



RACE **TO** **RABAUL** **1943**



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1. Introduction

1943: *Race to Rabaul* is a wargame that pits the Allies against the Japanese in World War II's historical campaign for the South Pacific. Two players can use just half the board to battle each other for the Solomons or New Guinea alone. Or 2, 3, or 4 players can take the roles of 4 historical commanders fighting across the full game board.

As General MacArthur or Admiral Halsey, you must race up the New Guinea coast or along the Solomon Islands chain to break the “Bismarcks Barrier” and be the first to capture, ring, or extend Allied air power over the great Japanese supply base of Rabaul. As General Imamura or Admiral Kusaka, you must stop the Allied onslaught or kill enough enemy troops to wear the Allies down.

As in **1944: *Race to the Rhine*** and **1941: *Race to Moscow***, players here must manage their logistics efficiently to succeed on campaign. The Allies must be sure to supply their troops with enough ammunition to defend against Japanese bombing and “banzai” attacks and enough food to stay in the field. The Japanese must carefully guide convoys to reinforce their forward defenses in the face of powerful Allied air and sea strikes. Each side must build new airbases as the front lines progress.

Japanese fortified bases can be tough nuts to crack. The Allies will want to cut off Japanese supplies and reinforcements before attacking strongholds directly – or perhaps bypassing them. Over time, Japanese units, convoys, and air forces will get used up, while Allied logistics will build.

Each Commander draws a hand of cards that leaves opponents unsure of enemy unit strength, intelligence

information, and special bonus actions. Allied commanders can share intelligence cards to help defeat their partner's opposed enemy commander. Similarly, once the Allies get close enough to threaten Rabaul, Japanese commanders can share unit cards to defend – or to attack to earn medals.

Japanese players will win if they remove enough Allied troops in combat and hold their Bismarcks Barrier spaces while forcing the Allies to trigger too many Logistics Steps. Allied players win if they reach a Japanese supply base like Rabaul or, more likely, by capturing key spaces, defeating enemy unit cards, and perhaps retreating cutoff enemy Armies or advancing their airbases to cover Rabaul.

2. Roles and setup

Commanders

The game has 4 Commander roles, 2 on each side. With 2 players, you can each play 2 Commanders or play just 1 Commander each.

Japanese Commanders – The 2 Japanese Commanders defend and share the Supply Base at *Rabaul*.

- **Imamura** (gold) defends New Guinea, has a 2nd Supply Base at *Madang*, and fields the 18th Army.
- **Kusaka** (white) defends the Solomons, has a 2nd Supply Base at *Kavieng*, and fields the 17th Army.

Allied Commanders

- **MacArthur** (green) opposes Imamura with up to 8 Divisions supplied from *Port Moresby* and *Milne Bay*.

- **Halsey** (blue) opposes Kusaka with up to 7 Divisions supplied from *Henderson Field* and *Tulagi*.

Historical note: General Hitoshi Imamura commanded Japan's Eighth Area Army, Vice Admiral Jinichi Kusaka its Southeast Area Fleet, General Douglas MacArthur the Allies' Southwest Pacific area ("SWPAC"), and Admiral William "Bull" Halsey their South Pacific area ("SOPAC").

Players

With **4 players**, assign each player the role of a Commander: 2 Japanese versus 2 Allied.

With **3 players**, 1 player takes both Commanders of 1 side and wins only when both win or capturing a Supply Base.

With **2 players**, you can play just 1 Commander per side on half the board, or play 2 versus 2. Either:

- Play **Kusaka** versus **Halsey** to fight for the Solomons **OR** play **Imamura** versus **MacArthur** to fight for New Guinea. Set up and use only those Commanders' areas (with *Rabaul*). Ignore other spaces. Fill only half of each Reserves and Fleet holding box, as the dashed lines there show. **OR**
- Set up the whole board. Each player runs both Commanders of a side. A player wins when either 1 of that player's 2 Commanders wins.

Two players on a side may discuss what they will do on a turn (see Sequence of Play, section 5) but must do so openly. They may privately show each other their cards.

Scenario setup

Give each player **components** matching their Commander(s) – card decks, blocks and displays, and **Commander aid sheets**. From 1 of the 2 **scenarios foldouts**, choose and set up one of the 4 historical situations. Each such scenario starts at a later point in the historical Allied drive on Rabaul, so each listed below plays longer than the one before it.

- **CHERRYBLOSSOM** is an introductory scenario for just 2 players set in the Solomons in late 1943.
- **POSTERN** is a short scenario for 2 to 4 players starting with the historical situation after mid-1943.
- **CARTWHEEL** is a medium-length scenario for 2 to 4 players beginning in the early months of 1943.
- The **Full Campaign** scenario offers 2 to 4 players extended play from the situation in late 1942 on.

3. Components and key concepts

Cards

Each Commander has a card summarizing their **Special Ability** – see Bonus Actions, end of section 7.

Each Commander also uses their own deck of 30 **Operations cards**. A **card list** aid sheet summarizes each Commander's Operations deck. Commanders play Operations cards from their hand as part of their actions or to defend against enemy attack. Cards include:

- Bonus actions.
- Japanese Units (added Troops or Ammo).
- Allied ARTILLERY or NAVAL SHELLING (added Ammo).
- Allied INTELLIGENCE (to aid Ammo use in Attacks and for Convoy Strikes).

Commanders draw cards at the end of their side's turn and with Regroup actions. Logistics Steps reshuffle discards back into a new draw deck. If you draw your deck's last card, immediately reshuffle. Never reshuffle held or removed cards or defeated Unit cards.

All players may view all played, discarded, defeated, and removed cards.

Blocks and displays

Each Commander maneuvers their own blocks. **Japanese Army** and **Allied Division** blocks act as headquarters that help you move and store Men & Materiel pieces (M&Ms) – Troops, Food, and Ammo. The first time you play, apply a **sticker** to each block of the same color.

- Each block has a matching card-sized **display** to hold its M&Ms. All players may view all displays.
- During play, you may at any time instantly switch your M&Ms among a space and the displays of any blocks there, within the Storage Limits listed later in this section.

Pieces, pawns, and markers

Relevant sections below explain the use of several more components.

