

# 1942

A complete historical game/simulation of Japan's opening moves in the Pacific War.  
A Series 120 Game, playable in two hours by two beginning players, ages 12 to adult.



# 1942

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## THE JAPANESE CAMPAIGN BEGINS

The Japanese began their full scale campaign in the Pacific in December of 1941 with simultaneous attacks on Pearl Harbor, the Philippines, Malaya, and Hong Kong. The plan was to seize the entire southern region from Burma to the Philippines in a bold, swift campaign, and then hold the area as a resource region for the homeland.

1942 is a chronicle of the military events involved in the Japanese campaign against Malaya, Java, and the Philippines. The game covers the initial Japanese attacks, and the succeeding operations against the various areas.

## SERIES 120

1942 is only one of many *Series 120 Games* from **Game Designers' Workshop**. The basic concept of a Series 120 Game is to provide a short, inexpensive game without sacrificing historical quality or gaming excellence.

Each Series 120 Game includes die-cut counters, a multi-color map, and extensive rules and charts; the game itself is designed to be played in less than two hours (120 minutes).

Titles in the Series 120 line include ancient, medieval, 18th and 19th century subjects, as well as modern and science-fictional coverage. There is something in Series 120 for everyone.

## 1. GAME COMPONENTS

1942 includes as components a map, a rules booklet, and a set of counters.

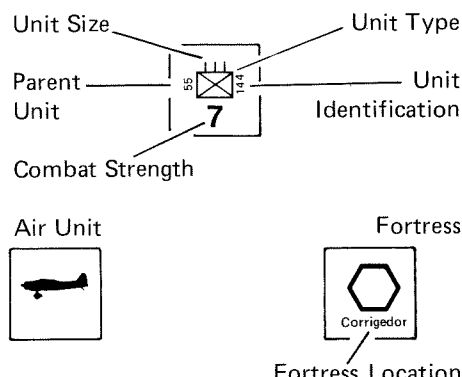
**A. The Map** presents the entire expanse of Southeast Asia on a 17 by 22 inch sheet. Overlaid on the map is a hexagonal grid which is used to position the unit counter during the game, much as a square grid is used in chess.

The map is drawn to a scale of 85 nautical miles to the hex.

**B. The Counters** represent the forces which fought over the various areas shown on the map. Each counter represents a single unit which was present in the conflict.

Counters are printed with a variety of information which is then used by the players during the course of the game. This data may be easily read by reason of the consistent format used; the Counter Format Example indicates the arrangement and relationships of the data. Unit size and unit type are indicated with the symbols which are defined in the Unit Symbol and Unit Size tables.

## COUNTER FORMAT EXAMPLE



The troop unit shown above is the 144th Regiment (unit identification) of the 55th Division (parent unit). It is an infantry (unit type) regiment (unit size) with a combat strength of 7. The air unit is recognized by its aircraft silhouette, and the fortress unit by its hexagonal fortress symbol; the fortress would be placed in the hex location indicated on the counter.

## UNIT TYPE SYMBOLS

Symbol	Definition
	Infantry
	Guards Infantry
	Machine-Gun
	Marine
	Artillery
	Parachute
	Amphibious
	Tank
	Armored Cavalry
	Garrison
	Air Unit
	Fortress

## UNIT SIZE SYMBOLS

Symbol	Definition
II	Battalion
III	Regiment
X	Brigade
XX	Division

Counters are also color coded for fast recognition of nationalities. Japanese army forces are solid red; Japanese navy forces are white with red printing. American (and Filipino) units are green. British forces are blue; Dutch forces are light blue.

**C. The Rules:** This rules booklet covers the specific details of how **1942** is played. The charts on the back cover provide a ready source of information during the course of the game.

**Dice:** While playing **1942**, die rolls will be called for, as random numbers are required when certain combat events occur, or when certain charts are consulted. Die rolls are an imposition of chance used to prohibit a player from always being able to predict how the units will act or how events will proceed. Players can, however, make reasonable predictions based on unit strengths and situations, and base their strategy on that data. **1942** is not a game of chance; rather it is a game of skill, strategy, and tactics.

Dice are the most convenient method of generating random numbers, and may be obtained at any variety or hobby store. Any other method which generates a random number from 1 to 6 is equally acceptable.

## 2. TURN SEQUENCE

**1942** is played in a series of sequential **game-turns**, each representing approximately one-half a calendar month. Each game-turn is further divided into an **Allied player-turn** and a **Japanese player-turn**; the completion of both player-turns marks the end of one game-turn.

Each player turn is divided into two phases: **movement** and **combat**. The movement phase is further divided into land, air, and naval movement segments. This use of phases and segments clearly defines what activity may occur at what times. Activity not allowed by the sequence is prohibited.

