PACIFIC TIDE

The United States versus Japan, 1941-45

Rules of Play

a Gregory M. Smith design

Compass Games
New Directions in Gaming

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1.0 DESCRIPTION

Pacific Tide is a two-player game which represents the war, on a strategic scale, between the United States (and its Allies) and Japan in World War II. The game is five turns long, with each turn lasting one year.

2.0 VICTORY CONDITIONS

The US player wins if he controls all areas on the map, with the exception of Okinawa and Japan. The Japanese player wins if he prevents this.

2.1 Decisive Victory:

The US player wins a decisive victory if he drops the Atomic Bomb. The Japanese player wins a decisive victory if he controls Okinawa and one of these 3 areas: Iwo Jima, the Philippines, or the Aleutians.

The Japanese player also wins an automatic decisive victory if he controls the following areas at the end of 1942:

-All starting Japanese areas plus the Philippines, Singapore, Borneo, the Aleutians, Wake, and Midway.
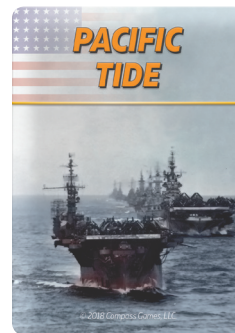
3.0 GAME COMPONENTS

The Game consists of the following:
- *This Rulebook*
- *1 Countersheet*
- *2 Player aid cards*
- *17"x 22" map*
- *16 six-sided die, 8 red and 8 blue*
- *Deck of 52 cards, divided into three types: Year, United States, Japanese*

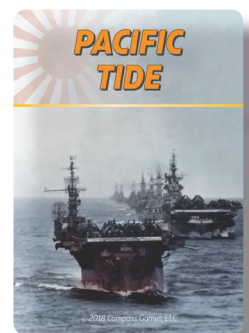**Year Card**

Year

Card Effects

United States Card (back)

Japanese Card (back)

United States Card (front)

Card Number

Card Title

Card Effects

Year   Card Cost

Solitaire Personality

Japanese Card (front)

Card Number

Card Title

Card Effects

Year   Card Cost

Solitaire Personality

The counters depict all the different types of units and markers. There are five types of units and two markers:

Fleet: Groups of several BB plus CA, DD, and supporting ships.

Number of Units

CV: Individual carriers or small groups of escort carriers.

INF: All types of ground combat troops, including Marine and Army units.

Naval Air: Carrier-borne aircraft; each carrier point can carry 1 Naval Air unit.

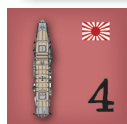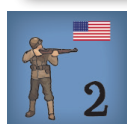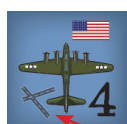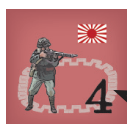**symbol to the left denotes the air is naval type**

Land Air: Land-based bombers and fighters. **They may never be flown from a carrier;** they may only move to and attack from friendly areas.

symbol to the left denotes the air is land type

Guerillas: The Filipino resistance, which grew to a considerable size by the end of the war.

Entrenchment: This is shown by flipping an infantry unit over to its "entrenched" side. They start this way by scenario setup or are allowed to do this by card play and serve to reduce any damage from combat by 1.

For example: a single entrenched INF unit would require 2 or more incoming Damage Points to eliminate. A result of 1 Damage Point would simply be ignored.

Control marker: These markers are placed to indicate control of an area.

Movement/Attack-Amphib activation marker: These are included to assist players in keeping track of which areas have been activated for movement, or designated for Attack-Amphib. Their use is optional.

Attack or Amphib

Units may split up and combine as long as they are of the same type. For example: 4 Fleet units can be represented on the map by a 3 and a 1, or a 2 and a 2, etc.
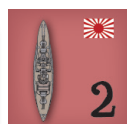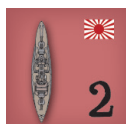
This has no impact on game play. The larger units are included to reduce stacking size if desired; there is no difference between having a 4 Fleet unit in an area or having four 1 Fleet units. These are the same for game play. The same applies to all other types of units.

Notice that the game contains both CW (Commonwealth) and US (United States) units. They are considered the same for all purposes – stacking, combat, base control, etc. They have been included as separate forces mainly for historical flavor. Additionally, a CW base and a US base are equivalent for all purposes, to include repair and supply (i.e. a CW fleet may repair at Pearl Harbor, or a US fleet may draw supply from Brisbane).

4.0 SETTING UP THE GAME

To set up the game, do the following:

Locate the Year cards. Stack these in year order so that the 1941 card is face up, then the 1943 card, then the 1945 card.

Locate the 24 US cards. Take all the cards with **"Available 1941"** and put them in the US player's hand. Put the rest of the cards to the side.

Locate the 24 Japanese cards. Take all the cards with **"Available 1941"** and put them in the Japanese player's hand. Put the rest of the cards to the side.

CAMPAIGN Game Set Up

Set up each player's forces as follows:

4.1 US Set Up

AREA	NUMBER OF UNITS
Western Pacific*	3 CV, 1 Fleet
West Coast 2	1 Land-based Air
Hawaii	5 Fleet, 1 INF (Entrench), 1 Land-based Air
Philippines	2 INF (Entrench), 1 Fleet
Solomons	1 Fleet
Midway	1 INF
Wake Island	1 INF (Entrench)
Espiritu Santo	1 INF
Singapore	CW: 1 Fleet, 2 INF (Entrench), 1 Land-based Air
Brisbane	CW: 1 INF, 1 Land-based Air, 1 Fleet
Timor Sea	CW: 1 Fleet

*The US 3 CV+ 1 Fleet in the Western Pacific cannot be attacked at game start (treat as hidden). Once the US player moves these units, this attack restriction is removed.