- Each side uses its own pool of **Men & Materiel** pieces – "**M&Ms**" for short. Olive tents are **Troops**. Silver cans are **Food**. Brown crates are **Ammo**.



- Japanese **Convoy** pieces include yellow **Freighters**, orange **Destroyers**, and tan **Barges**. The Allies use gray **Landing Craft**.
- Players pass **action pawns** back and forth as helpful to track actions during the sequence of play.
- **Markers** shown on the next 2 pages include each Japanese Commander's **Airbases** with **Fortified Bases** on the back, Allied Commander's **control** with **Airbases** on the back, and a **Logistics Level** marker for each Allied Commander.

- Smaller markers shown below include each Allied Commander's Air tokens, shared Japanese *Air* tokens, *Medal* markers (Allied or Japanese on a side), and each Allied Commander's *Top Cover* and *Convoy Strike* ranges.



Air tokens



Medal markers



Range markers

The game board

Areas: The spaces in Commanders' colors show where they can act. Imamura faces MacArthur over gold and green area. Kusaka faces Halsey's over white and blue. Rabaul straddles areas – both Japanese Commanders own it, and both Allied Commanders can attack it. A route segment lies in the area(s) of its 2 adjacent spaces. Some activities can occur in any area.

Example: *Commanders can Attack in their own area only but can Bomb or Strike Convoys in either area.*

Spaces: Each map space's main color shows who controls it at start. Spaces also show whether they have Supply Bases, Airheads, or Japanese Joint status, what Medals they offer for Allied capture, and whether they form part of the Bismarcks Barrier for Japanese Medals.

Control: Space colors and markers show which Commander can place pieces, deploy, supply, and so on at or via a space or route.



Allied Control markers



Japanese Control spaces

- Commanders control **routes** when they control the spaces at each end.
- Everyone controls the unnamed square **Water** spaces.
- Each Commander controls their own printed **Supply Bases**. Rabaul is a special control case – both Japanese Commanders control and may act at Rabaul equally. See also "Joint Spaces" below.

As helpful to distinguish who controls Men & Materiel pieces, where no Division block, put Allied pieces next to rather than on their Control or Airbase marker.

Water: Blue rounded-square spaces divide routes, count as controlled by all, and never hold anything.

Routes: Land, Sea, Strait, and Coast routes connect spaces and can hold Japanese Barges. "Route" means a segment between spaces. Spaces, including Water, separate the routes adjacent to them. A "Coast" is a single route that combines both Sea & Land – you may use a Coast as either.

Adjacency: Adjacent spaces, routes, and zones are those that touch each other in the map art. Also, spaces separated by just 1 route, and routes separated by just 1 space, are adjacent to each other.

Airheads: *MacArthur* can attack spaces with green aircraft icons by Airdrop.

Joint Spaces: Spaces with gold or white Rising Sun flag icons allow both Japanese Commanders to contribute Unit cards – and potentially earn Medals – in attack or defense there. For all other purposes, outside Rabaul, just 1 Commander controls a Joint space, as shown by its main symbol color.

Allied Logistics: Allied Commanders mark their **Logistics Level** – 4, 5, or 6 – on this track, affecting their hand size, Take Men & Materiel actions, and total Air tokens. Put spare Air tokens that they will receive in spots "5" & "6". See Logistics Step section 8.



Allied Logistics markers

Reserves and Removed: Each side keeps stocks of **Men & Materiel** (M&M) pieces – Troops, Food, and Ammo – in a Reserves box and removes them to a separate box during play. Allied Reserves empty of 2 M&M types triggers a Logistics Step – see section 8. Each Logistics Step, Reserves refill from their Removed box, then any excess *Japanese* M&Ms left in their Removed box go out of play.

Fleets and Spent: Fleet boxes hold *Japanese*



Convoys available for Launch – Freighters, Destroyers, and Barges – and *Allied* Landing Craft for Division Attacks. Spent boxes hold used Convoys and Landing Craft. Fleets refill from spent by Japanese actions and each Logistics Step. Convoys also can be Sunk – set those aside: they return to the board only by Bonus action cards. An empty Allied Fleet can trigger a Logistics Step.

Bases

Base spaces include Supply Bases, Airbases, and Fortified Bases. Bases affect Storage Limits, Allied Top Cover and Convoy Strike Ranges, jump-off of Allied Invasions and Airdrops, and certain Bonus actions.



Supply Bases



Airbases



Fortified Bases

- **Supply Bases** printed on the map are also where you Take Men & Materiel. Japanese Supply Bases are also Fortified. An Allied Commander who captures a Japanese Supply Base wins the game.
- **Airbases** are markers that you add to spaces during setup or when you Build an Airbase.
- **Fortified Bases** are Airbase markers that the Japanese setup or flip to improve defense against Allied Bombing and Division Attack.

Storage Limits

Map spaces and block displays can hold limited numbers of **Men & Materiel (M&M)** pieces at a time:

- **Base** spaces (Supply Bases, Airbases, or Fortified Bases) hold up to **8 M&Ms**.
- Other *Japanese* or *Allied Control* spaces hold up to **4 M&Ms**.
- Each **Army** display holds up to **8 M&Ms**, each **Division 6 M&Ms**, in addition to any at the block's space.

You may at any time freely and instantly shift M&Ms between your Army or Division displays and the spaces

that the blocks occupy. If adding or moving M&Ms or a block exceeds Storage Limits, you must immediately choose and remove your excess pieces. Place them in your side's Removed box.

Spaces and routes can hold numbers of **blocks** or **Barges** at a time that you may never exceed:

- A **Supply Base** can hold any number of blocks, each *Allied Airbase* up to **2 Divisions**, and Allied spaces that are not Bases only **1 Division** each. Any *Japanese* space can hold an Army, and Rabaul can hold both Armies. Water spaces hold nothing.
- A **Sea** or **Strait** route can hold at most **1 Japanese Barge**. Land routes may not hold Barges.

Example: MacArthur plays *JUNGLE ROAD* to Take M&M at Wau, where there are already 2 Ammo. **1** MacArthur could add just 2 M&Ms there to stay within the space's Storage Limit of 4 M&Ms. But the player wants to change the mix at Wau so Takes all 3 M&Ms and immediately removes 1 Ammo to the Allied Removed M&M box.