The player named in the title of the current player-turn is called the phasing player. This term is used to designate exactly who is referred to in several rules. Phases (and segments within phases) occur in the following sequence:

**1. Movement Phase:** The phasing player may move his forces, provided he does so in accordance with the movement rule. Three distinct types of movement may occur (land, air, naval) and each specific type must be completed before the next is initiated.

**A. Land Movement Segment.** Units may move into and through land hexes to the limits of their movement factor.

**B. Air Movement Segment.** Air units may displace to other locations. Airborne units may be flown to a target hex for an airborne invasion.

**C. Naval Movement Segment.** Units may be moved by sea using Naval Move-

ment Points. Amphibious invasions are possible. Reinforcements scheduled to arrive in this player-turn arrive in this segment, and may be moved by sea immediately (provided enough Naval Movement Points are available).

**2. Combat Phase.** The phasing player may attack enemy forces in accordance with the combat rule.

The Allied player-turn occurs first in a game-turn. **1942**, however, includes a special Japanese surprise attack turn (game-turn 0) which begins the game. The Allied player-turn of game-turn 0 is ignored. Thus, only the Japanese player is allowed a player-turn in game-turn 0. Thereafter, the sequence of player-turns proceeds normally.

## 3. ZONES OF CONTROL

Each unit (with the exception of air units and empty fortresses) possesses a **zone of control** (abbreviated ZOC) which extends into all six hexes adjacent to the unit. *A ZOC extends even across sea hex sides, into sea hexes, and into hexes containing enemy units.*

Zones of control inhibit enemy land movement. Any unit which enters a hex in the ZOC of an opposing unit must immediately stop moving, and may not continue to move in that land movement segment. A unit which begins its land movement segment in an enemy ZOC may move if it first exits the enemy ZOC, moving to a hex which is not in any enemy ZOC. It could then continue to move, including into an enemy ZOC if such action is desired. A unit may never move directly from one enemy ZOC to another.

Zones of Control also inhibit enemy naval movement. Ordinary naval movement into a hex in an enemy ZOC is prohibited. Because zones of control extend into full sea hexes, some naval paths thus become impossible for naval movement while enemy units guard the shoreline. A ground unit performing naval movement for an amphibious operation may enter one hex of an enemy zone of control for the purpose of performing the invasion. That hex could be a shore hex, or a full sea hex.

Unoccupied cities have a zone of control which affects all enemy units until the city has been conquered. See rule 8.

## 4. STACKING

More than one counter may be placed in a single hex on the map, using a

process called **stacking**. Certain limitations do apply to this process.

Only units from one side may occupy a hex; in no case may units from both sides occupy a hex at the same time.

**Ordinary Stacking:** Of the units of one side, one hex may contain no more than four infantry units (infantry, guards, marine and machine-gun unit type symbols qualify as infantry). Any number of other units may be present.

**Fortress Stacking:** There is no limit to the number of units which may be placed in a fortress, regardless of type.

**Air Units:** Any number of land-based air units may be placed in friendly cities.

Stacking limits apply at all times, and may never be violated. Air units may never fly over enemy air units, but may pass through any other hex without penalty.

## 5. MOVEMENT

Three distinct types of movement are possible during the course of the game: **land**, **air**, and **naval**. Each type of movement is subject to a variety of restrictions and rules, and must be dealt with separately.

### A. Land Movement

Each troop unit (all counters except fortresses and air units) has a movement factor of 5 movement points. The unit may move by expending these movement points during its land movement segment of the movement phase. The terrain within a specific hex or on a specific hex side affects the number of movement points (MPs) which must be expended; a unit may not expend more MPs than its movement factor allows. For example, a unit could move through 5 consecutive clear hexes (spending 1 MP per hex) in a single land movement segment.

**Terrain:** The Terrain Effects Chart indicates the cost to enter each type of hex on the map. Differentiations are made on the basis of unit type (tank units may not enter mountain hexes) and terrain. In addition, the following three special cases apply.

**1. Road Movement.** Any unit may move by road if it begins its land movement segment in a road hex. All movement by that unit in the movement segment must be by road; the unit may not leave the road in that segment if it uses road movement. It must follow the road.

**2. Island Hopping.** Any unit in a hex adjacent to another land hex, but separated from it by a full sea hex side, may

cross that sea hex side by expending its entire movement factor. Such movement is not possible if the hex being moved to contains an enemy unit, or is in an enemy zone of control.

**3. Water Barriers.** Any unit using land movement must follow a continuous land route (except in case 2 above). Thus, as it moves, it must trace a path which does not cross any full sea hex sides. Such a unit may, however, end its land movement segment in a hex having two (or more) unconnected land areas, separated by sea through the hex. This is a water barrier situation.