4.2 Japanese Set Up

AREA	NUMBER OF UNITS
Japan	1 Fleet, 2 INF
Okinawa	1 CV, 3 Fleet, 2 INF
Northwestern Pacific	5 CV, 2 Fleet
Indochina	1 Fleet, 3 INF, 2 Land-based Air
Truk	1 Fleet, 2 INF (Entrench)
Marianas	2 INF, 1 Land-based Air

1942 MIDWAY Scenario Set Up

Set up each player's forces as follows (game starts in 1942):

4.3 US Set Up

AREA	NUMBER OF UNITS
Northwestern Pacific	3 CV, 3 Fleet
Hawaii	2 INF (Entrench), 1 Fleet (damaged)
Midway	2 INF, 2 Land-based Air
Brisbane	CW: 2 INF, 1 Land-based Air, 1 Fleet (damaged)
Espiritu Santo	1 Fleet, 2 INF

Cards in hand: *CV Builds(#12), Fleet Builds(#10), Air Operations(#8), Submarine Attacks(#11), Naval Air Replacements(#5), Limited Operations(#4).*

Card in play in front of the US player: *MAGIC Intercepts(#3).*

4.4 Japanese Set Up

AREA	NUMBER OF UNITS
Japan	1 INF
Central Pacific	4 CV, 1 Fleet
North Pacific	1 CV, 1 Fleet
Indochina	1 Land-based Air
Truk	1 Land-based Air, 1 INF (Entrench)
Marianas	1 INF (Entrench)
Philippines	2 INF, Control marker
Singapore	1 INF, Control marker
Wake Island	2 Fleet, 1 INF, Control marker
New Guinea	1 Fleet, 1 INF, Control marker
Solomons	1 INF, Control marker
Peleliu	1 INF, Control marker
Borneo	1 INF, Control marker

Cards in hand: *Midway(#10), Air Builds(#7), Fleet Builds(#5), Garrison Forces(#9), BANZAI Attacks(#12), Naval Air Replacements(#8), Minefields(#11).* It is 1942. The Japanese player must start the scenario by playing the *"Midway"* card and the Amphib must be conducted against the Aleutians.

5.0 BIDDING

Determine who will play the Japanese and the United States. In tournament play, this is done by bidding for extra Build Points per year (which are used to buy cards at the start of each year except 1941 and 1942). Roll 2d6, high roll bids first. For example, the high roller bids one for the Americans. If the second player accepts, the first player will be the Americans, but the Japanese player will get 1 extra Build Point per year. The second player bids 2 for the Americans, because he really wants to be the Americans. The first player accepts this bid, and he ends up as the Japanese, but with 2 extra Build Points per year.

6.0 GAME PLAY

The game is played as follows:

6.1 Year Start

Read the Year card. The card will show any special rules for the year. It will also specify who plays first.

Players shuffle their available cards into two stacks without looking at them, then select one stack randomly to start the year. If there was an uneven number of cards, the player receives the stack with the extra card. Players may only play cards from their stack until they are down to one card, at which time they add the other stack to their hand.

Notice this procedure is used for every year except 1941. When playing the Campaign game, both players receive all their 1941 cards at the start of the game.

When a player plays a card, he performs all the actions on the card in the order specified on the card. The card will specify who plays the next card. Usually it will be the other player, but certain cards allow for a player to play another card immediately or pass card play if they desire.

The phrase "Pass the turn" on a card means players are passing card play to their opponent, NOT that they are done for the year. That only occurs when both players pass without having played a card.

Instead of playing a card, the player whose turn it is next may pass. If both players pass without playing a card, then the year ends. If a player has no cards, he must pass.

Some cards have a **"do this OR that"** – option. To play these cards, all the actions on the card are performed, in order, with the exception that only one of the two colored text boxes may be performed.

Whenever a US or Japanese card is played it goes on the US or Japanese player's discard pile.

A player is not required to perform all the actions listed on a card, although it is usually to his advantage to do so. For example: a player may play a card that says he can attack 2 areas, but if he has only 1 attack, he can perform this single attack or do no attacks at all if he desires. Only requirement is that if any actions are performed, the order of the cards is strictly followed, from top to bottom.

1941 special rules: The Japanese player must start the game with the *"Pearl Harbor"* card. He starts the game by activating 3 areas for movement. Next he conducts the special Pearl Harbor attack, using the units located in the Western Pacific (area 27). During this special attack (only) his CV units are immune from damage, and an American hit during Pearl Harbor is taken from one of his Naval Air units, even if a "6" was rolled. The Japanese force attacking Pearl Harbor cannot move until the next card play as it is considered to be conducting the attack during the play of the *"Pearl Harbor"* card.

6.2 Move

"Activate 1 area for Movement" means to move any number of units from 1 area to any number of areas within a 2-area range. Not all units need to be moved out of an area, and they need not all move to the same destination. When a CV moves, the Naval Air unit associated with it moves as well. As a matter of convention, Japanese forces should be placed on the east half of an area, and US/CW forces on the west half. When areas are activated for movement, all movement must be completed before continuing to conduct actions with the card in play.

Naval Air may move up to two areas from a CV to another CV that has lost its air unit, however, this does require a move activation of the area with the CV providing the air unit.

Entrenchment: Players may "spend" a movement activation to entrench INF units in a friendly-controlled area. If they also have naval or air units in that area, they must use a second movement activation if they wish to move those units. To entrench, simply flip the INF unit over to the "entrenched" side. Filipino guerrillas cannot entrench.

Stacking: The Fleet stacking limit is 5, and the CV stacking limit is 5. This must be observed at all times. (Exception: Amphib.) The INF/Guerilla stacking limit is 5. Exceptions: The Wake Island stacking limits is 1 INF, Midway 2 INF, and the Aleutians 2 INF. If reinforcements would exceed stacking limits, they are placed instead on the West Coast 1 or 2 (for the US) or on Okinawa (for the Japanese). If this still exceeds the stacking limits, the reinforcements are not placed and are lost.

