



### Special Rules

#### Initiative (Optional)

The side that moved last in the previous turn may continue moving last in the current turn by sacrificing 1 POC.

#### Foreign Bases

Ships and aircraft may only base in ports their nation controls.

#### Aircraft Rebase (Optional)

Aircraft must have a base or port that they operate from. They may patrol any sea zone that the base occupies. After combat they may move to any friendly base or port. Reinforcements must deploy to a friendly base or port.

#### Gunnery Limits

All ships must be targeted before a ship can be fired upon by multiple ships. Marines are always the last ship targeted.

#### Air Strike Limits (Optional)

No ship can be targeted in a fleet by a multiple air strike units until all ships in the fleet are targeted. Marines are always the last ship targeted.

#### Retreat and Pursuit

If the retreating groups slowest ship is faster than the pursuing fleet's slowest ship, withdraw is automatic. Otherwise, compare the slowest speeds from each group. To continue the pursuit, you must roll less than or equal to the difference of the two speeds. A roll of one always succeeds, and a six always fails.

#### Air Combat

There is no separate air combat. Both players attack with their air units before resolving the surface action.

#### Land Based Air

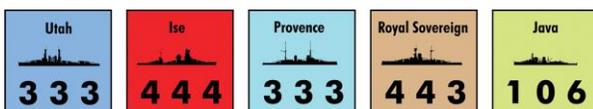
These air units may control a sea zone. All enemy units must be destroyed or withdrawn. When enemy units are present, the air unit may conduct combat rounds until the enemy are gone. When there are no friendly units in the zone with airstrike factors, the attacking air unit is destroyed when rolling a one on any of its attack dice.



## Hell in the Pacific: Plan Orange 1931 and 1935

*A Variant for Avalon Hill's Victory in the Pacific*

Plan Orange is a popular topic for game variants. It allows players to simulate the last dying moments of the Mahanian battleship doctrine in the Pacific. It can also be a lot of fun to play. That said, the likelihood of either Japan or America coming to blows before 1941 was relatively low. The Japanese navy's political power declined in relation to the army, as the naval high command was torn between hardliners and those who favored rapprochement with the west. The army was mostly united by an aggressive policy. When the Great Depression began, the army responded with a policy of conquest. By occupying Manchuria, and starting a war with China in 1937, they dragged Japan into a land war in Asia, that in spite of some spectacular land victories, had no end in sight. The navy did well during the invasion of China - making air strikes, supporting amphibious landings, and defeating China's paltry fleet. But it was the army's war to win or lose, and as the war dragged on, the desire for a land war in Asia looked less, and less desirable. The final nail in the coffin came when the Red Army defeated the Japanese at Lake Khasan and Khalkhin Gol. After that, a strike south against Britain, France, America, and the Netherlands, was seriously contemplated.





### **Plan Orange 1931**

This scenario supposes the Imperial Japanese Navy is more united in its desire for a confrontation with America. Plan Orange 1931 speculates that Japan, led by the navy, decided to seize the Philippines rather than Manchuria in September 1931. America is able to ready its Pacific Fleet, while Atlantic forces are being transferred. American naval high command though is in disarray, and not on a proper war footing. The Great Depression is at its worst, and Herbert Hoover can ill afford a war in the Pacific. As such, American forces will not be as swiftly mobilized, particularly without something like Pearl Harbor to rally the people. Britain, Australia, the Netherlands, and France favor America but desire no wider war unless Japan nears their colonial possessions. Their forces are weak, but are not yet distracted by Germany and Italy. These nations will however place embargos on Japan as the war goes on.

Starting POC is 0. Americans/Allies move first

### **Japanese Oil Supplies**

Starting on turn 5, Japanese ships not based out of Yokosuka must make a speed roll to leave port - if Indonesia was not Japanese controlled on the previous turn. If the roll fails, they remain in port. Starting on turn 7 all Japanese ships must make a speed roll to leave port.

### **Japanese Speed Rolls**

Ise and Hyuga add +1 to the die for their speed rolls.

### **Allied Repair**

Pearl Harbor has 1 repair point per turn. It gains 1 per turn up to a maximum of 4. San Francisco has 4 repair points per turn. After the British entry into the war, Singapore, Alexandria, and Ceylon have 1 repair point per turn. After French entry into the war, Madagascar has 1 repair point.

### **Japanese Repair**

Yokosuka has 4 repair points.

### **Neutral Entry**

Areas that start under Japanese or American Control maybe attacked freely. If certain neutral sea zones are entered, roll a die for each area. These areas cannot be controlled unless the nation involved goes to war.