A unit in a water barrier hex may select which land area it occupies at the beginning of each combat and movement phase. Such selection may be in different locations in different phases, and does not require the expenditure of movement points. If it selects a location separated from an attacker by water, it may not be attacked; if it selects a location across the water barrier from its location in the previous turn, it has crossed the barrier, and may move normally on the new land mass.

**Zones of Control:** Regardless of any remaining MPs, a unit entering an enemy ZOC must stop, and may not continue to move in the land movement segment.

**Disruption:** A unit disrupted as a result of combat has its movement factor reduced to 2 MPs until it has recovered from disruption.

**General Restrictions:** While a unit may move up to its full movement factor in each land movement segment, it is not required to do so. Unexpended movement points, however, may not be accumulated, nor may they be transferred to other units.

## B. Air Movement

Air units do not move for the purpose of combat; their air umbrella affects combat without the air unit actually leaving its hex. Land-based air units do move, however, when displacing (or transferring) to a new location.

**Displacement of Land-Based Air Units:** Any land-based air unit may move to a new location during the air movement segment of its movement phase. Movement must be to a friendly city within eight hexes of the air unit's present location, and may not pass through a hex containing an enemy air unit. If the air movement ends with the movement to the friendly city, the air unit retains its air umbrella for the current player-turn. The air unit may instead elect to continue

moving (to any number of friendly cities, each no more than 8 hexes from the last), but then loses its air umbrella for the remainder of the current player-turn.

Any air unit which displaces may not perform any other mission in the player-turn (for example, carrying airborne troops).

An air unit forced to retreat by an enemy ground attack may displace to any friendly airfield within 8 hexes. If such action is not possible, the air unit is eliminated instead.

**Movement of Naval Air Units:** Naval air units are available only to the Japanese player, and only during the Japanese player-turn. They move using naval movement, and are not capable of displacement.

## C. Naval Movement

Each belligerent may move a limited number of units by sea during the naval movement segment. Naval movement is governed by Naval Movement Points (NMPs), which are allocated to each nation in the game.

**Ordinary Naval Movement:** The use of one Naval Movement Point allows one unit (of any size or type) to be moved by sea from a friendly port to another friendly port. Japanese units which are off-map are assumed to be in friendly ports, and may enter the map along the north or east map edges. Allied units which are off map are assumed to be in friendly ports, and may enter the map along the west and south map edges.

Naval movement may not be used to allow units to remain at sea; they must end the naval movement in a friendly port (or invasion beach, if such a beach qualifies).

Naval movement must take place along a path of sea (and partial sea) hexes, tracing a continuous water path, free of enemy zones of control. Enemy air umbrellas may allow enemy attacks on units using naval movement.

**Amphibious Invasion:** The use of two naval movement points allows a unit to be moved by sea from a friendly port to any coastal hex, or to a full sea hex adjacent to any enemy unit. Such movement is subject to the same restrictions as ordinary naval movement, except that the movement may end in an enemy zone of control.

An amphibious invasion allows units to move to an enemy coastal hex without the presence of a friendly port. The beach landed on becomes a friendly port until a true port is attained. On turns after the

invasion itself, units may use naval movement to that beach as if it were a friendly port. Beginning on the turn after the invasion occurs, all invasion beaches must each pay one NMP per turn until a true friendly port becomes available. Invasion beaches may not be abandoned prior to the acquisition of a friendly port (accessible by land supply) unless all units which moved into the beach have been eliminated or evacuated.

When an amphibious invasion is launched against a unit in a partial sea hex, the invading units may be placed in an adjacent partial sea hex, or in a full sea hex adjacent to the defending unit. If placed in a full sea hex, the attack must succeed in clearing the defending hex or the invading units are eliminated, and the invasion beach is not taken.

## Naval Movement Point Allowances:

The table indicates the NMPs available to each nation per turn. In addition, each Japanese Special Naval Landing Force, and each Japanese Naval Air Unit (red on white counters) has one integral NMP per turn. Those NMPs may only be used by the specific counter itself, and may not be transferred to other units.

The NMPs shown are the initial allowances. They may be reduced by enemy attacks during the course of the game.

## NMP Allowances

Japanese (Turn 0) . . . . .	16
Japanese (Turn 1 and after) . . . .	12
British . . . . .	2
Dutch . . . . .	2
American . . . . .	2

A Japanese SNLF unit which participates in an amphibious invasion needs two NMPs to do so; one is available as the unit's integral NMP, and the other must be provided from the NMP allowance for the turn. A Japanese SNLF which is simply performing ordinary naval movement needs one NMP, which it can provide with its one integral NMP.

