrevealed: 6". Revealed: 3".
- **Recon:** Target an enemy stack with a Recon action.
- **Airstrike:** Target a revealed TF with an Airstrike.
- **Fog of War:** Select a friendly stack that has not had any chips revealed this round. Place a new base chip in base-contact. Take a blank chip from the supply and mix it with the chips from the selected stack. Flip the chips to be unrevealed, and redistribute the chips as you wish between the two base chips, placing at least one chip on each. All chips are placed facedown.
- **Rapid Refuelling:** Move D6 friendly squadron cards from Returning to Hangar.
- *At any point:* **Re-roll** any dice in one dice pool.



Gun Battle

When a Task Force ends a Move Action in base-contact with enemy TFs, resolve a Gun Battle immediately.

1. **Reveal and fire guns:** Reveal Hidden Task Forces. Roll 1D6 for each point of Guns, 3+ is a Hit. Most hits is the Victor.
2. **Assign Damage Simultaneously.** assign each incoming hit to a Ship of your choice in your Task Force, distribute as you wish.
3. **Loser Withdraws:** The Task Force that triggered this Gun Battle by moving gets a free Move action, which it must end such that it is not touching any enemy stack.
4. **Loser Withdraws:** Loser makes a Move action, and must end this move such that it is not touching any enemy Stack.
5. **Victor Consolidates:** Victor may make a free Move action, which must not end touching any enemy Stack.

Recon Action

1. **Declare target:** Search Range is 32" USN and 56" IJN.
2. **Recon Roll:** 2D6, if equal or under 8: look at the lower of the two dice rolled: this is the number of chips you may peek at.
 - **Additional Search Planes:** +1
 - **Bad Weather:** -2
 - **Crystal Clear:** +2
 - **Any friendly Stacks within 12" of target:** +1
3. **Peek & Reveal chips:** May reveal or return TFs found. Must return blank chips. Must reveal Gambits. Shuffle and replace.
4. **Opportunity Strike:** If you reveal an enemy TF: spend a Command Chip to immediately Airstrike it.

Airstrike Action

1. **Declare Target:** Target Stack must contain a Revealed TF. Strike Range is 20" USN and 25" IJN.
2. **Commit Squadrons Step:** Attacker commits Squadrons cards from a single TF within range. Defender commits Squadrons from any TF in the target Stack or within 10" of target. Place committed cards in hands.
3. **Air Battle Step:**
 - 3.1. **Reveal Interceptors (with Intercept rule) & Escorts (with Dogfight)**
 - 3.2. **Both Players Roll Intercept Dice:** number of D6 equal to Intercept value. Each roll of a 5+ is a Hit.
 - 3.3. **Assign Hits Simultaneously:** one hit per Squadron. Squadron is Shot Down and destroyed. USN only: one hit returns them, two hits to shoot down.
 - 3.4. **Defending Interceptors Return**
4. **AA Fire Step:** Defender declares AA. Rolls one D6 for each ship in the Stack: 6 to Hit. For each Hit, the Defender draws a card from the Attacker's hand. This Squadron is Shot Down and destroyed.
5. **Airstrike Step:** Attacker reveals Squadron cards and rolls 1D6 for each point of Airstrike. Each 5+ is a Hit, each natural 6 is a Precise Hit. For Hits, roll D6 for Location, and then Defender Assigns the Hit:
 - **1: Destroyer or Auxiliary**
 - **2: Cruiser (any size)**
 - **3-4: Battleship**
 - **5-6: Carrier (any size)**
6. **Return Squadrons** to any friendly Task Force that was involved in the Airstrike Action

IJN Default Mods

- **Mobile Force Doctrine:** No limit on the number of Fleet Carriers in any Task Force.
- **Coordinated Strikes:** When launching an Airstrike, may combine Squadrons from multiple friendly Task Forces into a single Airstrike.
- **Seasoned Pilots:** Squadrons may re-roll failed Airstrike and Intercept dice rolls once.
- **Extended Aircraft Range:** This Fleet has a Strike Range of 25" and a Search Range of 56".
- **Superior Fighters:** Fighter Squadrons from this Fleet add +1 to their Intercept dice rolls.