## **Sea Zones and Bases:**

### **Indonesia**

US loses 1 POC each time they enter this sea zone on a die roll of 4-6.

If Japan enters the sea zone, France declares war on Japan with a die roll of 4-6. The Netherlands declares war on Japan with a die roll of 6. Britain declares war on Japan with a die roll of 5-6. If Britain declares war, Australia declares war on Japan with a die roll of 2-6. If Japan holds Indonesia for 2 turns in a row, then war is automatic with all countries.

### **South Pacific**

Each time Japan enters this sea zone, they lose 1 POC on a die roll of 3-6.

### **Lae and Guadalcanal**

These are British bases and cannot be converted without landing Marines. If this occurs Britain and Australia will automatically declare war. The Netherlands will also declare war on a die roll of 5-6. This means Britain, Australia, and the Netherlands may declare war on America if they assault these bases.

### **Indian Ocean, Bay of Bengal**

If America enters the sea zone they lose 1 POC each time.

When Japan enters this sea zone, Britain and Australia declare war on Japan. France declares war with a die roll of 3-6.

Netherlands will declare war with a 5-6.

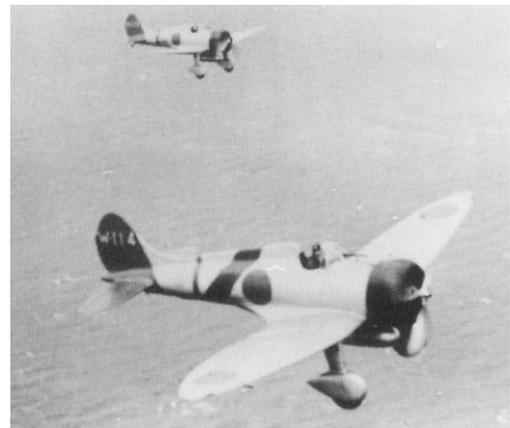
### **Coral Sea**

America loses 1 POC on a die roll of 5-6 each turn they enter this sea zone.

If Japan enters the sea zone, Britain and Australia declare war on a die roll of 4-6.

### **New Hebrides**

This base (actually bases) are British and French, and cannot be converted without landing Marines. If this occurs Britain, France, and Australia will automatically declare war. This could mean Britain, France, and Australia may declare war on America if they assault these bases.



# 1931 Japanese Order of Appearance

## TURN 1

Yokosuka Repair Capacity **4 per turn**

All new units arrive in Yokosuka.  
Returning Air/Land Units arrive in any friendly Major Port

### YOKOSUKA

<b>Akagi</b> 2 1 3 6	<b>Kaga</b> 2 1 2 5	<b>Hosho</b> 1 0 1 4	<b>Mutsu</b> 5 5 4	<b>Nagato</b> 5 5 4	<b>Fuso</b> DAMAGED 4 4 4 4	<b>Yamashiro</b> DAMAGED 4 4 4 4	<b>Ise</b> DAMAGED 3 4 4 4	<b>Hyuga</b> 4 4 4	<b>Haruna</b> 4 2 6	<b>Kongo</b> 4 2 6
<b>Hiei</b> 4 2 6	<b>Kirishima</b> 4 2 6	<b>Myoko</b> 1 2 7	<b>Nachi</b> 1 2 7	<b>Ashigara</b> 1 2 7	<b>Haguro</b> 1 2 7	<b>I-Boat</b> 1 0 *	<b>Yokosuka</b> 0 3 3			

### TRUK

<b>Aoba</b> 1 1 7	<b>Kinugasa</b> 1 1 7	<b>Furutaka</b> 1 1 7	<b>Kako</b> 1 1 7	<b>Oi</b> 1 0 7	<b>Kitakami</b> 1 0 7	<b>21 Air Flot</b> 3 4 *
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**STARTING CONTROL**



Japanese Islands  
Marianas  
Marshalls



Yokosuka  
Truk



Okinawa  
Saipan  
Maloelap  
Kwajalein

## TURN 2

<b>Atago</b> 1 2 7	<b>Takao</b> 1 2 7
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## TURN 3

<b>Maya</b> 1 2 7	<b>Chokai</b> 1 2 7
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RETURNING  
AIR/LAND  
UNITS FROM  
TURN 1

## TURN 4

<b>Ryujo</b> 2 0 1 5	RETURNING AIR/LAND UNITS FROM TURN 2
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## TURN 5

<b>Kure</b> 0 3 3	RETURNING AIR/LAND UNITS FROM TURN 3
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## TURN 6

<b>22 Air Flot</b> 3 4 *	RETURNING AIR/LAND UNITS FROM TURN 4
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## TURN 7