Japanese air naval units move by sea using their integral NMPs, but may move to any partial or full sea hex not in an enemy ZOC. They need not go to a port. At the end of the combat phase, the naval air unit is removed from the map, and placed on the Turn Record Chart two turns later, when it again becomes available (if used on turn 1, it becomes available again on turn 3).



**D. Special Movement Abilities**

The following special movement abilities are allowed.

**Japanese Airborne Troops:** When the airborne mission is being performed, a Japanese parachute unit which begins the air movement segment in a hex with a Japanese land-based air unit may be flown up to eight hexes and then dropped into that hex for the purpose of an airborne assault.

**Advance After Combat:** Any unit involved in combat may advance into the opponent's hex, if it is vacated as a result of the combat. Such advance must be performed immediately, and stacking may not be violated. Such movement does not require the expenditure of movement points.

**6. COMBAT**

Combat assumes several forms, and may occur at several different points during the turn. Most combat occurs during the combat phase. Air umbrella attacks (covered later in this rule) occur during the naval movement segment.

During the combat phase, the phasing player may attack enemy stacks adjacent to his forces. Such attacks may be made over any type of terrain hex side except sea hex sides (exceptions: see amphibious invasion and water barriers).

Attacks are not required, and it is not necessary that any specific number or group of units participate in any attack. All units in an enemy stack, however, must be attacked together. So long as all are adjacent to the defending stack, any number of units in any hexes may combine their strength into one attack.

It is not required that all units in a stack participate in an attack; if an adverse result (affecting the attacker) occurs, those units not participating are not affected.

In a combat phase, no unit may attack or be attacked more than once. Units may only attack in their own combat phase, and attacks occur one at a time, in any order the phasing player chooses.

**Procedure:** Once an attack has been designated, total the combat strengths of all attacking units and of all defending units. Using these values, create a combat odds ratio, expressing attacking strength first (for example, attacker:defender, such as 17:2, or 9:4). If necessary, reduce the ratio to one of the odds ratios given on the Combat Results Table on the back cover of this booklet. Always round odds down if they must be rounded.

Die roll modifications (of -1, +1, +2,

etc) may be called for by various circumstances. Note any which are called for. Roll one die and apply any modifications. Locate the correct odds column and die roll row. At the intersection of the column and the row is a combat result which should then be implemented.

**Combat Results:** Combat results are expressed on the Combat Results Table (CRT) in two parts. The first letter is either A or D. A indicates that the result affects the Attacker; D indicates that the result affects the Defender. The remaining part of the result is explained below.

**R — Retreat:** The stack (or stacks) must be moved two hexes away from its current hex. Such movement may be into and through enemy zones of control. If the only available 2-hex path will result in the unit moving into a full sea hex, the retreat may end after one hex of retreat. If a 1-hex retreat path will place the unit in a full sea hex, it is eliminated instead. A retreat path may cross sea hex sides (as in island hopping) and may cross water barriers. Retreats may not result in a violation of stacking, and may not be made into or through hexes containing enemy units.

Opposing units may advance into the vacated hex.

**D — Disrupted:** The stack undertakes a retreat as called for above, and is then disrupted; invert the units to indicate disruption. A disrupted unit is halved in combat strength in the defense and may not attack. Its movement factor is reduced to two.

A disrupted unit remains disrupted for two player-turns after the player-turn in which the disruption occurs. Thus, a British unit disrupted in the Japanese player-turn of game-turn 1 would become undisrupted at the end of the Japanese player-turn of game-turn 2.

**E — Eliminated:** All units in the stack are eliminated and immediately removed from play.

**S — Surrender:** All units in the stack are so overwhelmed that they surrender. The counters are removed from play, and segregated for later effects on victory. The surrender result is the only result which will affect units in a fortress.

**Die-Roll Modifications:** The following situations will produce die roll modifications (DMs) which will affect combat. All die roll modifications relating to a specific attack are cumulative.

**1. Air Support:** Each air unit whose umbrella extends over the hex of the defending unit allows a DM of one in

favor of its owner. If both players have one air unit in such a situation, the total DM for air support is +1 and -1, which cancel each other. The Japanese player may have situations during the game where all 4 Japanese air units could be used together to allow a DM of +4.

**2. Amphibious Invasion:** If units are attacking in an amphibious invasion, a DM of -1 is required. The DM applies to any attack in which units which are amphibiously invading are involved.

**7. SUPPLY**

Supply is an important consideration in the course of the game. Land units must be in supply or they may not attack. Air units must be in supply or they lose their air umbrella and may not perform any mission except for displacement.