Later, 3rd Australian Division moves to Wau. **2** The player could immediately rearrange M&Ms between the Wau space and 3rd Australian's display, as long as the space has no more than 4 M&Ms and the display has no more than 6 M&Ms.



Zones and Range

The gold-green map area is divided into **Zones A-D**, and the white-blue area into **Zones A-E**. Routes across zone boundaries lie in both zones. Rabaul is in both gold Zone D and white Zone D. Gold Zone D is adjacent to both white Zones D and E for Convoy Launch and Steaming.

Japanese Commanders **Launch** Freighter and Destroyer **Convoys** into Zones, placing the ship piece and its loaded M&M near a zone's letter on the map. They can do so into either area's zones.

Freighters and Destroyers later **Deliver** M&Ms and/or Armies or Steam by zones. See Convoys Step section 6 and Launch Convoys Core action in section 7.

Allied Commanders each mark 2 Ranges in their zones.

- **Top Cover** Range extends from each area's Zone A to 1 zone beyond that area's furthest zone (highest letter) that has more Allied than Japanese **Bases** of any type (regardless of Bases in lower lettered zones). Top Cover affects Bombing, Shipping Lanes, Invasions, Airdrops, and earning Medals.
- **Convoy Strike** Range extends into an area's next further zone beyond Top Cover. Convoy Strike Range limits how far forward Allied Air Support actions can Strike Convoys, including Barges on routes that are entirely or partially within that zone.

Example: Halsey has 1 more Base than Kusaka in Zone B; only Kusaka has any in C, D, or E. The blue Top Cover Range marker goes in white Zone C to show Top Cover over Zones A-C. The Convoy Strike marker goes in Zone D.

Update Range markers each Logistics Step as needed. The Full Campaign scenario starts with reduced Ranges until the first Logistics Step.

Historical note: Top Cover shows fighter escort from Allied airfields. Convoy Strike represents medium bombers.

Shipping Lanes – Allies only

Shipping Lanes affect Allied actions to Transfer Men & Materiel and Attack by Invasion.

Allied Shipping Lanes are paths of adjacent spaces and routes stretching along:

- **Spaces** that are all either **Allied Control** or **Water AND**
- **Routes** that are all either **Sea** (including Coast) or **Strait AND**
- **Routes** that are all under **Allied Top Cover**, including routes partially within a Top Cover zone.

Shipping Lanes can reach Allied or Japanese spaces just beyond Top Cover. An Invasion can pay 1 Medal for its Shipping Lanes path to bypass (ignore) 1 enemy space; its routes must still have Top Cover.

Example: Halsey has Top Cover over Zones A and B **1** plus Convoy Strike range from A to C **2** because Zone A

has more Allied than Japanese Bases (3 to 0) but Zone B does not (1 to 1).

The highlighted routes show Allied Shipping Lanes **3**. They would allow Invasion of Kolombangara **4** or – if paying a Medal to bypass Rekata Bay – Choiseul **5**. (See Invasion under Division Attack in section 7.)

If Halsey Built an Airbase in Zone B, at Rice Anchorage or Munda, or captured Rekata Bay to remove its Japanese Base, Top Cover would advance to Zone C and Convoy Strike range to Zone D **6** in the Logistics Step.



Withdrawing Divisions – Allies only

Allied Divisions can Withdraw from combat fatigue. They do so when they lose Troops in combat or lack Troops in a Logistics step (such as when they fail to feed them) while adjacent to enemy control. The rules for Bombing and Attack actions and the Logistics Step explain when to Withdraw Divisions.

Remove a Withdrawing Division's block and display permanently out of play. Leave the Division's M&Ms at its space, within Storage Limits. If Withdrawing an Allied Commander's last Division block currently on the map, the opposing Japanese Commander immediately **wins** the game – **Imamura** if MacArthur's last Division, **Kusaka** if Halsey's last Division. Note that the Allies also add unused Fresh Divisions as explained in Logistics Step rules section 8.

Example: A Japanese Banzai Attack has succeeded in removing a Troops piece from Mubo, defended by 3rd

Australian Divisions **1**. The Division must Withdraw. The player sets aside the "3 AUS" block and the 3rd Australian display **2** – they will not return. The Division's surviving M&M pieces go to the Mubo space **3**.



4. How to win the game

A Commander wins if holding at least 12 Medals after any turn or does so first during a Logistics Step. A *Japanese* Commander wins when their opposing Allied Commander has 0 Division blocks on the map. An *Allied* Commander wins when capturing a Japanese Supply Base.

- If 2 players on a side achieve victory at the same moment, they share the win equally.
- If players on opposite sides do so, the *Japanese* players who achieved victory win.

Note: For victory timing, Allied turns end before a Logistics Step, and Logistics Step order matters.

Japanese Commanders earn 1 Medal each time:

- You hold your **Bismarcks Barrier** in a Logistics Step – you control both highlighted Japanese Medal spaces in your area, Gloucester AND Gasmata if *Imamura* or Torokina AND Kieta if *Kusaka*.
- Your or Joint Banzai Attack, defense against an Allied Attack, or Bombing action **removes** Allied Troops.
- Your or Joint Banzai Attack causes losses that the Allies fail to fulfill by pieces or cards.

Allied Commanders earn 1 Medal for each:

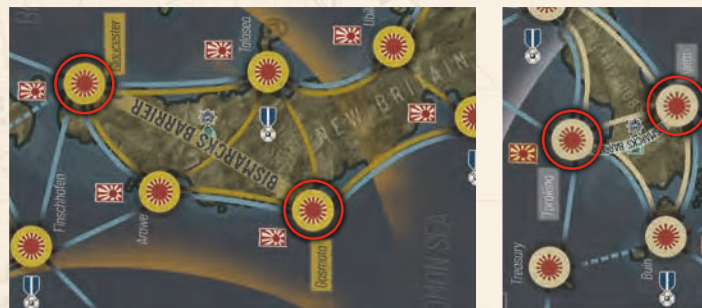
- Medal symbol shown at a space that you capture by placing your control there.
- Attack you make that **Retreats** a *Japanese Army* over a Sea Route or through Allied Control.
- Logistics Step that your **Top Cover** extends over **Rabaul** – that is, you have Top Cover in Zone D.