In theory, an area could contain 5 Fleets, 5 CVs (with their 5 Naval Air), 5 Land-based Air, and 5 INF for each side. That would be the maximum amount of force that could be stacked in one area.

INF moves via the "Move" mechanic to a friendly area within a range of two areas, or by the "Amphib" mechanic to an uncontrolled or enemy-occupied area within a range of two areas. There are no "transports" or actual amphibious craft. These have been abstracted.

INF may not move out of, through, or into an area containing enemy naval units (Exception: the cards *"Tokyo Express"* and *"Emergency Evacuation"* allow this). Naval forces must stop upon entering an area containing an enemy naval unit or units.

Land-based Air units may redeploy via a Move action to any friendly controlled area. However, they may not move and attack with the same card play.

6.3 Attack

"Attack 1 area" means to attack one enemy area with any or all units within range. There are several restrictions. Air (Naval or Land-based) units may attack the same area, or an adjacent area. Fleet units may only attack the area they occupy. INF units may only attack the area they occupy. Note that units may only be used in one attack per card play. Any one area may only be attacked once per card play as well. An Amphib attack is a special type of attack, as explained in 6.6.

Combat is simultaneous. To resolve an attack, each side rolls a die or dice. Each side may roll additional dice depending on how many units they have as specified on the Year card, and on the card they played. Then each player removes a number of units equal to the number of Damage Points as inflicted by the opponent. In a Fleet action, the player that did the most damage is the winner. The Japanese player wins ties until Yamamoto is removed from the game. After Yamamoto's removal, the US player wins ties. The losing force, if any, must retreat to any adjacent area not occupied by enemy Fleets.

Sometimes two forces, both containing CVs, will end up in the same area and have a battle (typically, it would be a retreat before combat that failed). In this case, the air units conduct combat first. All losses are applied, with excess damage applied to Fleets/CVs, then both surviving Fleets conduct combat.

Units roll dice to attack/defend as follows:

INF, Guerrilla: 1 die per unit against INF only.

Fleet: 1 die per unit against Naval units only.

CV: None.

Air Units: Variable per the year and nationality (1 or 2 dice per unit). Naval Air cannot attack INF units, but Land-based Air can.

Combat Results Table. For each die rolled:

Attack Matrix	
INF, Guerrilla:	1 die vs. INF only
Fleet:	1 die vs. Naval only
CV:	None
Naval Air:	1 or 2 dice vs. Naval or Air
Land-based Air:	1 or 2 dice vs. Naval, Air, or INF/Guerrilla

1-3:	No damage
4-5:	One Damage Point inflicted
6:	One Damage Point inflicted, but it must be taken from a CV unit if possible

For naval/air battles, CVs may always take losses at the owner's discretion but must take losses if no Fleets or air units are in the area. Otherwise, they are only forced to take damage if a "6" is rolled. If multiple "6"s are rolled, the player taking the losses must take one CV loss for each "6" until there are no more CVs available to take losses, and then satisfy any other "6" losses with air units then Fleets.

For naval/air battles, air units must take losses before Fleets or CVs if possible, unless a "6" is rolled.

Fleets take 2 Damage Points before they are destroyed. If a Fleet takes one Damage Point, flip it to the damaged side. If a CV is destroyed, their associated air unit may be lost if it cannot land on a different CV that has lost its air unit and therefore has "room." Naval Air cannot divert to a friendly land base, even if the CV that was lost was at such a location, as the CVs are assumed to be out at sea.

Damaged Fleets may still conduct combat operations, but only add 1 die per two damaged Fleets, rounded up. For example: two damaged Fleets add one die to combat, but 3 would add two dice. Damaged Fleets may still provide an extra die to Amphib attacks, and still block/halt movement.

Other than a "6" roll requiring a CV loss, all losses are at the player's discretion, with the loss priorities of Air before Fleets and INF before Air during an Amphib attack. INF units may not be used to satisfy losses during naval attacks. These can only be taken from Fleets, CVs, and air units.

Combat is simultaneous; do not take losses before both sides get a chance to fire.

During an Amphib attack, losses must first be satisfied from INF units, then from any Land-based Air that participated. Naval units may not be used to satisfy losses during an Amphib attack or a normal attack involving INF units.

If Land-based Air units are alone in an area and that area is attacked by INF units using an Amphib attack, they are considered destroyed.

6.4 Additional Attack Limitations

Fleets and Naval Air units may only attack enemy Fleets and CVs and defending air units. They never attack INF units per se (although the presence of a Fleet/Naval Air will allow for an extra die or dice during an Amphib attack). Naval Air has a range of up to one area distant.

Land-based Air units are allowed to attack INF or Guerrilla units.

INF and Guerrilla units never roll dice against Fleets, CVs, or air units. They only attack other ground units.

Land-based Air units may attack either naval or INF units within a 1 area range, but not both at the same time. This must be declared before rolling the attack dice. In either case, enemy air units are included in the combat. Land-based Air may assist Naval Air units in a naval battle, but if they choose to attack the INF in an area, they must do this alone. INF units do not roll dice against Land-based Air (although any friendly air units in that area would be involved in the combat and roll dice).

An attack against naval units will involve all naval and air units in an area, but does not involve any INF units. INF units only roll dice against other INF units.

Air units only contribute to the defense of the area they are in, but may participate in attacks up to one area away.

A Land-based Air unit which moves on the current card play may not attack as it is considered to be redeploying (flip it to the "moved" side). It may attack normally on the next card play if desired. Air units may attack on the same card play in which they are placed on the map. This is not considered a movement for the purposes of this rule.

AA FIRE. AA and operational losses are generally abstracted into the combat system. Any area that is attacked by enemy air (Naval or Land-based) that would have no dice for defense gets to roll 1 die, representing AA fire and operational mishaps.

