

GREAT PACIFIC WAR

TEN-MINUTE RULES

by Doug McNair

Great Pacific War (or *GPW* for short) is Avalanche Press' game covering all of World War II in the Pacific. This rules summary will get you playing in just 10 minutes.

Up to four players can play *GPW*, with each playing one or more of the four major powers vying for control of the Pacific: Japan, Britain, the United States and the Soviet Union. Each turn of *GPW* is one season, and each *GPW* scenario lasts a number of turns equal to the part of the war being played. Players use only six-sided dice in *GPW*.

GPW is all about money, with Japan seeking to conquer the oil-rich South Pacific and the Allies fighting to hold onto their empires. Money in *GPW* is expressed in terms of Basic Resource Points (or BRPs), which players use to build armies, fleets and air forces and send them on missions. At the start of every Spring turn, each player receives a number of BRPs equal to the BRP value of his home country and his colonies (this is called his "BRP Base"), plus any countries he has conquered so far in the game.

Players spend BRPs during the course of the year, and any BRPs a player has left over at the end of the year make his economy grow, increasing his BRP Base for next Spring (see each nation's card to see by what percentage of the leftover BRPs the nation's BRP base grows). If a nation's BRP stockpile ended up below zero at the end of the year (due to enemy raiding, bombing or BRP losses in combat), the negative number reduces the number of BRPs the nation receives next Spring. Leftover BRPs are discarded at year-end – they don't carry-over till next year.



There are three types of combat units in *GPW*: Ground, Naval and Air. Ground units have two numbers at the bottom separated by a dot: Combat Strength and Movement Allowance. Different types of ground units are infantry, tanks (ARM units), cavalry, etc. A ground unit's combat strength equals the number of dice it rolls in combat, and its movement allowance is the number of hexes it can move by land in a turn.

Some hexes cost more movement points to enter, and some increase the combat strength of defending units that occupy them (see the Terrain Effects Chart). ARM and CAV units get to move twice each turn (see Exploitation Movement below). Up to two ground units plus an HQ can stack in the same hex.

Each naval unit has just one number, which equals the number of naval unit factors in the unit. A naval unit rolls a number of dice in combat equal to its naval factors. Different naval unit types are subs, surface ships, aircraft carriers, etc. Each air unit has two numbers separated by a dot: the number of air unit factors in the unit, followed by the unit's range.

An air unit rolls a number of dice in combat equal to its air factors. Its range is the number of hexes it can move to reach a different airbase or to attack a target. Different air units are TAC (fighters or fighter-bombers), SAC (bombers) and LSAC (long-range bombers). Players can "make change" with naval and air units of the same type, splitting them up into lower-value counters or combining them into higher-value counters.

Players start the game by checking the scenario rules to see how many of their units set up on the board (and where), and how many units start in the Force Pool. Units in the force pool may be built after the game starts. Players need two cups to play the game: one for impulse chits (which players purchase with BRPs during the game and then draw randomly from the cup to make units move and fight), and one for political chits (which cause political events to happen during the game). Players check scenario instructions to see which political chits go in the cup before the game starts.

Players start each turn by checking the scenario rules to see whether any new units go into each player's force pool, and then each player spends BRPs to build any units he wishes in his Force Pool. The cost varies depending on the type of unit (see the Construction and Repair Costs table). Players then place newly-built units in cities in their home countries, up to the stacking limit in each hex (except for SURF and CV units, most of which take 3 turns to build; see rule 15.13). They then check to see if any new political chits become available this turn, and place them in the political cup. They then draw one political chit at random and implement the results (see Appendix). Players then spend more BRPs to buy impulse chits, and all players put all the chits they bought in the impulse chit cup.

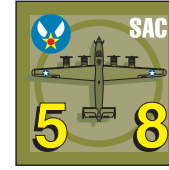
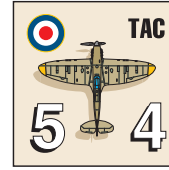
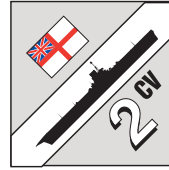


Players then move whichever naval units they wish out of port and into the Sea Control and Raiding boxes of sea zones that border those ports. Air units in coastal airbases can do the same. SUB units can move farther, out to sea zone boxes up to four zones away from their port. Each nation pays 1 BRP for each factor it places in sea zone box, but no more than 5 BRPs total per turn (even if it places more than 5 factors in boxes). They then announce any declarations of war against other players (each war declaration costs 15 BRPs). Only nations at war with each other can fight each other's units or invade each other's territory.