Also, every 5 Troops (not Ammo) rounded down on Japanese Unit cards that you defeat in your Attack or

enemy Banzai Attack. Take no Medal tokens – just take cards and count Troop icons.



Note: *Allies* can spend Medal tokens to make bypass Invasion or Airdrop Attacks. See rules section 7.



Bismarcks Barrier spaces

5. Sequence of play

Play a series of Rounds until any player wins. Each Round, the *Japanese* first conduct a Convoys Step, then take their turn together. The *Allies* take their turn next. Then players check for a Logistics Step.

Commanders on a side may take actions then draw cards at the same time or in any agreed order, as long as each Commander finishes their actions before drawing their cards. In any dispute, *Imamura* acts before *Kusaka*, *MacArthur* acts before *Halsey*.

Each Round proceeds as follows:

- 1. Convoys Step** – *before Japanese turns only* (skip on the first turn)
Japanese Convoys on the map can Deliver, Abort, or Steam. See rules section 6.
- 2. Japanese turn**
 - a. Take actions.** Each Japanese Commander takes up to 2 Core actions plus up to 1 Bonus action, in any order. See rules section 7.
 - b. Draw cards.** Each Japanese Commander draws Operations cards as needed to reach a hand of 4 cards. Should you draw your last card, immediately reshuffle discards into a new deck.
- 3. Allied turn** – Same as for Japanese above, but draw up to a hand size equal to that Commander's Logistics Level: 4, 5, or 6 cards.
- 4. Logistics Step?** – *after Allied turns only*
After each Allied turn, check whether to conduct a mutual Logistics Step. See rules section 8.

A Logistics Step ensues if any of the following are true at the end of an Allied turn:

- The **Japanese** this Round played a YAMAMOTO card, or
- An Allied Commander this Round used an action to **Build an Airbase**, or
- The **Allied Fleet** is out of Landing Craft, or
- **Allied Reserves** are out of both Food and Ammo (regardless of Troops still left).

6. Convoys Step – Japanese only

Japanese Commanders before their turn may **Deliver**, **Abort**, or **Steam** with any Convoys in their area in any combination or order. In a dispute, **Imamura** acts first. Or they may leave Convoys as they are.

1. **Deliver?** With any or all Convoys in your area, you may –
 - Spend a **Freighter** to put its **Men & Materiel** (M&Ms) in a single space in its zone or a **Destroyer** to put its **M&M** in a space in its zone or in an adjacent zone. The space must be one that you control, and it must have a Sea or Strait route adjacent to it, not just Land routes. **OR**
 - Spend a chain of adjacent **Barges** – unbroken by any Allied Control spaces – to move up to **2 M&Ms** among any of your spaces along the chain. **OR**
 - Spend **1 Freighter** in your **Army** block's zone, or spend **2 Destroyers** total from among your Army's zone and/or any adjacent zones, to move the Army between any 2 of your spaces that have Sea or Strait adjacent. Put the Convoys' **M&Ms** (if any) with the Army, within Storage Limits. **OR**
 - Spend **Barges** to move your **Army** along a Barge chain as above to any space that you control.

Put each Convoy piece that does one of the above into the Spent Convoys holding box. Remove any excess M&Ms above Storage Limits. Note that Convoys cannot Deliver to or from spaces with all Land routes adjacent, such as Dumpu, Mubo, or Kokoda (all in New Guinea).

2. **Abort?** Any Convoys in your area may instead return to the Japanese **Fleet**. Return any M&Ms they carry to Japanese **Reserves**, even if above the number of M&M illustrated in the Reserve box.
3. **Steam?** Any **Freighters** or **Destroyers** that do not Deliver or Abort may **move** with their M&M to an adjacent zone, including between gold Zone D and white Zone D or E, if you want.

Example: Kusaka has 7 Convoys on the map that survived Halsey's turn to reach the Convoys Step – 1 Destroyer Convoy in Zone D, 1 Destroyer and 1 Freighter in Zone C, and 4 Barges on various Strait and Sea routes. They may now Deliver, Abort, Steam (if a Destroyer or Freighter), or just stay put. The Allies have just captured Vella Lavella, cutting off 17th Army, which Kusaka would now like to evacuate. Allied Control of Vella Lavella cuts the Barge chain from the Army back to Bougainville. But either the Freighter or the 2 Destroyers could Deliver the block. Kusaka will use the Freighter.

A Destroyer can Deliver its M&M to its own zone or adjacent. Zone D's Destroyer drops its Ammo at Kieta in Zone C. Zone C's Destroyer drops Troops at Rekata Bay in Zone B **1**. Two of the Barges then form a chain to Deliver the Ammo just arrived at Kieta plus 1 Troops to the Treasury Islands **2**.



The Freighter could Steam on to Zone B to Deliver there in the next Convoys Step. But it instead now picks up 17th Army from the Freighter's zone to move the block to any white space – Kusaka chooses Buin **3**. Any M&Ms on 17th Army's display can ride along. Kusaka leaves 1 Troops behind to garrison Kolombangara **4**. M&Ms loaded on the Freighter join 17th Army at Buin **3**.

The 5 Convoy pieces just used to Deliver go into the Spent Convoys box **5**. Two Barges remain near Vella Lavella – stranded by the Allied Invasion and now useless. Kusaka Aborts them back into the Japanese Fleet box **6**.

7. Actions

On your side's turn you take up to **2 Core actions** plus up to **1 Bonus action**, in any order. You may take the same type of action more than once. Some actions are limited to certain Commanders. As helpful, show with **pawns** where you take actions – 2 gray pawns for Core actions and 1 black pawn for a Bonus action. After your turn, hand the 3 pawns to your opponent.