A unit is in supply if it can trace a line, free of enemy units or their zones of control, to a friendly supply point. A supply line may be by sea (the equivalent of a naval movement path) if it is through an invasion beach or port before being traced by sea. A supply line may not be traced through mountain hexes, but may pass through all other types of terrain, including over water barriers and by island hopping.

Supply points are determined by nationality. All cities on the map (except those in Siam, Indo-China, and Hainan Island) are supply points for the Allies. In addition, friendly Allied ports (which serve as supply points) are assumed to be accessible by sea off the west and south map edges. Japanese supply points include all cities in Indo-China, Hainan Island and Palau. Friendly ports (which serve as supply points) are assumed to be accessible by sea off the north and east map edges.

Fortresses which have not surrendered are also supply points for their side.

Because the Japanese player may create invasion beaches by amphibiously invading in partial sea hexes, they become important in tracing supply lines until a port has been taken. Note their locations on paper to avoid confusion. Remember, each invasion beach requires the expenditure of one NMP per turn to keep it open.

Once a city has been conquered by the opposite side, it ceases to be a supply point for either side, even if retaken.

The only effect that being out of supply has is to prohibit a land unit from attacking, and to prohibit an air unit from functioning. Lack of supply has no

effect on defense or movement.

## 8. AIR UNITS

The air units provided in the game represent the general air support abilities of aircraft committed to the campaign. Each of the three Allied nations has one air unit; the Japanese player has two land-based air units and two naval air units.

Land based air units have an air umbrella with a radius of four hexes. Naval air units have an umbrella with a radius of three hexes. All hexes within the umbrella are subject to the effects of the air unit.

**1. Air Umbrellas:** Each air unit has an air umbrella which affects land combat and naval movement. An air umbrella is always in effect except if the owning air unit is out of supply.

In land combat, both the attacker and the defender may apply their air umbrella effects to the attack if possible. For each defending air unit with an umbrella extending over the defending hex, subtract 1 from the die roll. For each attacking air unit with an air umbrella extending over the defending hex, add 1 to the die roll. Note that if both sides each have one air unit affecting the attack, they cancel out, for a net die roll modification of 0. Each air unit may affect all land combat which occurs under its umbrella.

In the naval movement segment, any unit which moves into a hex in an enemy air umbrella is subject to an immediate attack by the air unit. One such attack is made for each such hex entered; one attack is made on each unit using naval movement into the hex.

As the unit (using naval movement) enters a hex within 4 hexes of an enemy land-based air unit, the enemy player rolls one die: if the die roll is equal to or less than the number of hexes in the air umbrella entered, the troop unit is eliminated, and the transporting naval movement point is lost (2 NMPs are lost if an amphibious invasion was being conducted). The die is rolled once per hex entered per unit per air umbrella.

For example, a Japanese regiment is using naval movement to move to Java, and must pass through three hexes under the British air umbrella to do so. On the first hex, the regiment would be eliminated on a roll of 1, on the second hex, a roll of 2 or less would eliminate it. On the third hex, a roll of 3 or less would kill the unit.

NMPs used to supply a beach may not be attacked. NMPs destroyed are perman-

ently lost, and reduce the NMP allowance for future turns.

**Naval Air Unit Availability:** Naval air units are available off map initially, and may be moved into position using naval movement. Once used, however, they must return off map for regrouping. At the end of the Japanese combat phase, the naval air units are removed from the map, and placed on the turn record chart two game-turns in the future. Thus, if the Japanese player uses one naval air unit on turn 0, it becomes available again in turn 2.

Naval air units moving into position are subject to enemy air umbrella attacks.

**2. Air Missions:** Land-based air units may displace as allowed under the movement rule. They may also transport parachute units for airborne operations.

The Japanese player has two parachute units (both SNLF units). Each may be assigned airborne missions as desired. The unit must begin the air movement segment of its movement phase stacked with a land-based air unit. The parachute unit may be flown to any hex within 8 hexes. One land-based air unit is required for each parachute unit delivered.

A parachute unit must be delivered to a hex adjacent to any defending units; it may then engage in combat during the combat phase. If the parachute unit is committed against an unoccupied city, it may be placed directly in the city hex, but it must succeed in conquering the city or it is itself eliminated.

A parachute unit, when attacking an unoccupied city as a result of an airborne operation, is doubled for that purpose.

## 9. SPECIAL RULES

The following special rules amplify the basic game rules, as well as provide additional historical flavor.

**A. American Unpreparedness:** On turn 0, the radius of the air umbrella of the American air unit is reduced to 2 hexes. It becomes 4 hexes on turn 1.

**B. Filipino Movement Restrictions:** All American divisions (unit size XX) are Filipino units, raised for the defense of the Philippines. Although they may use naval movement within the islands (as well as island hopping, and the crossing of water barriers), they may not leave the Philippine Islands.