<b>Sasebo</b> 0 3 3	RETURNING AIR/LAND UNITS FROM TURN 5
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## TURN 8

RETURNING  
AIR/LAND  
UNITS FROM  
TURN 6

## TURN 9

<b>Mikuma</b> 1 1 8	<b>Mogami</b> 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 7
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# 1931 Allied Order of Appearance

**TURN 1** Repair Capacity **Pearl Harbor 1 San Francisco 4**

All new U.S. units arrive in San Francisco or Pearl Harbor  
Returning Air/Land Units arrive in any friendly Major Port

HAWAIIAN ISLANDS							PEARL HARBOR	PHILIPPINES		
Saratoga 2 1 3 7	Lexington 2 1 3 7	Langley 1 0 0 2	Texas 4 4 3	New York 4 4 3	Nevada 4 4 3	Oklahoma 4 4 3	California 4 5 3	Colorado 5 5 3	Idaho DAMAGED 2 4 5 3	Houston 1 1 7
West Virginia 5 5 3	Maryland 5 5 3	Tennessee 4 5 3	<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;">   <b>U.S. CONTROL</b>                      Hawaiian Islands                      U.S. Mandate                      Northern Pacific                      Central Pacific                 </div> <div style="text-align: center;">                       Pearl Harbor                      San Francisco                      Samoa                 </div> <div style="text-align: center;">                       Dutch Harbor                      Attu                      Philippines                 </div> <div style="text-align: center;">                       Johnston Island                      Midway                 </div> </div>							

**TURN 2** Repair Capacity **Pearl Harbor 2 San Francisco 4**

Utah 3 3 3	Arkansas 3 3 3	Pennsylvania 4 4 3	Arizona 4 4 3	Pensacola 1 0 7	Salt Lake City 1 0 7	Louisville 1 1 7	Chicago 1 1 7	Augusta 1 1 7	Chester 1 1 7	Northampton 1 1 7	5th A. F. 2 4 *
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**TURN 3** Repair Capacity **Pearl Harbor 3 San Francisco 4**

Wyoming 3 3 3	New Mexico 4 5 3	Mississippi 4 5 3	Portland 1 1 7	Indianapolis 1 1 7	F-Boat 1 0 *	1 Marines 0 4 3	RETURNING AIR/LAND UNITS FROM TURN 1
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**TURN 4** Repair Capacity **Pearl Harbor 4 San Francisco 4 (each turn until end of game)**

New Orleans 1 1 7	Minneapolis 1 1 7	Tuscaloosa 1 1 7	San Francisco 1 1 7	Astoria 1 1 7	RETURNING AIR/LAND UNITS FROM TURN 2	2 Marines 0 4 3	Naval 2 4 *	RETURNING AIR/LAND UNITS FROM TURN 3
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**TURN 6**

Ranger 2 0 1 6	7th A. F. 2 4 *	RETURNING AIR/LAND UNITS FROM TURN 4
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**TURN 7**

Quincy 1 1 7	3 Marines 0 4 3	RETURNING AIR/LAND UNITS FROM TURN 5
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**TURN 8**

RETURNING AIR/LAND UNITS FROM TURN 6
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**TURN 9**

10th A. F. 2 4 *	RETURNING AIR/LAND UNITS FROM TURN 7
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**TURN 10**

Yorktown 3 0 2 7	4 Marines 0 4 3	RETURNING AIR/LAND UNITS FROM TURN 8
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**TURN 11**

Enterprise 3 0 2 7	Vincennes 1 1 7	RETURNING AIR/LAND UNITS FROM TURN 9
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## VARIABLE REINFORCEMENTS

### INDIAN OCEAN

Bearn 1 0 1 3	Provence 3 3 3	Foch 1 1 6	Suffren 1 1 6	Colbert 1 1 6	Tourville 1 0 8	Duquesne 1 0 8
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FRENCH CONTROL		
	 Madagascar Saigon	 New Hebrides

### CEYLON

Cornwall 1 1 7
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### SINGAPORE

Hermes 1 1 2 4	Devonshire 1 1 7	Kent 1 1 7	Suffolk 1 1 7	Cumberland 1 1 7	Berwick 1 1 7
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### US MANDATE

Norfolk 1 1 7
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US Turns 1-5 only

### ARABIAN SEA

Glorious 2 0 1 6	Queen Elizabeth 4 4 4	Royal Oak 4 4 3	Royal Sovereign 4 4 3	Revenge 4 4 3	Sussex 1 1 7
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### AUSTRALIA

Australia 1 1 6	Canberra 1 1 6
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### INDONESIA