The Core actions you can take are:

- **Regroup** to discard and draw Operations cards – *Japanese* can restore used M&M or Convoys
- **Build an Airbase** – place a Japanese Airbase marker or flip Allied Control to Airbase
- **Take Men & Materiel** – shift M&M pieces from Reserves onto the map
- **Transfer Men & Materiel** – move M&Ms between map locations
- **Move an Army or Division** – reposition your blocks on the map
- **Japanese Launch Convoys** – place Convoy pieces from Fleet to map to later deliver M&Ms
- **Air Support** – Bomb spaces or *Allies* Strike Convoys
- **Japanese Banzai Attack** – attack adjacent to inflict Allied losses
- **Allied Division Attack** – Normal Attack adjacent, or Invasion or *MacArthur* Airdrop over distance

The single Bonus action you can take is to either:

- Play a Bonus action **Operations card** from your hand
- **OR** Use your **Commander's Special Ability**

CORE ACTIONS

Regroup

As an action you may discard any **Operations cards** from your hand then draw up to your hand size – 4 cards for the *Japanese* or 4, 5, or 6 cards for the *Allies* depending on Logistics Level. If you draw your last card, reshuffle your discards to form a new draw deck.

Japanese: Alternatively, you may restore:

- Up to any 3 **Convoys** from the Japanese Spent box (not sunk) to the Japanese Fleet **OR**
- Up to any 3 **M&Ms** from the Japanese Removed box to Reserves (even above M&M spots there).

Build an Airbase

As an action, remove 1 **Troops** + 1 **Ammo** + 1 **Food** from a space that you control to do as follows.

Japanese: Place your Airbase marker there (not yet Fortified). If you run out of markers in that Commander's color, take 1 from elsewhere.

Allies: Flip your control marker there to an Airbase. Building an Allied Airbase triggers a mutual Logistics Step after your turn – see rules Section 8.

Take Men & Materiel

As an action, take any types of Men & Materiel pieces (M&Ms – Troops, Food, and Ammo) from your **Reserves** holding box to 1 of your **Supply Base** spaces within its Storage Limit, as specified below.

Japanese: Take up to 4 **M&Ms** at **Rabaul** **OR** take up to 2 **M&Ms** at your other Supply Base, **Madang** if you are *Imamura* or **Kavieng** if you are *Kusaka*.

Allies: At your Supply Base, take up to the number of **M&Ms** equal to your Logistics Level – 4, 5, or 6.

Remember Storage Limits, that you can instantly shift M&Ms to the display of a block at that space, and that both Japanese Commanders own any M&Ms at Rabaul. The *Allies* Taking M&Ms so that their Reserves are empty of at least 2 types triggers a Logistics Step after that turn – see rules section 8.

Transfer Men & Materiel

As an action, move M&Ms among your spaces (or displays of blocks there).



Japanese: Move any 1 **M&M** piece between 2 of your spaces that are **adjacent** by a **Land** or **Strait** route.

Allies: Move up to 2 **M&M** pieces between any 2 of your spaces **OR** Move any **M&Ms** from 1 of your spaces to other spaces you control at any distance along your **Shipping Lanes** (see rules section 3). You may transfer M&Ms to multiple spaces this way. Note that Shipping Lanes can reach a space just beyond your Top Cover.

Move an Army or Division

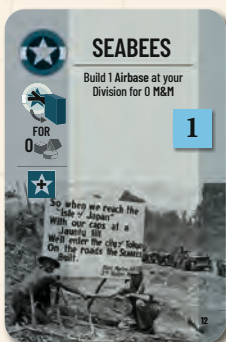
As an action, move your block with any M&Ms on its display among your spaces.

Japanese: Move your **Army** to your space **adjacent** by **Land** or **Strait**. Note that you also can move your Army by Convoy – see Convoys Step section 6.

Allies: Move your **Division** to your space **adjacent** by **Land** or **Strait** **OR** between 2 spaces anywhere that you

control, at least 1 of which is your Base (Airbase or Supply Base). Obey Storage Limits – only 1 Division per space that has no Base, up to 2 Divisions at an Airbase, and no limit at Supply Bases.

Example: Halsey with a Bonus action plays **SEABEES** to Build an Airbase at Viru Harbor without removing any M&M **1**. Building an Airbase triggers a Logistics Step, so Halsey wants to get Food to the forward Divisions. A Core action Takes Men & Materiel from Reserves to the blue Supply Base at Henderson Field **2**. Halsey chooses 3 Food and 2 Ammo – 5 total M&Ms for Logistics Level 5. A 2nd Core action then Transfers Men & Materiel from Henderson along Shipping Lanes – Top Cover routes and Allied Control spaces **3**. All 5 newly arrived M&Ms go to Viru Harbor, where they fit at the new Airbase. A spare Food from 37th US Division at Henderson goes to Pavuvu, simply shifting from the 37th US display to the 43rd US display **4**. Finally, Halsey draws a card to reach a hand of 5 cards and passes the 3 action pawns back to Kusaka.



Launch Convoys – Japanese only

As an action, place up to any 4 Freighters, Destroyers, and/or Barges total from the Fleet onto the map. You may place Convoys into the other Japanese Commander's area if you wish.

- Launch **Freighters** and/or **Destroyers** into any zones. Each Freighter may load up to 3 of your

M&Ms from a single space in its zone or adjacent and that has any Sea or Strait route adjacent to it. Each Destroyer may do so with up to **1 M&M**. **OR**

- Place **Barges** on Sea or Strait routes anywhere. Each route may have just 1 Barge. Load no M&Ms.

Example: Kusaka uses a Core action to Launch 4 Convoy pieces from the Japanese Fleet box – **1**: A Freighter into his Zone C with a mix of 3 M&Ms from Rabaul in adjacent Zone D; **2**: A Destroyer into his Zone D with 1 Food from Kavieng; **3**: To help Imamura, 2 Barges onto gold-area routes.



Air Support

As a single action you may spend (flip) any number of your unspent Air tokens to **Bomb 1** space per token. **Allied** Commanders may instead use an action to **Strike Convoys**, using an Air token plus an INTELLIGENCE card for each target.

One action can use several Air tokens. Unlike many actions, Commanders may use Air Support outside their own area.

- When **Japanese** Bomb within Allied **Top Cover** Range (which will be most of the time), they must give up the Air tokens that they use instead of just flipping them! Set those Air tokens aside.