Example 1: It is 1943. Four Naval Air units are striking a group of 3 Fleets that have no air cover. The Naval Air would roll 8 dice, and the Fleets, who normally get zero dice, get to roll 1 die total instead.

Example 2: It is 1944. 3 US Land-based Air are striking some Japanese INF. They roll 3 dice, and the Japanese INF, who normally would get zero dice, gets to roll 1 die instead.

Example 3: It is 1942. A Japanese strike of 3 Naval Air and 1 Land-based Air is hitting two Fleets stacked with a US CV which has no planes left. Normally the US forces would get no dice here, so instead, they get to roll 1 die. The Japanese would roll 7 dice.

AA Fire never damages enemy Fleets or CVs (if, for example, a "6" were rolled). It only affects attacking air units.

Example of an Attack 6.4 (involving air units)

It is 1942. The US player is striking at naval forces at Wake, which was captured earlier by Japan. He is using the attack from the card "Limited Operations." Notice he could have conducted an Amphib attack instead by using the card, but opted to use it for an attack. He is striking with 3 Naval Air (six dice) and one Land-based Air

(1 die) for a total of 7 dice. The Japanese player is defending with 4 Naval Air for a total of 8 dice. Notice the Fleets are not participating other than being potential targets. The Japanese player rolls poorly and gets a 1,1,2,3,3,4,4,6. The US player is required to lose one CV due to the 6 and opts to lose 1 Naval Air and the Land-based Air. (He is required by loss priority rules to take air losses first, but can choose between Naval and Land-based Air.) This leaves the US player with 2 CVs, both with a Naval Air point aboard.

The US player is lucky, and rolls 1,1,2,5,6,6,6. The sixes are CV losses, so the Japanese player is down to 1 CV. However, despite the fact only one other hit was achieved, the Japanese player must lose 3 Naval Air - one for the hit, and two because they have no place to land. This leaves the Japanese player with 1 CV with a Naval Air point aboard.

Because this was an air attack from one area distant, the Fleets were not directly involved, other than being potential targets had all the air units been lost and there were still losses to be applied.
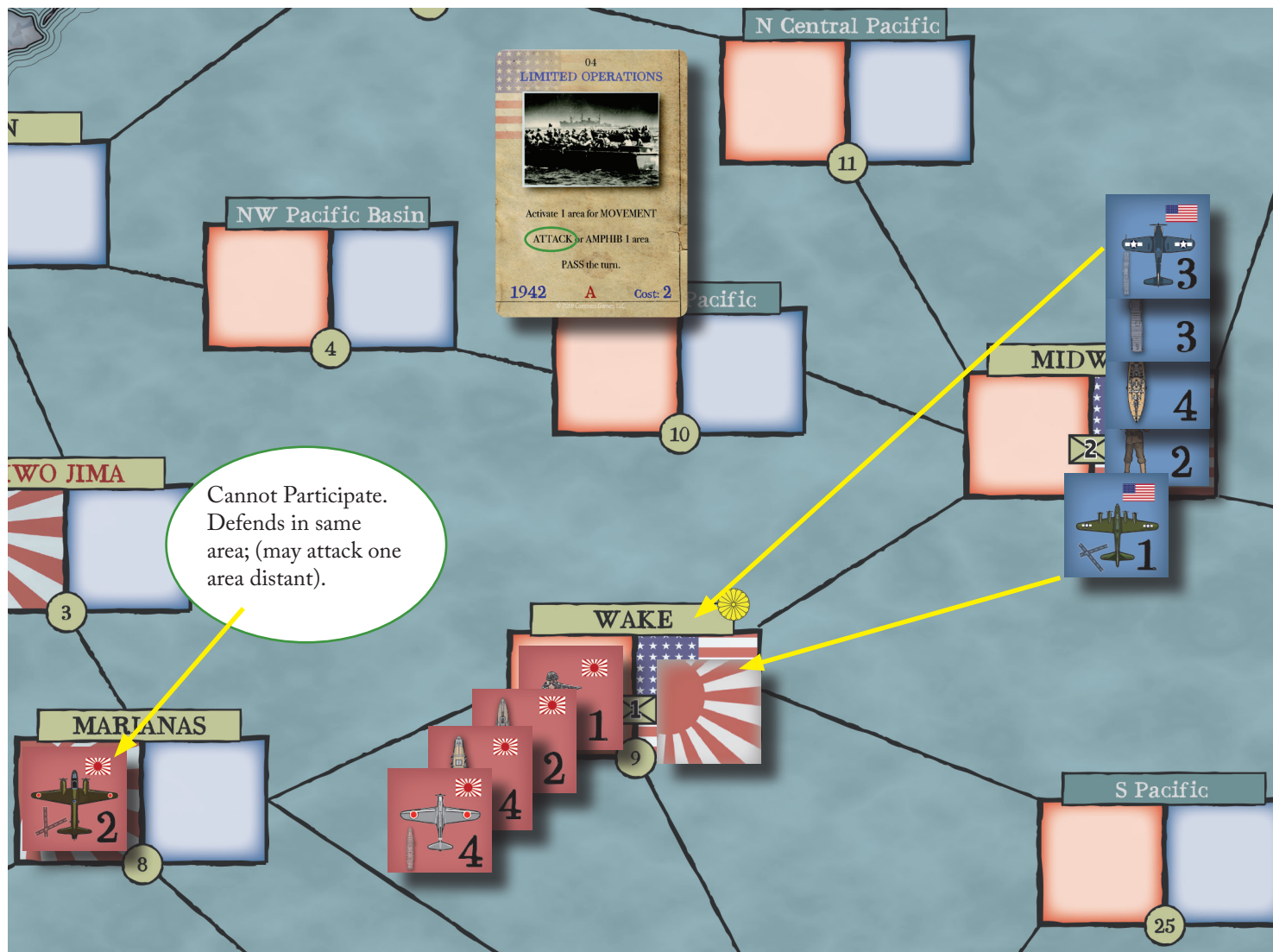
6.5 Retreat after Combat

Naval units that must retreat may retreat to any number of non-enemy occupied areas within a range of 1. They may split up as desired, however, they may not retreat to an enemy-occupied area. If unable to retreat, they are destroyed. If only some units will fit due to the stacking limit of 5, those units retreat, and the excess (owner's choice) are destroyed. Retreated units which end up in an area which is subsequently attacked by the same card play do not add to its defense; they may, however, suffer losses to satisfy combat results in the subsequent battle. If a defending area is vacated after combat, the attacker remains in the area and now controls that area.