Then, any enemy units that are in the same Sea Control boxes fight up to three rounds of naval combat to see who controls the sea zone. In each naval combat round, opposing air units fight each other first: each side adds up the number of TAC and CV factors it has in the sea control box and rolls that many dice. Every 6 rolled scores a hit. Players allocate hits among enemy air units in the same sea control box. Each hit on a TAC unit eliminates one its factors (replace the unit with a counter showing fewer factors, or put it back in the force pool if all its factors are eliminated). Each hit on a CV unit eliminates one BRP in the owning player's stockpile and reduces the number of dice it rolls in naval combat that turn (the hits shoot down its planes). Then, all enemy units in the same sea control boxes fight naval combat, with each side adding up all its surviving air and naval factors in the sea control box and rolling that many dice. TAC and CV units score hits on 5's or 6's, while other units score hits on 6's only.

Damage is the same as in air combat, except that hits on CV units in naval combat eliminated CV factors (not BRPs), and hits scored by SURF and SUB units can't be applied to enemy TAC units. Players can then pull their units out of sea control boxes and end combat (turn them sideways to show they can't move or fight again this turn), or they can stay and fight up to two more rounds. Whoever has units left in the sea control box after three rounds controls the sea zone, as do unopposed units in a sea control box that didn't fight. More than one player can control the same sea zone at the same time.

Then, any units remaining in Sea Control boxes roll dice to try and destroy enemy units in the Raiding box of the same sea zone they are in (damage is the same as in naval combat). Any surviving units in the Raiding box then roll dice to destroy BRPs that enemy countries can earn from the sea zone (each hit destroys one BRP in the enemy nation's stockpile). The maximum number of enemy BRPs that raiders can destroy in each sea zone per turn are printed on the sea zones on the map.



Once all sea combat is done, players can then strategically redeploy (or SR) their units. To SR a unit, a player simply moves it from its starting hex to any other hex desired on the board. However, units can only SR through land hexes and sea zones that are controlled by their own country or an allied country. See rule 7.53 for the maximum number of units each nation may SR each turn. Turn all units that SR sideways to show they can't move or fight again this turn.

Then, the player who currently has the lowest number of BRPs in his stockpile draws an impulse chit randomly from the cup, and whoever that impulse chit belongs to gets to move and fight with the units which the chit can activate. So for example, if the player draws a Japanese HQ chit, all Japanese land and air units within 4 hexes of the HQ printed on the chit can move and fight (unless they've already moved or fought earlier in the turn). See rule 4.3 for the actions which each type of impulse chit can cause to happen and the units it can activate.

Once the units activated by the drawn chit are done moving and fighting, the owning player turns them sideways to show they can't move or fight again this turn, and puts the impulse chit in the first box on the impulse track (skip two boxes if it was a General Offensive chit). Then he draws the next chit, and whoever owns that chit gets to move and fight with the units that chit activates, turns them sideways and puts the chit in the next box on the impulse track. He then draws the next chit, etc. If the box a chit is placed in has a number in it, the player who placed the chit there rolls two dice and adds or subtracts any applicable modifiers listed under the impulse track. If the modified result is less than or equal to the number in the box,

Operational Halt occurs and no more impulse chits get drawn that turn. Return all undrawn chits in the cup to their owners, who don't get BRPs back for any chits not drawn. If operational halt doesn't occur, players keep drawing impulse chits until they're all drawn and all activated units move and fight. Then each minor nation that is at war but has units on the board that didn't get activated by an allied major power's impulse chit can take one Attrition impulse with its units (see 4.33).

Ground units that are activated by an impulse chit and which start or move adjacent to enemy units can attack them in ground combat, and activated air units that are within range of the target hex of the ground attack can fly there and add their air factors to the attack. TAC units that belong to a country with ground units being attacked (or one of its allies) can fly to the attacked hex if it's within 2 hexes of the TAC unit's airbase and provide defensive air support.

Enemy air units that end up in the same target hex fight each other first (the same way as in naval air combat above), and any surviving air units add their air factors to the combat strength of friendly or allied ground units in the battle. The attacking and defending players add up their total combat strengths in the battle and roll that many dice. Every 6 rolled by attacking units is a hit, except for ARM units and TAC units attacking a hex adjacent to attacking ARM units, which hit on 5 or 6. So do MAR units attacking a coastal hex to which they've just been transported by sea. Each 5 or 6 rolled by defending units is a hit, except for defending ARM units and TAC units defending in the same hex with them, which hit on 4, 5 or 6.