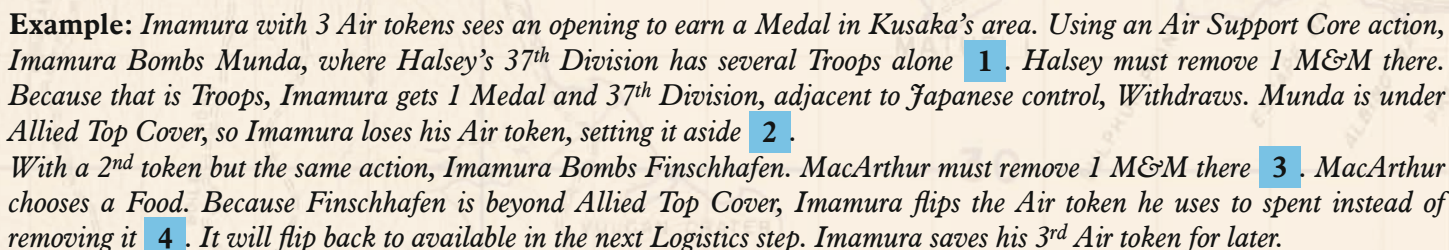
Note: Logistics Steps restore all spent (flipped) Air tokens. The Allies gain more Air tokens by raising their Logistics Level (see section 8). The Japanese gain Air tokens by several Operations cards.

Bomb spaces

This action targets enemy spaces to remove M&Ms and/or Rabaul to flip or remove Japanese Air. Each Air token used Bombs 1 space in either area. A side may Bomb any given space at most **once** per turn, whether by Core

from each space adjacent to Japanese control that lost Troops – see section 3. Note: Withdrawal of a Commander's last on-map block ends the game!

- **Allied Bombing of Rabaul** also **flips 1** available Japanese **Air** token to spent or **removes 1** that is already spent. The Bombing Commander chooses which enemy token to flip or remove. Remember that, because Rabaul is Fortified, the Allies need Top Cover to Bomb there.



Strike Range, whether in a zone or on a route. See Zones and Range in section 3.

- **Sink the Convoy:** Set its piece aside. Send its loaded M&Ms (if any) to the Japanese Removed box.

Note: As helpful, mark Bombed spaces or convoys with your flipped Air tokens until turn end to show where you use them and track which spaces cannot be Bombed again.

- again. KERVIA BAY



Example: The Japanese have Launched numerous Convoys. Unfortunately for them, MacArthur holds not just 1 but 3 INTELLIGENCE cards. All Convoys except a Destroyer in gold Zone D **1** are in Allied Convoy Strike range. For 1 Air Support Core action **2**, MacArthur uses 2 of 6 available green Air tokens with 2 INTELLIGENCE cards to Sink 2 Convoys – a Freighter in Zone B and a Destroyer in Zone C. The 2 Air tokens used flip to spent.

MacArthur holds SKIP BOMBING and plays it now for a Bonus action **3** to use the 3rd INTELLIGENCE card to Sink 2 more Convoys. That INTELLIGENCE card says “Destroyer or Barge”, so MacArthur could hit any 2 of the Convoys in range left. MacArthur chooses a Destroyer and – fearing Kusaka is doing too well – 1 of Kusaka’s 3 Barges. All M&Ms that were loaded on the Sunk Freighters and Destroyers go to the Japanese Removed box. The various Sunk Convoy pieces go to the side of the board. The 4 cards played all go to MacArthur’s discard pile.

Banzai Attack – Japanese only

As an action, Banzai Attack an Allied space that is **adjacent by Land or Strait** to your control. You cannot Banzai across pure Sea. You may Banzai Attack any given space at most 1 time per turn, whether by Core or Bonus action.

Banzai never recaptures a space, but it can earn Medals and force Divisions to Withdraw. You will remove any pieces committed, and your enemy will take any Unit cards you use. Limits apply to each side on how much Ammo per Troops count.

1. The **Japanese** Commander may commit any **Troops** and/or **Ammo** pieces from the attacking space. Slide committed pieces onto the route to the target.
 - You may play 1 **Unit** card from your hand – face down – to add the Troops or Ammo shown. Note: Certain Bonus action cards enable Banzai from your Army with up to 2 Unit cards.
 - **Joint attack:** If attacking against a Joint space (Rising Sun flag icon), the attacking player may invite the other Japanese Commander to play the Unit card or contribute to the 2 Unit cards allowed by Bonus action. Doing so can earn that Commander a Medal for removing Allied Troops. Players may discuss what they intend but must do so openly.



Division Attack – Allies only

As an action, you can Attack a Japanese space with 1 Division.

- An attacking Division must have and take along at least 1 **Troops** piece on its display as it attacks.
- You can Attack a space several times during a turn with multiple attack actions, and the same Division can participate in multiple such actions in a turn.
- There are 3 types of Division Attacks: Normal Attack, Invasion, and Airdrop.

Pinning Attacks: You can use a 2nd action to combine attacks by 2 Divisions into a single attack total and then share combat losses. To do so, you may use 2 Core actions or 1 Core action plus 1 Bonus action card that conducts an attack.

- The 2 attacks must use 2 **different routes** adjacent to the target space.
- At least 1 of the 2 attacks must be a **Normal Attack** (see below).
- Each of the 2 attacks uses **pieces and cards separately**. Calculate the attack totals of each – including that attack's separate Ammo limit – then sum them to determine Advance or Repulse. See Resolving an Allied Division Attack later in this section.
- Only 1 of the 2 Divisions can Advance into the defending space (see below). The other returns to its start space. If either attack is an Invasion or Airdrop, that Division must be the one to advance.

Normal Attack

A Normal Attack targets a Japanese controlled space that is **adjacent** to the Division's starting space **by Land or Strait**, including Coast, but not pure Sea.

- Move your Attacking Division onto the adjacent route that is between it and the target space.
- Spend (remove) 1 **Food** from the Division or its space before moving onto a **Land** route **OR**
- Spend 1 **Landing Craft** from the Allied Fleet before moving to a **Strait**. (Slide it into the Spent box.)
- Commit as many **Ammo** pieces from the Division display as you like – put them on the map near the attack. You will only count 1 Ammo per Troops piece in the Attack, or 3 Ammo per Troops with an INTELLIGENCE card. The Attack will consume all committed Ammo regardless of outcome.

Note that all Troops of an Attacking Division participate. If visually helpful, put the Division's Troops pieces next to its block, then return them to the display afterward (unless removed).