Java 1 0 6
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BRITISH CONTROL		
Repair Capacity per turn - ALEXANDRIA 1 SINGAPORE 1 CEYLON 1		
 Bay of Bengal Indonesia Singapore Indian Ocean Coral Sea	 Australia Ceylon Singapore Alexandria	 Lae Addu Atoll Andaman Islands Guadalcanal Port Moresby



### **Plan Orange 1935**

Plan Orange 1935 speculates that Japan decided to seize the Philippines in early 1935. During this time, Prime Minister Keisuke Okada tried to ratchet down defense spending. Japan used stimulus spending to stave off the worst of the Great Depression, but as a consequence the army, in particular, got use to an expanded budget. A coup was attempted in early 1936. This scenario supposes an earlier coup. Tensions swiftly rise, and America is able to ready its Pacific Fleet, with many Atlantic forces transferred in time for action. Japan attacks, although much of her battle fleet is being modernized and is out of action. America is better off financially, and is able to bring slightly greater forces to bear as the war goes on. The country though, is still economically fragile, and split by isolationists. National will should falter if America loses heavily. Britain, Australia, and France, unlike 1931, are more willing to join the fray if they perceive a threat. In both Britain and France, rearmament, however tenuous, is underway. That said Italy and Germany are stirring, and whatever forces France and Britain can spare may not be able to participate. They will also place embargos on Japan which will be even more effective than those of 1931.

Starting POC is 0. Americans move first. Game lasts 10 turns.

### **Japanese Oil Supplies**

Starting on turn 5, Japanese ships must make a speed roll to leave port - if Indonesia was not Japanese controlled on the previous turn. If the roll fails, they remain in port.

### **Allied Repair**

Pearl Harbor has 1 repair point per turn. It gains 1 per turn up to a maximum of 6. San Francisco has 4 repair points per turn. After the British entry into the war, Singapore, Alexandria, and Ceylon have 1 repair point per turn. After French entry into the war, Madagascar has 1 repair point.

### **War Weariness**

America is -1 POC on any turn where they lose equal to or more ship gunnery and air strike factors than the Japanese.

### **Akagi**

This carrier may, at the start of any turn, be modernized. It returns in 2 turns with an air wing of 4. Yokosuka is -1 repair points for those 2 turns.

### **Neutral Entry**

Areas that start under Japanese or American Control may be attacked freely. If certain neutral zones are entered, roll a die for each area. These areas cannot be controlled unless the nation involved goes to war.

### **Sea Zones and Bases:**

#### **Indonesia**

Every turn America enters this sea zone they lose 1 POC on a die roll of 5-6.

If Japan enters the sea zone, France declares war on a die roll of 3-6. The Netherlands declares war on Japan with a die roll of 6. Britain declares war on Japan on a die roll of 4-6. If Britain declares war, then Australia declares war on Japan with a die roll of 2-6. If Japan controls Indonesia for 2 turns in a row, then war is automatic with all countries.

#### **South Pacific**

Japan loses 1 POC every turn they enter this zone on a die roll of 3-6.

#### **Lae and Guadalcanal**

These bases are British and cannot be converted without landing Marines. If this occurs, Britain and Australia will automatically declare war. The Netherlands will declare war on a die roll of 5-6. This means Britain, Australia, and the Netherlands may declare war on America should they invade.

#### **Indian Ocean, Bay of Bengal**

US loses 1 POC each turn they enter this sea zone.

If Japan enters the sea zone, Britain and Australia declare war on Japan. France declares war with a die roll of 2-6. Netherlands will declare war on a die roll of 5-6.

#### **Coral Sea**

US loses 1 POC each turn they enter this sea zone with a die roll of 6.

If Japan enters the sea zone, Britain and Australia declare war on Japan with a die roll of 3-6.

#### **New Hebrides**

This base (actually bases) are British and French and cannot be converted without landing Marines. If this occurs Britain, France, and Australia will automatically declare war. This means Britain, France, and Australia may declare war on America if they invade these bases.



# 1935 Japanese Order of Appearance

## TURN 1

Yokosuka Repair Capacity **6 per turn**

All new units arrive in Yokosuka.  
Returning Air/Land Units arrive in any friendly Major Port