**C. Allied Naval Movement Restrictions:** Each of the three Allied nations has an independent NMP allowance. Each may use only its own NMP to move its troops.

**D. Treacherous Seas:** An area of the South China Sea between Indo-China and

Borneo is sprinkled with rocks awash, shallow water, and uncharted seas. Naval movement may not be traced into or through such hexes.

**E. Open Cities:** Each city on the map has a zone of control if the city is empty. Under the ZOC rule, an enemy unit must stop in that ZOC, and thus can only move adjacent to a city.

Each city is marked with a number indicating the relative resistance of the city to enemy occupation. The total combat strengths of all enemy units in the city's ZOC are divided by the city number; that result must be rolled (or less) on one die for the city to fall. Such attacks may be made during the land movement phase; if the attack succeeds, advance after combat is allowed. Those units which were in the city's ZOC, however, may not continue to move in this player-turn. The city has fallen, and no longer has a ZOC; other units may now move through the city without penalty.

Once a city has been conquered and occupied, it becomes friendly to that side. It (if empty) now has a ZOC which will affect enemy units.

**F. The Assault on Hong Kong:** The Japanese allocated one division (the 38th) to the assault on Hong Kong, which is about 2 hexes off the north map edge, midway between Hainan and Luzon. The Japanese player should consult the Hong Kong Assault table once each Japanese combat phase until the city capitulates. Roll one die. If the result equals or exceeds the number given for the current turn, Hong Kong has fallen. If the result is 1 (exactly), the 38th division has suffered serious reverses, and loses one regiment. When rolling on the table, subtract one from the die roll for each regiment the 38th division has lost. If all three regiments are eliminated, the Japanese player must commit at least 5 regiments in Siam and Burma beginning transporting it off-map if necessary. The throw for capitulation would then be 2+ (DM of -3 for the regiments previously lost). Additional throws of 1 would eliminate the regiment attacking, and it would have to be replaced, but no further DMs would be applied.

**G. The Campaign Against Burma:** The main Japanese thrust against Malaya was vulnerable on its northeastern flank, from Burma. In order to protect the flank, the Japanese player must commit at least 5 regiments in Siam and Burma beginning on turn 2. At least three of the regiments must be placed adjacent to the Burma-Siam border.



**H. Naval Transport:** All Naval Movement Points reside off map, in friendly ports. When used, each must trace a path by sea to the port where the naval movement will begin. If that path must pass under an enemy air umbrella, the NMP must undergo air attack as it moves through the air umbrella hexes. It may then continue to the port to begin transporting the unit. If the attack is successful, however, the NMP is destroyed.

## 10. VICTORY

The essential Japanese goal in 1942 is to clear the map of Allied units; the Allied goal is to resist. In game terms, however, a more detailed statement of which player has won is necessary.

Victory is determined through the calculation of victory points at the end of turn 10. The Japanese player receives 20 points for each fortress which has surrendered, and 2 points for each enemy unit which has surrendered. He receives 5 points if Hong Kong has fallen.

The Allied player receives 1 point for each surviving unit (or air unit) and 2 points for each surrendered enemy unit.

The Allied victory point total is then subtracted from the Japanese victory point total, and the victory chart is consulted. The chart indicates the historical degree of victory, and (since most games will end in some form of Japanese historical victory) a game victory level. Even though the Japanese player wins well enough to historically conquer the territory, he must also play well enough in game terms in order to win the game.

### Victory Chart

0 or less — The Allies win the campaign historically. The Allied player wins the game overwhelmingly.

1 to 20 — The historical result of the campaign is undetermined or drawn. The Allies win the game.

21 to 40 — The Japanese win the campaign, but only by a small margin. The game is a draw.

41 to 60 — The Japanese win the campaign; this was the historical result. The Japanese player wins the game.

61 or more — The Japanese win the campaign overwhelmingly. The Japanese player wins the game overwhelmingly.

## 11. PLAYING THE GAME

To begin playing 1942, the map must be unfolded and placed on a flat surface such as a table or the floor. If necessary, tape down the edges to keep the map flat.

The counters must be punched out of the stringers and sorted by type using the dispositions given below as a guide. Place the counters on the map, saving out the remaining counters to appear later in the game. The Allies set up first; Japanese forces are then placed.

### Dutch Dispositions

Place four strength-4 infantry regiments and the Dutch air unit anywhere in Java. Place the nine named battalions in the corresponding cities marked on the map.

The two strength-3 Home Guard regiments appear in the Allied land movement phase following the Japanese player-turn in which Japanese units move into Java.