Invasion

Invasions are special attacks that can cross multiple Sea and Strait routes but only via Shipping Lanes. They must start at a Base. They also are more risky for the attacker – see Repulse below.

- Select a Division that is at an Allied **Base**, your Supply Base or your Airbase, not just at Allied Control.
- Spend 1 **Landing Craft**.
- Move the Invading Division any distance along your **Shipping Lanes** (see Rules section 3) to a route segment adjacent to the target. Note that Shipping Lanes require Top Cover just over Routes not spaces – so the target space itself may lie immediately beyond Top Cover.
- **Bypass:** You may spend (return to the pool) 1 **Medal** token (not defeated Unit cards) for an Invasion's path to pass through exactly 1 Japanese Control space. Your Shipping Lanes temporarily ignore that enemy space.
- Then commit any **Ammo** pieces from the Division display to the Attack – put them at the attack.

Airdrop – MacArthur only

Airdrops are special attacks against Airheads that resolve similarly to Invasions.

- Select a Division at your **Base**, a green Supply Base or a green Airbase.
- Spend 1 **Medal** token (not defeated Unit cards).
- Put the Airdropping Division next to a Japanese controlled **Airhead** under **Top Cover**.
- Commit any **Ammo** pieces you wish from the Division display – put them near the attack.

Note that you cannot support an Airdrop attack with either ARTILLERY or NAVAL SHELLING Ammo cards.

Resolving an Allied Division Attack

After paying Food, Landing Craft, and/or a Medal and positioning your block, resolve the Attack. Note: If you cannot pay, you cannot Attack. Spending the Fleet's last Landing Craft can trigger a Logistics Step that turn. Any Troop pieces that you lose in an Attack will earn the Japanese Medals.

Allied cards: The attacking Commander may play any number of the following cards, face down.

- **NAVAL SHELLING** for Normal Attack by **Strait** or any **Invasion**, not for Attack by Land (one that spent Food instead of Landing Craft) even along a Coast or for an Airdrop.
- **ARTILLERY** for any **Normal Attack** (across adjacent Land or Strait), not for an Invasion or Airdrop.

- **INTELLIGENCE** cards to use more Ammo or to bluff that they are Ammo cards.

The attacker may invite the other **Allied** Commander to add up to **1 INTELLIGENCE** card to each Attack. With **Pinning** Attacks, play and assess cards – including **INTELLIGENCE** – separately for each attack.

Japanese cards: Then the defending Commander may play Unit cards from their hand (face up) to add Troops and/or Ammo shown on the cards. Ammo will count only up to total Troops, pieces plus cards. Remember that defeated Japanese Unit cards leave your deck and can contribute to Allied Medals!

- The Japanese may always play at least **1 Unit card**.
- They may play **2 Unit cards** when any **Troops M&M** and/or an **Army** block defend.

Joint defense: If defending a Joint space (Rising Sun flag icon), the defender may invite the other Japanese Commander to add Unit cards within the card limit above. Doing so can earn that Commander Medals for removing Allied Troops. Players may discuss what they intend but must do so openly.

Combat: Reveal all played cards. Compare defending to attacking **Ammo + Troops** pieces and cards.

- Count **Japanese** Ammo only up to total Japanese Troops – if 0 Troops: 0!
- Count **Allied** Ammo up to Allied Troops, or up to **3x** Allied Troops with at least **1 INTELLIGENCE** card. Include **committed** Allied Ammo pieces only plus Ammo cards and all the attacking Division's Troops.
- Calculate **Pinning** Attack totals separately, each within their Ammo limit, then sum them.

If **Allied** Troops + Ammo counted **exceed** the **Japanese** total, resolve an **Advance** below.

- Against a **Fortified Base**, the Allied total instead must **exceed double** the Japanese to Advance.
- If no Advance, resolve a **Repulse** instead.

Finally, apply the effects of Allied **Casualties**.

Advance: If against a Japanese Supply Base, the attacking Allied Commander wins the game. If not –

1. The **Allied** attacker must fulfill **losses** equal to the Japanese total. Fulfill losses with played Ammo cards and committed Ammo pieces, within Ammo limits, then by removing Troops from the attacking Division (not Food). Divisions in **Pinning** attacks divide the loss, owner's choice, within the Ammo limit of each. Never double the Japanese total for Allied losses, even against a Fortified Base. Note that you might lose more Allied pieces if you Advance than in a Repulse!

2. If the defending space has a **Japanese Army**, remove all **M&Ms** from its display. The owner retreats it by any path to any space that the owner controls. If the Army retreats by any pure **Sea** route or through any **Allied Control**, award the attacking Allied Commander **1 Medal**.
3. Remove all **Japanese M&Ms** at the defending space. The Allied Commander takes all **Japanese cards** played as defeated Units – they can add to Allied Medals. Discard played Allied cards.
4. **Capture** the defending space. Remove any Japanese Base marker there, place the attacker's **Allied Control** marker there, Airbase side down, and put the attacking **Division** there. In **Pinning** attacks, Advance **1 Division** and return the other – one that made a Normal Attack – to its start space.

Encircled: Also add **Allied Control** to any Japanese spaces with **no Troops or Base** that have no path of adjacent routes and spaces free of Allied Control to any Japanese Troops or Base. Remove any Japanese Food or Ammo there.

Repulse:

1. **Allies** in a **Normal Attack** as able lose **3 Troops** and/or **Ammo** total (not Food). If played Ammo cards plus committed Ammo pieces, within the Ammo limit, are not enough, remove Troops from the attacking Division. Remove any excess committed Ammo. Retreat the Division to its start space.
 - An **Invading** or **Airdropping** Division instead removes **all** its **M&Ms** and **Withdraws** – see below.
 - **Pinning** Attacks divide the loss of 3 if both Normal, or lose all M&Ms from an Invasion or Airdrop.
2. **Japanese** in each Repulse as able remove **2 Troops** and/or **Ammo** total from the defending space and/or cards used, Japanese choice, within their Ammo limit (regardless of any added Pinning Attack). Award **Japanese cards** used to fulfill losses, even partially, to the **Allied** attacker as defeated Units.
3. Discard all other cards played.