### YOKOSUKA

<b>Akagi</b> 4 1 3 6	<b>Ryujo</b> 2 0 1 5	<b>Hosho</b> 1 0 1 4	<b>Mutsu</b> DAMAGED 4 5 5 4	<b>Nagato</b> DAMAGED 3 5 5 4	<b>Fuso</b> 4 4 4	<b>Yamashiro</b> 4 4 4	<b>Ise</b> DAMAGED 2 4 4 4	<b>Hyuga</b> DAMAGED 2 4 4 4	<b>Kongo</b> DAMAGED 1 4 3 6	<b>Haruna</b> DAMAGED 1 4 3 6	<b>Hiei</b> DAMAGED 1 4 3 6
<b>Kirishima</b> DAMAGED 1 4 3 6	<b>Myoko</b> 1 2 7	<b>Nachi</b> 1 2 7	<b>Ashigara</b> 1 2 7	<b>Haguro</b> 1 2 7	<b>Atago</b> 1 2 7	<b>Takao</b> 1 2 7	<b>Maya</b> 1 2 7	<b>Chokai</b> 1 2 7	<b>I-Boat</b> 1 0 *	<b>Yokosuka</b> 0 3 3	<b>Kure</b> 0 3 3

### TRUK

<b>Aoba</b> 1 1 7	<b>Kako</b> 1 1 7	<b>Kinugasa</b> 1 1 7	<b>Furutaka</b> 1 1 7	<b>Oi</b> 1 0 7	<b>Kitakami</b> 1 0 7	<b>21 Air Flot</b> 3 4 *
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**STARTING CONTROL**



Japanese Islands  
Marianas  
Marshalls



Yokosuka  
Truk



Okinawa  
Saipan  
Maloelap  
Kwajalein

## TURN 2

<b>Kaga</b> 4 1 2 5	<b>Mikuma</b> 1 1 8	<b>Mogami</b> 1 1 8
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## TURN 3

<b>22 Air Flot</b> 3 4 *	<b>Sasebo</b> 0 3 3	RETURNING AIR/LAND UNITS FROM TURN 1
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## TURN 4

<b>Soryu</b> 3 1 2 8	RETURNING AIR/LAND UNITS FROM TURN 2
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## TURN 5

<b>Suzuya</b> 1 1 8	<b>Kumano</b> 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 3
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## TURN 6

RETURNING AIR/LAND UNITS FROM TURN 4
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## TURN 7

<b>23 Air Flot</b> 3 4 *	RETURNING AIR/LAND UNITS FROM TURN 5
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## TURN 8

<b>Tone</b> 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 6
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## TURN 9

<b>Chikuma</b> 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 7
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## TURN 10

<b>Hiryu</b> 3 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 8
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# 🇺🇸 1935 Allied Order of Appearance 🇺🇸

**TURN 1** Repair Capacity **Pearl Harbor 1 San Francisco 4**

All new U.S. units arrive in San Francisco or Pearl Harbor  
Returning Air/Land Units arrive in any friendly Major Port

## HAWAIIAN ISLANDS

Saratoga 2 1 3 7	Lexington 2 1 3 7	Langley 1 0 0 2	Texas 4 4 3	New York 4 4 3	Nevada 4 4 3	Oklahoma 4 4 3	Pennsylvania 4 4 3	New Mexico 4 5 3	Mississippi 4 5 3
Tennessee 4 5 3	California 4 5 3	Maryland 5 5 3	West Virginia 5 5 3	Colorado 5 5 3	Salt Lake City 1 0 7	Northampton 1 1 7	Chicago 1 1 7	Indianapolis 1 1 7	Astoria 1 1 7

## PHILIPPINES

Augusta 1 1 7
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## PEARL HARBOR

5th A. F. 2 4 *
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## NORTH PACIFIC

Louisville 1 1 7	Houston 1 1 7	Portland 1 1 7
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**U.S. CONTROL**

 Hawaiian Islands U.S. Mandate Northern Pacific	 Pearl Harbor San Francisco Samoa	 Dutch Harbor Attu Philippines	Johnston Island Midway
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**TURN 2** Repair Capacity **Pearl Harbor 2 San Francisco 4**

Ranger 2 0 1 6	Arkansas 3 3 3	Arizona 4 4 3	Idaho 4 5 3	Pensacola 1 0 7	Chester 1 1 7	San Francisco 1 1 7	Tuscaloosa 1 1 7	Minneapolis 1 1 7	New Orleans 1 1 7	F-Boat 1 0 *
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**TURN 3** Repair Capacity **Pearl Harbor 3 San Francisco 4**

Yorktown 3 0 2 7	Utah 3 3 3	Wyoming 3 3 3	1 Marines 0 4 3	RETURNING AIR/LAND UNITS FROM TURN 1
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**TURN 4** Repair Capacity **Pearl Harbor 4 San Francisco 4 (each turn until end of game)**

Enterprise 3 0 2 7	Quincy 1 1 7	7th A. F. 2 4 *	RETURNING AIR/LAND UNITS FROM TURN 2
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**TURN 5**