Land units are never required to retreat, unlike naval units. If both players have at least 1 INF in an area, neither player is considered to control that area.

Retreat Before Naval Combat: A player may avoid naval combat by attempting to retreat before a naval action occurs (this is when naval units enter their area and then a combat action is performed). Retreat before combat succeeds on a 1d6 roll of 1-3. Naval units may only attempt this if there is a non-enemy occupied area for them to retreat to. However, if they do retreat before combat, they still may be attacked by the combat action that they retreated from if the opposing player has air units within range. In other words, you can attempt to run from a surface fleet action, but if you do, the enemy's Naval and/or Land-based Air still in range can use the combat action to attack you.

6.6 Amphib Attacks

An Amphib attack is a special type of attack involving INF units. A card must specifically say "Amphib" to be able to conduct one, not just "Attack." An Amphib attack may not be made into an area that contains enemy Fleets. An Amphib attack must be used to send INF units into an area not occupied by friendly INF units, unless it is to a friendly controlled empty area. This means you can't use the "Move" mechanic to move INF to an empty, non-controlled area; you must Amphib attack them in.

A friendly controlled area is defined as an area with a Control marker in it, or it started the game either as red (for Japanese control) or blue (for Allied control) or containing a CW flag symbol (also Allied control).

INF units may not Amphib attack into a pure ocean area. These are areas 4, 5, 10, 11, 16, 17, 25, 27, and 29; they have a different colored background for their text boxes on the map.

If at least one friendly Fleet is present, the Amphib attack rolls an extra die (representing naval gunfire support; this does not place the Fleet at risk of loss). Some cards may also allow an extra die. Naval gunfire support does not apply to a "normal" attack which may happen later.

You may, however, Amphib attack an area again, even if friendly INF units are already in an area, in which case naval gunfire support would apply if a Fleet is present. If at least one CV with at least one Naval Air point is present in the area being Amphib attacked, you may roll one extra die, representing tactical air strikes. This places one Naval Air point at risk of loss, however, INF still maintains loss priority in an Amphib attack and all attacking INF would have to be removed before the Naval Air would be lost.

Even if the defenders are not completely eliminated, the surviving attackers remain on their half of the area. Amphib operations have a 2-area range, meaning, the INF must originate no further than 2 areas away from the target area. They need not all originate from the same area, but each area sending INF for the Amphib must be within 2 areas of the target area.

Amphib attacks are limited in transporting a number of attacking INF equal to the cost of the card+1. For example: the Japanese card *"SNLF Marines"* allows 1 Amphib attack. Since that card costs 2, the Amphib attack could involve up to 3 INF.

An Amphib attack to the Aleutians, Midway, or Wake Island can bring in INF units above the stacking limit of 2, 2, or 1 respectively, but units in excess of the stacking limit will be eliminated after combat is concluded.

Amphib attacks may never be made against Japan or the US West Coast areas. ***Historical note:*** Such attempts would either be logistically impossible (for the Japanese) or not within the limits of the game (for the US player). Although planning had begun for Operation Olympic, the proposed invasion of Japan, it could not have happened before 1946, and was mercifully canceled due to the use of the atomic bombs.

Battle of Peleliu

Can use 3 INF to Amphib attack (card cost +1)

SNLF MARINES

02

PLACE 2 INF in Japan
AMPHIB 1 area
PASS the turn.

This attack rolls 1 extra die.

1941   A   Cost: 2

Solitaire Personality

JAPAN

NW Pacific Basin

OKINAWA

IWO JIMA

INDOCHINA

PHILIPPINES

MARIANAS

PELELIU

TRUK

BORNEO

SINGAPORE

Example of an Amphib Attack 6.6

It is 1942. The Japanese player is using *"SNLF Marines"* to conduct an Amphib attack to the Philippines. He is bringing 2 INF from Japan and one of the two from Okinawa for a total of 3 as allowed by the card. Since his Land-based Air in Indochina can attack within a range of 1, they are allowed to participate if the player desires, returning to Indochina at the end of the battle. Finally, the Japanese player has a Fleet present in the Philippines, so it will provide 1 die of naval gunfire support.

The card itself allows an extra die, so the Japanese player is allowed a total of 7 dice (1 card, 1 naval, 2 Land-based Air, 3 INF.) The US player rolls 2 dice, one for each INF.

The Japanese player rolls 1,2,3,3,5,5,6, which is barely enough to wipe out the US forces, due to the entrenchment negating the first hit. The US player rolls 4,5 and causes two hits. Loss priority during Amphib attacks is to INF units; however, this leaves the Japanese player with 1 remaining and he captures the Philippines.

Control: Control of an area is granted to the last player to have INF units in that area without any opposing INF units present. It is also granted to the player who starts with control of an area (red for Japan, blue and brown for the US/CW player). Several areas start the game white in color – they are considered uncontrolled by both players. In order to move INF to an uncontrolled area, an Amphib action must be used, even though there would be no opposing INF present. Place a Control marker on any area that changes control immediately after capture. It is possible that both sides may have INF units in an area simultaneously (after an Amphib attack that doesn't kill all the defenders and attackers, for example). Control in that case is contested and neither player is considered to have control. This implies that additional INF units would need to be brought in via the Amphib mechanic if desired.