Each player adds up the total number of hits he scores, and the enemy player must apply those hits to his ground units in the battle (not his air units), with the weakest units taking hits first. If the number of hits a player takes isn't enough to equal the combat strength of his weakest unit in the battle, he loses a number of BRPs from his stockpile equal to the number of hits, unless he voluntarily retreats all his units out of the attacked hex to the closest hex not adjacent to enemy units. If he takes a number of hits equal to the combat strength of his weakest unit, he must flip that unit to its weaker side, or eliminate it and put it back in the force pool if it has no weaker side or is already on its weaker side. If he takes enough hits to flip more than one of his units he does so, and any leftover hits destroy BRPs in his stockpile. If he takes enough hits to flip all of his units he must do

so, and must then retreat all of his units in the battle as above. If defending units retreat, attacking units can advance into the hexes the defenders vacated. Then any activated ARM and CAV units can move and fight again (this is called Exploitation Movement and Combat). Units that get eliminated and can't trace a supply line at the time (see below) may never be rebuilt and are not put in the force pool.

Naval units activated by an impulse chit can move to a different port, and SURF and LC units can transport ground or air units that start in the same port with them to a different port. Different naval units types can move up to a different number of sea zones each turn (see rule 6.72). If they move through any sea zones that are controlled by enemy units, they fight one round of naval combat with the enemy naval units in each sea zone they move through (as above).

LC units can transport ground units to coastal hexes that don't have ports, and if such a hex contains enemy ground units, the landing ground units must fight the enemy units there (any friendly SURF units escorting the LCs can add half their factors to the combat). If the landing ground units don't destroy the enemy units in the hex or force them to retreat, they must flip to their weaker-strength side or be eliminated if already on their weaker-strength side, and any surviving landing units must go back to their home port (or be eliminated if their transporting units don't have the range to make it back).

Activated air units can move to a different airbase, provide offensive air support in ground combat (as above) or attack enemy air units on the ground (roll dice equal to the air units' number of factors – every 6 is a hit). Moving air units can be intercepted by enemy TAC units if they fly within 2 hexes of the enemy TAC units' bases, and must fight air combat with the intercepting units as above. Any surviving active air units can continue with their mission. Air units activated by an Air Effort chit can do the above plus bomb enemy cities within range to destroy enemy BRPs. Every 6 rolled is a hit and destroys one BRP in the enemy nation's stockpile, unless the attacking air units aren't intercepted; then every 5 or 6 they roll is a hit. LSAC units roll dice equal to double their air unit factors.

Once players are done drawing impulse chits, they check to see if each of their ground and air units on the board can trace an unblocked line of hexes to a friendly supply source. Japanese supply sources are

the red objective cities in Japan. British and American supply sources are the American off-map boxes, objective cities in India, objectives or major ports in Australia, and capitals of US or British colonies. Soviet supply sources are the red objective cities in the Soviet Union and all map-edge hexes inside the Soviet Union. Units can trace supply lines through hexes and sea zones controlled by their own country or an allied country (or by nobody in the case of sea zones), but not those controlled by enemy countries.

Units can trace supply lines through sea zones that are simultaneously controlled by friendly/allied and enemy units, but not solely by enemy units. Units that can successfully trace a supply line are in supply, and each player can pay BRPs to flip any of his in-supply ground units that are on their weaker sides back to their strong sides (the cost is based on the difference between the unit's weaker side and its stronger side – see Construction and Repair Costs table). Out of Supply ground units cannot be repaired, and must flip to their weaker side or be eliminated if they are on their weaker side or have no weaker side. Units eliminated while Out of Supply may never be rebuilt.

Then, players check to see whether any nations surrender (usually by having their capital city or other home-nation cities conquered – see the surrender rules for individual countries for details). They then move all units in sea zone boxes back to port, turn all sideways units upright again, move the turn marker to the next turn's box, and start a new turn. Players keep playing until the last turn of the game as specified in the scenario, and then check victory conditions to see who won. Players usually win by conquering a certain number of red objective cities or by taking or holding certain geographical areas.

That's it!

You're ready to start playing *Great Pacific War*.

See the rulebook and tables for more details.

Enjoy!