Vincennes 1 1 7	2 Marines 0 4 3	Naval 2 4 *	RETURNING AIR/LAND UNITS FROM TURN 3
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**TURN 6**

RETURNING AIR/LAND UNITS FROM TURN 4
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**TURN 7**

3 Marines 0 4 3	10th A. F. 2 4 *	RETURNING AIR/LAND UNITS FROM TURN 5
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**TURN 8**

Wichita 1 1 7	RETURNING AIR/LAND UNITS FROM TURN 6
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**TURN 9**

Wasp 3 0 2 6	4 Marines 0 4 3	RETURNING AIR/LAND UNITS FROM TURN 7
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**TURN 10**

Hornet 3 0 2 7	North Carolina 5 6 5	Washington 5 6 5	RETURNING AIR/LAND UNITS FROM TURN 8
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**FRENCH CONTROL**

	 Madagascar	 New Hebrides
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## VARIABLE REINFORCEMENTS

### INDIAN OCEAN

Bearn 1 0 1 3	Provence 3 3 3	Suffren 1 1 6	Foch 1 1 6	Colbert 1 1 6	Tourville 1 0 8	Duquesne 1 0 8
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**TURN 5**

Dunkerque 3 3 6
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**TURN 9**

Strasbourg 3 3 6
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### CEYLON

Cornwall 1 1 7
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### SINGAPORE

Hermes 1 1 2 4	Kent 1 1 7	Suffolk 1 1 7	Cumberland 1 1 7	Berwick 1 1 7
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### ARABIAN SEA

Norfolk 1 1 7	Dorsetshire 1 1 7
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### CORAL SEA

Sussex 1 1 7
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### AUSTRALIA

Canberra 1 1 6
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### ARABIAN SEA

Glorious 2 0 1 6	Courageous 2 0 1 6	Queen Elizabeth 4 4 4	Royal Oak 4 4 3	Royal Sovereign 4 4 3	Revenge 4 4 3	Valiant 4 4 4	Devonshire 1 1 7	Australia 1 1 6
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### INDONESIA

Java 1 0 6	De Ruyter 1 1 7
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Replace with De Ruyter on Turn 5

**TURN 2**

Renown 3 3 5
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**TURN 3**

Hood 4 4 7
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**TURN 8**

Ark Royal 2 0 2 7
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**BRITISH CONTROL**

Repair Capacity per turn - ALEXANDRIA 1 SINGAPORE 1 CEYLON 1

 Bay of Bengal Indonesia Singapore Indian Ocean Coral Sea	 Australia Ceylon Singapore Alexandria	 Lae Addu Atoll Andaman Islands Guadalcanal Port Moresby
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## Design Notes

Some players may wonder why I do not have carriers getting much stronger as the war goes on, or why I have fewer ships getting involved than in *Victory in the Pacific*. Japanese heavy industry only came into its own later in the decade. The American economy was still in pieces. War is generally bad for an economy and even worse for societies torn by social tension, which was particularly true in America. Carriers do get a bit better in the 1935 scenario, and while they will not dominate the high seas, their part to play is much greater in 1935. As to the number of ships, once again I deemed that neither nation was able or willing to produce the kinds of ships they did in the 1940s. A Plan Orange scenario is basically a colonial squabble that can get out of hand but is likely to be contained to the Pacific Ocean. World War II was two separate wars connected by diplomatic maneuvers and unfortunate timing. The invasion of China was not enough to drag the west into a war in 1937, and nor would an early conflict with America so long as it was contained. That said, if players want to increase the probability of France and Britain intervening then by all means do so, but keep in mind their main commitments were in Europe. The rise of fascism and communism, not to mention the Spanish Civil War, kept the bulk of their fleets in European waters.

On the matter of ship ratings, one will notice that carriers are weaker here. This is because their offensive capabilities were quite limited in 1931, and arguably I have been too generous. I decided not to make them much better as the war went on, nor to have either nation field large air forces. Air tactics were still being learned, and neither nation had the capacity to field large air forces. The aircraft being used also lacked the punch of later monoplanes; most of the carrier aircraft are biplanes. I did consider a rule for the introduction of the Mitsubishi A5M but deemed it a case of adding too much to the game. Veteran players of *Victory in the Pacific* will notice that Akagi and Kaga are weaker. Both ships were floating gas cans that were destroyed at Midway with shocking ease. Their hardness in *Victory in the Pacific* always irked me, especially compared to the more robust Shokaku and Zuikaku. For 1931 the Kongo class battleships have weaker armor, as they were not upgraded until after 1935, which is why their upgraded

versions in the 1935 scenario have damage markers. Other stats were changed using the Avalon Hill General article by Jim Davis from Volume 17, Number 6, where he detailed more accurate ship stats. I also drew inspiration from Brian Herr's peerless *Victory at Sea Redux*.