Notice the counter mix includes Australian and Commonwealth Control markers. Their use is strictly for historical flavor and is optional. They are considered to be equivalent to US Control markers for all purposes.

6.7 Placing Units

Whenever a card directs friendly units to be placed on the map, the areas specified must be controlled by the friendly player or the player does not get the units.
(This is normally not an issue.) Additionally, as stated in 6.2, if stacking limits would be violated, excess unit builds are placed in either of the West Coast areas or Okinawa. If the stacking limit would also be exceeded in the West Coast areas or Okinawa, excess units would not be built. You may not place INF units in an area containing enemy Fleet units even if you control the area, except for the two Australia areas and Guerrilla units.

Newly built and starting CVs always arrive "full" (with a Naval Air unit).

6.8 Repair of Fleets

Damaged Fleets may be repaired under certain conditions. One unit may be repaired if it ends the year at Hawaii. Up to two units (total) may be repaired if they end the year at either US West Coast area. One unit can be repaired at Brisbane at year's end as well. Note that these can be CW or US Fleets.

Up to two Japanese units may be repaired if they end the year at Japan. One may be repaired if it ends the year at Truk. A base needs to be under friendly control in order to be used for repairs. Notice that CV, air, INF, and Guerrilla units can never be repaired, as it only takes one Damage Point to destroy them.

6.9 Supply

All units must finish the year within 2 areas of a friendly controlled area. If they do not, they are lost. Plan your moves carefully!

Oil areas do not contribute to Japan's Build Points if they cannot trace a path free of US/CW Fleets back to Japan at the year's end.

Battle of the Marianas
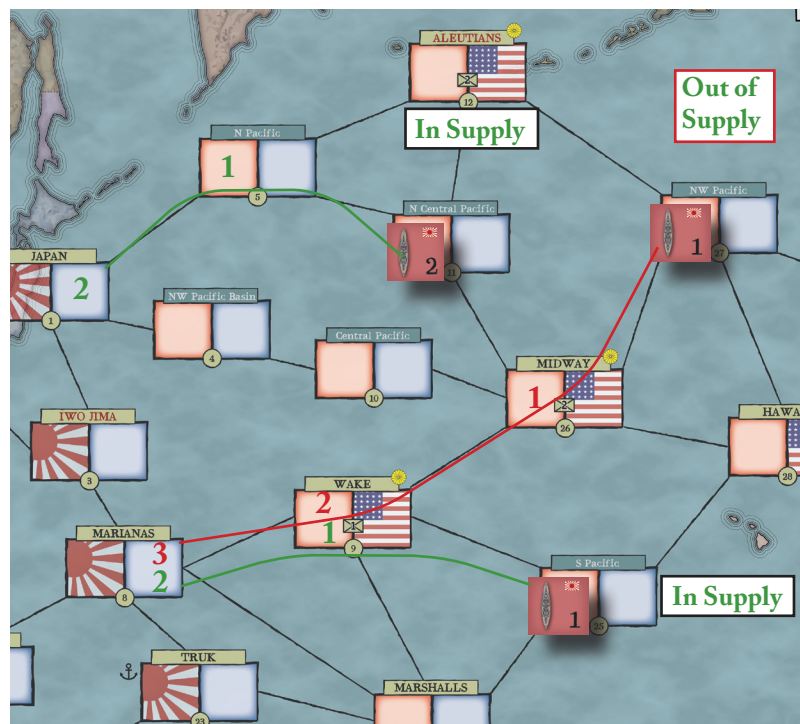
Supply example: It is the end of 1942. The Fleet at the NW Pacific area is 3 areas distant from the closest supply source (the Marianas) and is therefore lost. The other two units are only two areas distant, so they are in supply. Notice the US control of Wake does not block supply; the only consideration is range.

6.10 Guerrillas

Filipino Guerrillas are units that cannot move but may attack normally with 1 die. They do not count against the INF stacking limit. If they are attacked by the Japanese player, he rolls one less die against them.

Guerrillas do not contest control of the Philippines unless the Japanese player has no INF units there. It is imperative that the Japanese player keeps at least one INF point there if he wants to maintain control of the area.

6.11 Use of "Discard this card" Cards, American Submarine Attacks, and Kamikazes

For each player, several cards are played by placing them in front of the player. They are discarded to obtain an effect or influence a combat.
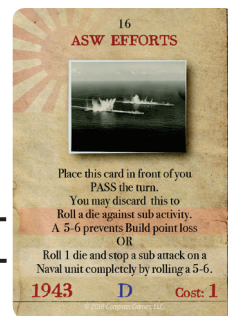
Japanese cards #11, #16, and #22 are used to stop the Build Point loss or naval attacks from US cards #7, #11, and #16. They may be discarded upon the US player's announcement he is using one of those 3 cards. If the US player opts to attack naval units with one of those cards, the discard effect happens before any dice are rolled by the US player (in other words, the Japanese player cannot wait to see if the US player fails his naval unit attack before deciding to commit his card). If the Japanese player has multiple cards that could be played, he plays them sequentially until he has stopped the US effect or has run out of cards he wishes to use. He may play any or all of them that apply. The only restriction is that he must announce how many of them he is committing before the US player rolls any dice. If he announces the use of multiple cards but stops the US card effect with his first card, the other cards are still considered expended and are discarded.

Japanese cards #12 *"BANZAI Attacks"* and #17 *"Hidden Pillboxes"* are used when they have an INF unit being attacked and are discarded before any dice are rolled if the Japanese player decides to use them.

US card #3 *"Magic Intercepts"* can be used offensively or defensively, as stated on the card.

All cards with "Discard this card" text cannot be played from a player's hand to achieve an effect. They must have been previously played and be in front of the player before use. This implies that the Japanese player should think about playing his ASW early in his turn if he wants to try to stop the US submarine cards.