### British Dispositions

Place the Singapore fortress, two strength-3 brigades, and the British air unit in Singapore. Place eight strength-5 brigades anywhere in Malaya; place one strength-2 battalion in Brunei.

Two strength-5 brigades become available on map on turn 2, and two more become available on turn 3. On turn 4, one strength-5 brigade and one strength-2 battalion become available (off-map). On turn 5, one strength-3 tank battalion becomes available off map.

### American Dispositions

Place the Corrigedor fortress in the Corrigedor hex. Place the American air unit in the Manila hex. Place a strength-6 marine regiment in Olongapo. Place eight strength-4 divisions, two strength-5 regiments, one strength-7 regiment, three strength-3 tank and armored cavalry regiments anywhere on Luzon Island. Place two strength-4 divisions anywhere on Mindanao.

One strength-3 and one strength-4 division appear anywhere on Luzon on turn 2. One strength-3 (artillery) regiment appears off map on turn 4.

### Japanese Dispositions

Place the Palau fortress, three strength-7 regiments, and three strength-3 SNLF infantry battalions in Palau. Place four strength-7 regiments and one strength-3 SNLF marine battalion in Cam Ranh Bay. Distribute three strength-8 (Guards) regiments, three strength-7 regiments, one strength-3 (artillery) regiment, three strength-4 (tank) regiments, and one strength-2 (tank) regiment anywhere in Indo-China. Place one air unit in Saigon.

All remaining forces are in Japanese friendly ports off-map to the north and east. The air unit may operate from off-map, in which case its umbrella extends as if it were immediately off the map north of Luzon. Troop units must enter the map using naval movement. No more than 6 Japanese units may enter the map using naval movement per turn.

Place the asterisk counter on the turn record chart on the map to note the current turn. The Japanese player conducts his player-turn for game-turn 0. The game continues with the Allied player-turn of game-turn 1.

## OPTIONAL DISPOSITIONS

The following are more liberal dispositions which players may elect to implement.

**Optional British Dispositions:** Available British forces may be placed anywhere in Burma, Malaya, Sarawak, Brunei, or British North Borneo. Reinforcements appear as normal, or through Burma.

**Optional Dutch Dispositions:** Available Dutch forces may be placed anywhere south of the equator, except Malaya, Sarawak, Brunei, or British North Borneo.

**Optional American Dispositions:** Available American forces may be placed anywhere in the Philippine Islands, north of the equator, and east of the South China Sea, including Jolo, but not Borneo.

## DESIGN CREDITS

1942 was designed by Marc Miller. Developmental playtesting was conducted by Marc Miller, John Astell and Tim Brown. Additional assistance was provided by Greg Novak.

Art Direction and Graphic Production by Paul R. Banner.

## COMBAT RESULTS TABLE

<i>Die Roll</i>	<i>----- Combat Odds -----</i>					
	1:1	2:1	3:1	4:1	5:1	6:1
0	AE	AE	AD	AR	—	—
1	AE	AD	AR	—	—	DR
2	AD	AR	—	—	DR	DR
3	AR	—	—	DR	DD	DE
4	—	—	DR	DD	DE	DE
5	—	DR	DD	DE	DE	DS
6	DR	DD	DE	DE	DS	DS
7	DD	DS	DS	DS	DS	DS
8	DS	DS	DS	DS	DS	DS
9	DS	DS	DS	DS	DS	DS
10	DS	DS	DS	DS	DS	DS

An adjusted die roll of less than 0 is treated as 0. An adjusted die roll of greater than 10 is treated as 10.

Units in a fortress are immune to any combat results affecting an attacker.


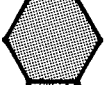
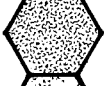


Combat results are explained in rule 6.

## HONG KONG ASSAULT TABLE

<i>Turn</i>	<i>Die Roll to Capitulate</i>
0	6
1	5+
2	4+
3	3+
4 or later	2+

The use of this table is subject to the provisions of rule 9F.















## TERRAIN COSTS









<i>Symbol</i>	<i>Type</i>	<i>Movement Costs</i>
	Clear	1 MP
	Sea	See rule 5A 2 & 3
	Rough/Mountain	2 MP
	Swamp	2 MP
	Road	1 MP








Terrain has no effect on combat in the usual sense, although units may not normally attack across full sea hex sides.

Naval movement and air movement are covered in rules 5C and 5B respectively.



