I included some rules I typically use to increase realism in my regular sessions of *Victory in the Pacific*. I recommend them all, but made most optional for purists. *Retreat and Pursuit* rules are meant to show the chanciness of naval pursuit, where sudden weather changes and reluctant admirals fail to press home a victory. *Gunnery Limits* are meant to prevent ganging up, making losses from battle a bit more realistic; every session of *Victory in the Pacific* leaves the ocean as a graveyard. The same is true with air strike limits. *Aircraft Rebase* is meant to prevent the sudden massing land based air units and make the player plan ahead a bit more. Lastly, *Initiative* and *Air Combat* are only meant for Hell in the Pacific. The game is more straight forward than either *War at Sea* or *Victory in the Pacific*. The *Initiative* rule is meant to spice things up and allow for a possible change in fortune. The special rules for air combat simulates the limitations of aircraft tactics and designs in 1931 and 1935. Aircraft are important, but not decisive; the battleship is the unit of decision.

## Credits:

*Game Design: Sean Chick*

*Art Design: Craig Johnson, Emily Harvey*

*Playtesting: Daniel Chick, Andrew Simoneaux, Lance Wattigney*

*Editor: Craig Johnson*

*Special Thanks: Bill Krasner, Brian Herr, Leo Zappa*

This game is dedicated to William Sariego, a fine designer, a fun gamer, and a truly decent man.



**ALEXANDRIA**

(NO US SHIPS)  
(NO AIR RAIDS)

**1**

**ADDU  
ATOL**

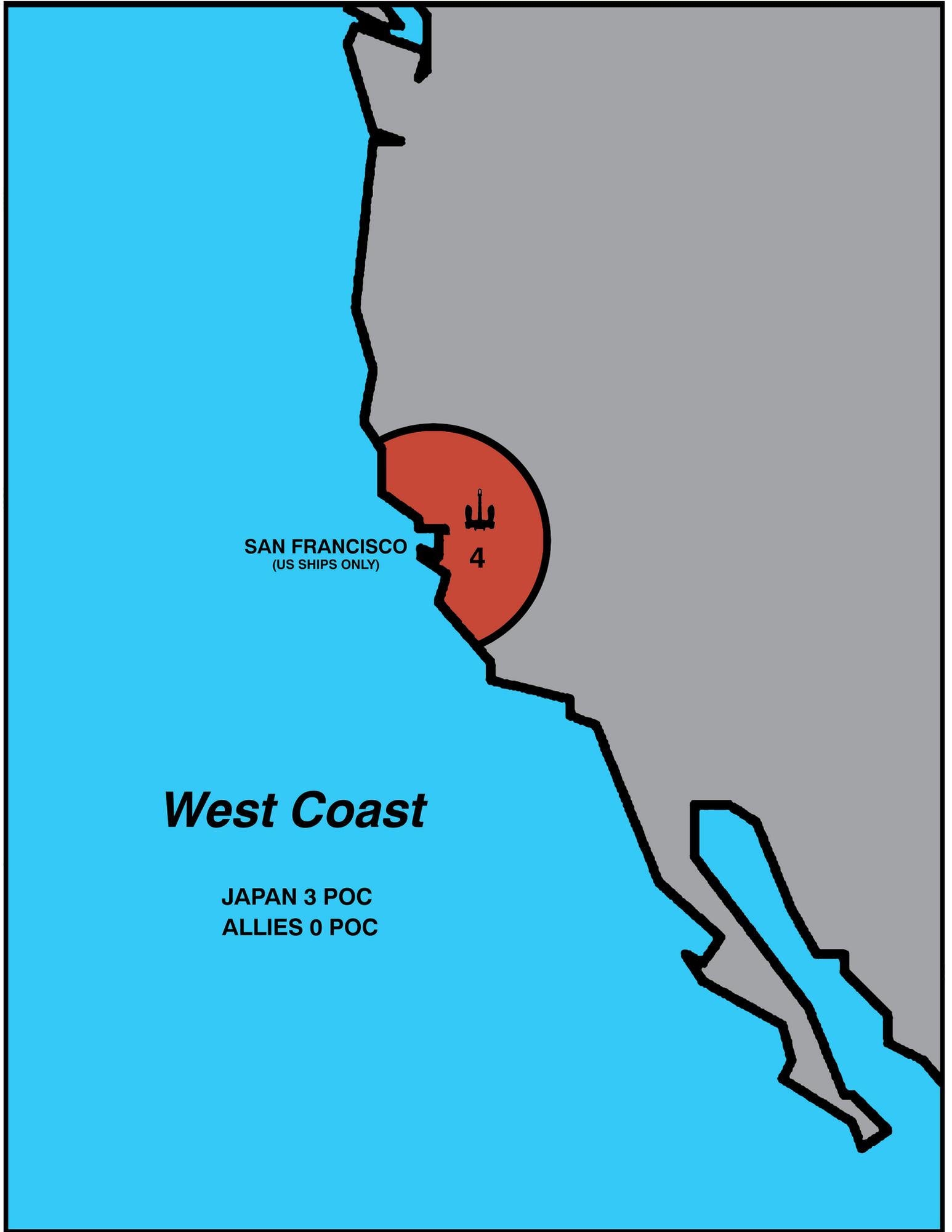
(BRITISH ONLY)  
(NO AIR RAIDS)