Special Rules

- **Catapult:** Task Forces containing a ship with this rule may make Recon Actions.
- **Weak AA Defences:** A unit with this rule contributes no AA dice during the AA Step of an Airstrike Action.
- **Depth Charges:** When a unit with rule is involved in a Gun Battle with enemy Submarines, its attacks are successful on a 2+.
- **High Altitude:** If a unit with the High Altitude special rule is drawn from its controller's hand during AA fire, the card is returned to its controller's hand unharmed.
- **High Value:** Sunk ships with the High Value rule contribute to the Task Force's Morale Value. See "Morale Value".
- **Intercept (X):** This unit may take part in Air Battles and rolls XD6 Intercept Dice.
- **Strong Against Airfields:** When attacking a Task Force containing one or more Airfields in an Airstrike, this unit gains +1 to Hit.
- **Strong Against Ships:** When attacking a Task Force containing one or more Ships in an Airstrike, this unit gains +1 to Hit.



USN Default Mods

- **High Capacity (Fleet Carriers):** Fleet Carriers gain +1 to their Aircraft value.
- **Poor Quality Torpedoes:** Torpedo Bomber Squadrons suffer -1 to their Airstrike dice rolls.
- **Self-Sealing Fuel Tanks:** When a Squadron from this Fleet is Shot Down during the Interception or AA steps of an Airstrike Action, roll a dice. On a 5+ it Returns instead of being Shot Down.
- **Enemy Codes:** This Fleet receives one additional Command Chip each round.

Ship Classes

Ship Class	Strength	HP	Guns	Special Rules
Destroyer	3	1	1	Depth Charges
Light Cruiser	6	1	2	Catapult
Heavy Cruiser	10	3	4	Catapult
Battleship	15	5	8	High Value
Submarine	6	1	1	Submarine. Weak AA Defences
Seaplane Tender	3	1		Catapult
Light Carrier	10	1		High Value. Aircraft 3.
Fleet Carrier	25	3		High Value. Aircraft 7.
Auxiliary	2	1		Weak AA Defences

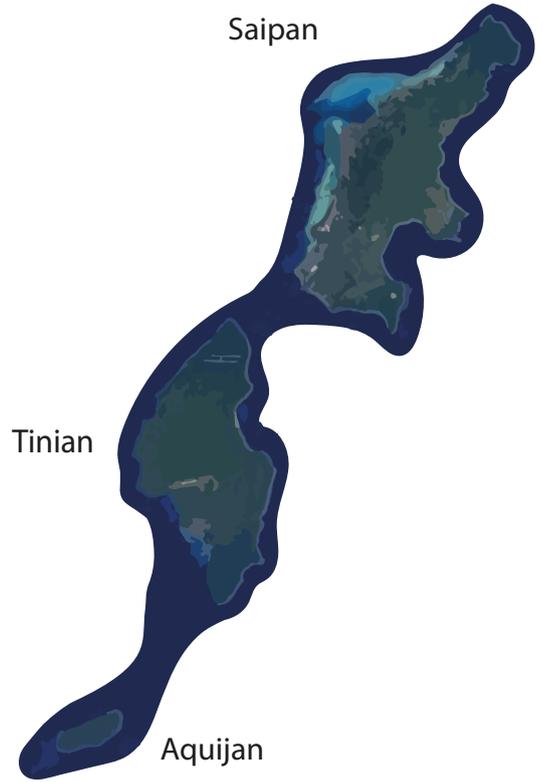
Squadron Classes

Squadron Class	Strength	HP	Airstrike	Special Rules
Fighter Squadron ♦	2	1		Intercept (4+). Dogfight.
Bomber Squadron ♠	2	1	2	High Altitude. Strong Against Airfields
Torpedo Bomber Squadron ♣	2	1	2	Strong Against Ships. Intercept (6+).
Dive Bomber Squadron ♥	2	1	2	High Altitude. Intercept (6+).

Midway Atoll



Saipan



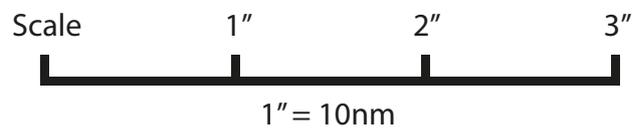
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