US cards #11 *"Submarine Attacks"* and #16 *"Increased Sub Attacks"* allow for a direct attack against a Japanese CV unit. Unlike normal battles where a "6" is required to hit a CV, these cards give two dice which hit on a 4-6, as the CV is the only target, unlike during Fleet battles. Only one hit is required to destroy the CV unit.

Japanese cards #21 *"Kamikaze Attacks"* and #24 *"Increased Kamikazes"* are used to destroy/damage naval units. In addition to US Fleets and CV units, they may also be used against Commonwealth Fleets if desired. All targets of Kamikaze attacks must be within 1 area of a Japanese controlled area.

6.12 Australia Area Capture

It is doubtful the Japanese could have ever captured Australia. They certainly could have invaded and held portions of it, and it was a real concern to the Allies. Although the actual military significance would not have been major, it would have severely impacted US submarine operations coming from Fremantle and Brisbane. To that end, while the Japanese player holds either Fremantle or Brisbane with at least 1 INF unit, the US card #7 *"Coastwatchers"* cannot be used to reduce Japanese

production. In addition, if the Japanese player has at least 1 INF in both of those areas at the end of the year, the US cards #11 *"Submarine Attacks"* and #16 *"Increased Submarine Attacks"* cannot be re-purchased (they can still be played).

6.13 Year End

Once both players have passed, then the year ends. The following happens:

First, place the next Year card on top of the deck (e.g. if 1941 just ended, the next year would be 1942).

Players receive all the new year's cards for free.

Each player then receives Build Points. The Japanese get 10 and the US gets 15 each year (i**mportant exception**: at the end of 1941 no cards can be purchased. Both players simply receive their 1942 cards.). For tournament play, see 5.0 Bidding for Build Points.

However, the Japanese Build Point total (only) may be modified by three cases:

1) each oil area adds a Build Point to Japan (a maximum of 2 – one for Borneo, one for Singapore). If not controlled by at least 1 Japanese INF unit, it does not add to Japan's total. Allied control of the oil areas does not add to the US total of Build Points; it merely denies them to the Japanese. The Japanese player must also have a clear line free of US Fleets or controlled areas from the oil areas to Japan in order to be able to add their Build Points to his total.

2) Submarine operations may reduce the Japanese total (the US card #7 *"Coastwatchers"*, when used to reduce Japanese Build Points, is considered a submarine operation).

3) the US card #18 *"Strategic Bombing"* will possibly reduce the Japanese total by 1 in 1945 if the US player controls at least one of the three areas listed on the card.

Example: *It is the end of 1942. The Japanese player starts with 10 Build Points. He controls both oil areas, giving him a total of 12. However, the US player opted to use his "Submarine Attacks" card to reduce this. The Japanese player therefore has 11 Build Points to buy cards.*

The cards available for purchase are all previously discarded or un-purchased cards (see the important 1941 exception above). Two cards cannot be repurchased and their cost is marked with an asterisk: Japanese card #1 *"Pearl Harbor"* and #10 *"Midway"*. Remove them from play after use.

The players buy all the cards they can afford. Build Points do not accumulate from year to year. Those which are not spent are lost. There is no hand size limit. Note also that one or both players may have cards left over from the previous turn. Non-purchased cards are placed in the discard pile. Discard piles may not be inspected by the opposing player and should be kept face down.

Once players have purchased cards, they should shuffle their hand without looking at them, and divide the cards into two stacks, face down. The larger stack goes into their hand (if there is an uneven number of cards) and if equal size, one stack is chosen at random (you may not inspect the stacks before choosing). When down to 1 card remaining in their hand, players may pick up the unchosen stack of cards and add it to their hand.

IMPORTANT NOTE: Splitting the available cards into two stacks occurs in every year except 1941.

Finally, the next year starts, with the first card played by the player as specified by the year. Repeat until victory conditions have been met or 1945 ends.

6.14 The Solitaire Play Aid

The Solitaire Play Aid is intended to assist players while playing the game solitaire. Notice it is not intended to provide a lock-step, rigid sequence of play, attacks, and moves for the non-player side. Rather, it is intended to give general guidance and objectives to the player as he operates the non-player ("Bot") side in a solitaire setting. He should still attempt to play the best game possible for the "Bot" while trying to achieve the Bot's objectives for the year.

It does, however, give specific guidance on which card the Bot will play. All the cards in the game are marked with either an "A," "B," or a "D" in the lower center. These stand for "Aggressive," "Balanced," and "Defensive" respectively. This letter grading is only applicable in solitaire play. In general, the "Aggressive" Bot will play cards marked "A" first, depending on the draw.

Players should first roll for the type of Bot player he is facing on the Solitaire Play Aid, Strategic Plan (S1). This may change as the war progresses.

In 1941, all cards for the Bot-player are placed face up, and the priority of play applies depending on the type of Bot. Starting in 1942, normal card rules apply, in so much as the total card pool is shuffled face down, then divided in half for the player. The Bot cards, however, are left in a large stack, and are flipped up 3 at a time, and one is chosen for play. The other two cards are set aside until the Bot runs out of cards. Then the set-aside cards are re-shuffled, and the process repeats until the Bot runs out of cards for the year. The Bot will not "sandbag" any cards – he plays his cards out completely. Notice also that Bots will eventually play all cards; the "Defensive" Bot, for example, will play the "A" cards. Generally, though, he'll end up playing the "D" cards first, given a choice.