(ADDU ATOL SHARES  
BAY OF BENGAL)

# ARABIAN SEA

JAPAN 3 POC  
ALLIES 0 POC

**MADAGASCAR**  
(NO AIR RAIDS)  
(NO US SHIPS)





Kaga 4	Kaga 2	Hiryu 3	Haruna	Chikuma	Oi
1 2 5	1 2 5	1 1 8	4 3 6	1 1 8	1 0 7



Akagi 4	Akagi 2	Soryu 3	Hiei	Tone	Kitakami
1 3 6	1 3 6	1 2 8	4 3 6	1 1 8	1 0 7



Ryujo 2	Mogami	Nagato	Fuso	Yamashiro	Kongo
0 1 5	1 1 8	5 5 4	4 4 4	4 4 4	4 3 6



Hosho 1	Mikuma	Mutsu	Hyuga	Ise	Kirishima
0 1 4	1 1 8	5 5 4	4 4 4	4 4 4	4 3 6



Chokai	Takao	Myoko	Haguro	Furutaka	Aoba
1 2 7	1 2 7	1 2 7	1 2 7	1 1 7	1 1 7



Atago	Maya	Ashigara	Nachi	Kako	Kinugasa
1 2 7	1 2 7	1 2 7	1 2 7	1 1 7	1 1 7



Australia	De Ruyter	I-Boat	Haruna	Kongo	Kumano
1 1 6	1 1 7	1 0 *	4 2 6	4 2 6	1 1 8



Canberra	Java	F-Boat	Hiei	Kirishima	Suzuya
1 1 6	1 0 6	1 0 *	4 2 6	4 2 6	1 1 8



Queen Elizabeth	Hermes 1	Renown	Berwick	Ark Royal 2	Hood
4 4 4	1 2 4	3 3 5	1 1 7	0 2 7	4 4 5



Revenge	Devonshire	Glorious 2	Royal Oak	Kent	Norfolk
4 4 3	1 1 7	0 1 6	4 4 3	1 1 7	1 1 7

Indianapolis	Portland	New Orleans	Astoria	Quincy	San Francisco
1 1 7	1 1 7	1 1 7	1 1 7	1 1 7	1 1 7

Vincennes	Minneapolis	Pensacola	Salt Lake City	Langley 1	Wichita
1 1 7	1 1 7	1 0 7	1 0 7	0 0 2	1 1 7

Texas	New York	Nevada	Oklahoma	Arizona	Pennsylvania
4 4 3	4 4 3	4 4 3	4 4 3	4 4 3	4 4 3

New Mexico	Idaho	Mississippi	California	Tennessee	Colorado
4 5 3	4 5 3	4 5 3	4 5 3	4 5 3	5 5 3

Washington	Chester	Chicago	Louisville	Northampton	Houston
5 6 5	1 1 7	1 1 7	1 1 7	1 1 7	1 1 7

Saratoga 2	Lexington 2	Yorktown 3	Enterprise 3	Hornet 3	Wasp 3
1 3 7	1 3 7	0 2 7	0 2 7	0 2 7	0 2 6

Provence	Bearn 1	Ranger 2	Maryland	West Virginia	North Carolina
3 3 3	0 1 3	0 1 6	5 5 3	5 5 3	5 6 5

Duquesne	Tourville	Augusta	Arkansas	Utah	Wyoming
1 0 8	1 0 8	1 1 7	3 3 3	3 3 3	3 3 3

Suffren	Dunkerque	Strasbourg	Cumberland	Royal Sovereign	Courageous 2
1 1 6	3 3 6	3 3 6	1 1 6	4 4 3	0 1 6

Colbert	Foch	Cornwall	Dorsetshire	Sussex	Suffolk
1 1 7	1 1 6	1 1 7	1 1 7	1 1 7	1 1 7