 5 <sup>53</sup>	 5 <sup>54</sup>	 5 <sup>55</sup>	 5 <sup>44</sup>	 5 <sup>45</sup>	 5 <sup>28</sup>	 5 <sup>22</sup>
 5 <sup>6</sup>	 5 <sup>8</sup>	 5 <sup>12</sup>	 5 <sup>15</sup>	 2 <sup>2/15</sup>	 3 <sup>1/16</sup>	 3 <sup>2/16</sup>

 5 <sup>8</sup> <sup>22</sup>	 5 <sup>8</sup> <sup>27</sup>			 4 <sup>11</sup>	 4 <sup>21</sup>
 2 <sup>2/4</sup>	 3 <sup>3/16</sup>			 5 <sup>45</sup>	 7 <sup>31</sup>













 9 <sup>18</sup> <sup>55</sup>	 9 <sup>18</sup> <sup>124</sup>	 9 <sup>18</sup> <sup>56</sup>	 9 <sup>18</sup> <sup>114</sup>	 7 <sup>55</sup> <sup>143</sup>	 7 <sup>55</sup> <sup>144</sup>	 7 <sup>55</sup> <sup>112</sup>
 7 <sup>2</sup> <sup>28</sup>	 7 <sup>5</sup> <sup>41</sup>	 7 <sup>5</sup> <sup>11</sup>	 7 <sup>5</sup> <sup>21</sup>	 7 <sup>5</sup> <sup>42</sup>	 8 <sup>G</sup> <sup>3</sup>	 8 <sup>G</sup> <sup>4</sup>

 7 <sup>16</sup> <sup>8</sup>	 7 <sup>16</sup> <sup>33</sup>	 7 <sup>16</sup> <sup>20</sup>	 3 <sup>65</sup> <sup>142</sup>	 3 <sup>65</sup> <sup>122</sup>	 3 <sup>65</sup> <sup>141</sup>	 2 <sup>4</sup>
 7 <sup>48</sup> <sup>11</sup>	 7 <sup>48</sup> <sup>27</sup>	 7 <sup>48</sup> <sup>47</sup>	 4 <sup>21</sup> <sup>7</sup>	 6 <sup>21</sup> <sup>62</sup>	 3 <sup>10</sup>	

	 4 <sup>1</sup>	 4 <sup>2</sup>	 4 <sup>3</sup>	 4 <sup>4</sup>	 2 <sup>Ambon</sup>	 2 <sup>Ambon</sup>	 1 <sup>Medan</sup>
 3 <sup>Hm Gd</sup>	 3 <sup>Hm Gd</sup>	 1 <sup>Sampt</sup>	 1 <sup>Balkp</sup>	 1 <sup>Palemb</sup>	 2 <sup>Tarakan</sup>	 2 <sup>Menado</sup>	 1 <sup>Padang</sup>

 4 <sup>31</sup>	 4 <sup>41</sup>	 4 <sup>51</sup>	 4 <sup>61</sup>	 4 <sup>71</sup>	 4 <sup>81</sup>	 4 <sup>91</sup>	 4 <sup>101</sup>
 5 <sup>57</sup>	 3 <sup>149</sup>	 3 <sup>26</sup>	 3 <sup>192</sup>	 3 <sup>194</sup>	 4 <sup>1</sup>	 3 <sup>2</sup>	 6 <sup>4</sup>

 7 <sup>33</sup> <sup>214</sup>	 7 <sup>33</sup> <sup>215</sup>	 7 <sup>33</sup> <sup>216</sup>	 7 <sup>38</sup> <sup>229</sup>	 7 <sup>38</sup> <sup>230</sup>	 7 <sup>38</sup> <sup>228</sup>	 7 <sup>2</sup> <sup>4</sup>	 7 <sup>2</sup> <sup>16</sup>
 8 <sup>6</sup> <sup>5</sup>	 3 <sup>3</sup>	 4 <sup>1</sup>	 4 <sup>2</sup>	 4 <sup>6</sup>	 2 <sup>14</sup>		

 3 <sup>K</sup> <sup>1</sup>	 4 <sup>K</sup> <sup>2</sup>	 3 <sup>S</sup> <sup>1</sup>	 3 <sup>S</sup> <sup>2</sup>				
 2 <sup>V</sup> <sup>1</sup>	 3 <sup>V</sup> <sup>2</sup>	 3 <sup>V</sup> <sup>3</sup>					



1942

JAPAN'S OPENING MOVES IN THE PACIFIC  
The Simultaneous Operations Against Malaya,  
Java, and the Philippines.  
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North  
One hex equals 85 miles.



TURN RECORD CHART

	0	
	ATTACK	
	1	
	DEC 1941	
	2	
	JAN 1942	
	3	
	JAN 1942	
	4	
	FEB 1942	
	5	
	FEB 1942	
	6	
	MAR 1942	
	7	
	MAR 1942	
	8	
	APR 1942	
	9	
	APR 1942	
	10	
	MAY 1942	