Bot example: The player is playing against an "Aggressive" ("A") Bot personality. He draws the three cards shown below. None of them are rated "A" so the player would choose one of the "B" cards to play instead. The other two cards are set aside for reshuffling and use in the future.
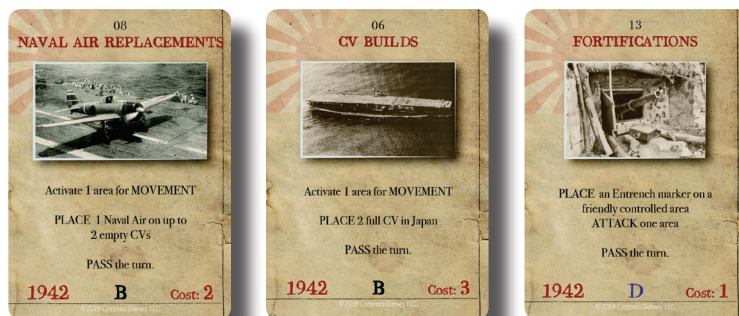
If there are only 1 or 2 cards left, reshuffle the set-aside cards and give the Bot up to 3 to choose from if possible. Eventually the Bot will only have 3 or less to choose from, and in that case, simply play each of them out. The different Bot strategies will have different yearly objectives. If these have already been achieved, then the player should make the best move possible for the Bot. For example: the "Aggressive" Bot may have the objective to take a specific area. If he already owns this area, he should attempt to capture something else.

It is also recommended to handicap the Bot by allowing an extra Build Point for the Bot side, each year, starting at the end of 1942.

DESIGNER'S NOTES:

When Mitch Ledford created this innovative annual purchase system for card play, I was really impressed by it, and knew it could be applied to other strategic games. Hence the concept for *Pacific Tide* was born. *Pacific Tide* is an unusual game in that it is a sequel to *Ost Krieg*, Mitch's Eastern Front game, but because of scheduling got published first. Some people have compared it to "deck building" systems in other games, but it really isn't related. The buy-back design came from Mitch and I felt it was very unique in how it approached strategic situations that needed some type of production as part of the game. Although you will normally want cards that create new units as a priority, you will sometimes find you need to focus on being able to attack (which would represent resources being spent toward that end) or defend.

My design objective was pretty simple: create a strategic, one-map game covering World War II in the Pacific that could be played in an evening. Well, easier said than done. Any game covering a third of the globe on one map, with one year turns, obviously has a lot of abstraction involved. The hard decisions were centered on figuring out what had to be included and what could be cut.

For example, at one point in development I had submarine units running around, until Mitch pointed out that there was no reason not to abstract them via card play and get the same effect. The result was much cleaner, but still reasonably historical. The US player must decide now whether to use his submarines for a tactical purpose (attacking CVs and fleets) or to prosecute an anti-shipping campaign to reduce Japanese production.

The scope of the game itself needed to be limited to achieve the desired playability, and I did this by excluding the Chinese theatre completely. From the standpoint of what happened in the Pacific, the Chinese theatre mainly just tied up a lot of Japanese infantry, and I felt I could safely exclude it from gameplay. The players can just think of China as an "off-map" area.

Another issue I wrestled with was Commonwealth forces. At first, I wanted the game to be strictly the US versus Japan. I didn't even have any Commonwealth forces, but it became obvious after some initial testing that I had to have Singapore and Australia in the game – they were just too integral to the overall picture of the war in the Pacific, and so were included (and rightfully so… not sure what I was thinking at first). The Dutch forces were too small to include separately, however, and should be considered part of the Commonwealth units.

When people think about the Pacific war, however, they think about aircraft carriers. Accordingly, the heart of the game revolves around carrier operations. Naval air is the player's key offensive weapon: a sharp, albeit fragile spear. Depending on luck, players may find themselves with carriers without planes, or worse, very few carriers. Restocking your CVs with aircraft should almost never be delayed as the CVs and accompanying fleets are basically defenseless without them. The US player may find it to his advantage to attempt to attrit the Japanese CV force, even when at a numerical disadvantage, as his production will make up his losses in the long run.

It was challenging to design the card set from the standpoint that I wanted the entire war to be covered with just 24 cards per side. This implied that cards had to have several purposes, and following the tradition of *Ost Krieg* (the first game in this series) most cards allow one or more moves along with either attacks or production. The relative cost of the cards was also difficult to balance; after much testing they were (usually) adjusted in price up or down a point until they finally made sense. This was extremely important to do. If they are too cheap or too expensive, there's no decision to be made: you either always buy them back, or you never buy them back. What makes for a more compelling game experience is if the player has to agonize over what cards to buy back – hopefully he'll always be 1 Build Point short of what he wants to do.

The Bot system was coordinated with Mitch's *Ost Krieg*, and despite the fact that there are significant differences in the game (*Pacific Tide* being primarily naval, while *Ost Krieg* is primarily land-based) it seemed like a good idea to provide the player with a priority system for card play when playing solitaire. Of course, you still need to give yourself a good game.

The Pearl Harbor special attack is a good example of a reasonable abstraction of a complicated situation. Originally, I had the Japanese player chucking a ton of dice, until I realized it just didn't make sense to do that when I could just achieve the same results by rolling two dice and consulting a table. On a personal level, I've always enjoyed rolling lots of dice (must be all that Risk from my childhood) but at this level, the results of Pearl Harbor are replicated well by a 2d6 system that allows for typical results combined with those few statistical outliers.

The intent was to create a very playable system that also included many choices and decisions, and hopefully we've achieved that.

FRONT (1 of 1)

Build Points

Bot Personality A

Bot Personality B

Bot Personality D

Attack or Amphib

Attack or Amphib

Attack or Amphib

Bot Personality A

Bot Personality B

Bot Personality D

Move

Move

Move

Dedication

Robert L. Thomas
Sergeant
U.S. Army

Recovered Personnel Division as occupational force in the Philippines

June 16, 1944 – December 7, 1946

Richard F. Gliwa
Fireman, First Class
U.S. Navy

USS Tabberer DES- 418, Asiatic-Pacific Theaters

September 29, 1943 – April 6, 1946

Pacific Tide, The United States versus Japan, 1941–45