Casualties: When the Allies lose any **Troops** in Division Attack, award Medals and Withdraw Divisions.

- The **Japanese** defender earns **1 Medal** for each Allied Attack in which the Allies lost at least **1 Troops** piece – so, 2 Medals when Pinning Attacks result in both Divisions losing Troops.
- The other Japanese Commander earns the same Medals if they played cards in a Joint defense.
- **Withdraw** any attacking Division block and display that lost Troops – see rules section 3. If it was that Commander's last Division on the map, the opposing Japanese Commander **wins** the game.



Example: MacArthur uses a Core action for a Normal Attack from Nassau Bay to Salamaua. Normal Attack cannot use Sea. The Land attack costs 1 Food from the attacking space **1**. 41st US Division goes forward with 2 Troops and 4 Ammo. MacArthur commits 2 Ammo pieces from 41st US **2** and plays 2 ARTILLERY cards face down plus 1 INTELLIGENCE **3** to enable the Division's 2 Troops to use more than 2 Ammo. Land attack cannot play NAVAL SHELLING. Halsey could play an INTELLIGENCE, but it would not help, as the attack already has one.

(Image on the left) Imamura has Troops at the target so can play up to 2 Unit cards. Two Units from the player's hand bring the Japanese total to 4 **4**. MacArthur's total of 6 fails to exceed twice the Fortified Base's defense – a Repulse. 41st US must lose 3 Troops or Ammo, here satisfied by committed Ammo pieces and ARTILLERY. Defenders lose 2. Imamura removes 1 Ammo piece from the space plus awards MacArthur a 1-Ammo card as a Defeated Unit, **5** keeping the other Unit as a discard. 41st US block returns to Nassau Bay.

(Image on the right) If instead Imamura can't or won't play any Units, the attackers' 6 total more than doubles the defenders' 2 – an Advance. 41st US must remove 2 M&M, equal to the defenders' total, again covered by committed Ammo. All defending pieces get removed, green control replaces the Japanese Base at Salamaua, and 41st US occupies the captured space **6**. Capture of Salamaua awards MacArthur 1 Medal.

Example: Halsey uses Bonus action MARINE RAIDERS to Invade Viru Harbor before Kusaka can Fortify there. 25th US Division cannot Invade because it is not at a Base, but 37th US can from Henderson Field. The Invasion spends 1 Landing Craft from Fleet and costs 1 Medal to bypass Pauru **1**. (No other Zone B space is yet within Invasion reach by Shipping Lanes and bypass of at most 1 Japanese space.)

Halsey plays 2 cards face down **2**. Kusaka with no M&M at the target can still play 1 card but figures 1 Unit would not add to enemy losses. Attacker's 4 exceeds defender's 0: Advance removes Kusaka's Base **3** and captures the space.





Example: To crack a stubborn defense at Salamaua with Pinning Attacks, MacArthur uses 1 action for a Normal Attack from Mubo **1** plus a 2nd action with TANKS for an Invasion from Buna **2**. The Mubo Land attack costs 1 Food, and the Invasion spends a Landing Craft. MacArthur holds just 1 INTELLIGENCE card and plays it with 2 NAVAL SHELLING cards to support the Invasion **3**. Without INTELLIGENCE, the Mubo attack can use only 2 Ammo with 3rd Australian's 2 Troops **4**. The 2 attacks combine 4 from Mubo plus 6 by Invasion: 10 total.

Imamura does not know what 3 cards MacArthur played. Right now, 18th Army can use only 2 Ammo with its 2 Troops **5**. If Imamura were to play a 1 Troops Unit card, the defense would total 6 and require an attacking total of 13 to Advance against the Fortified Base. Allied Repulse would remove all M&M from the Invading 9th Australian Division, Withdrawing it, and throw 3rd Australian back to Mubo.

However, Imamura holds no Unit cards. The 10 attack exceeds twice the defense of 4 for an Advance. The attackers' combined 6 Ammo cover their loss of 3 (4 minus 1 for TANKS). 18th Army loses all M&M and retreats by Sea **6**. That gives MacArthur a Medal, added to that for capture of Salamaua. 9th Australian ends at Salamaua and 3rd Australian at Mubo.

BONUS ACTIONS

On your turn, you may add 1 **Bonus action** to your Core actions, in any order. Carry out the text of a Bonus action Operations card or your Special Ability. Some Bonus actions enable to you conduct a named Core action in modified form: do so by the action's usual rules, except as the Bonus text differs.

Example: "Conduct 1 Normal Attack" still requires you to spend a Food or Landing Craft.

Playing a Bonus action card

Many Operations cards have this "Bonus action" symbol (Other symbols remind you of card text.) On

your turn, you may play such a card from your hand as your Bonus action. Carry out the action as described on the card, following all the usual rules except as card text says otherwise. Play a bonus action card only if its text would have some effect in the current situation – you may not play a completely ineffective card just to discard it. See the card explanations later in this rulebook.

For examples of using Bonus action cards, see **CORE ACTIONS** SEABEES and Convoy Strike SKIP BOMBING above.

Using a Commander's Special Ability

Each Commander has a Special Ability summarized on their Commander card and explained on their player aid sheet. To use this ability once, flip your Commander card over to spent. The next Logistics Step will refresh the

ability, flipping the card back over. The Commanders' Special Abilities are –

- **Imamura** (gold): **Regroup** – Discard any cards you wish from your hand and then draw to your hand size (4 cards). Then you also may select and draw any **Unit** cards from your discard pile into your hand (above your hand size) including any Unit cards that you just discarded. Use Imamura's Regroup Special Ability only for cards, not to restore removed M&Ms or spent Convoys.
- **Kusaka** (white): **Carrier Pilots** – Flip any 1 **Allied Air** token to spent, then **Bomb** 1 Allied space that has 2+ M&Ms and was not yet Bombed this turn. You use no Air token to do so.
- **MacArthur** (green): **Regroup** – Discard any cards from your hand and then draw to your hand size. Then you also may draw 1 of your discarded

ARTILLERY cards into your hand (above your hand size) including any **ARTILLERY** that you just discarded.

- **Halsey** (blue): **Cruisers** – Select any 1 zone. All **Convoys** there **Abort** now. Then you may draw 1 of your discarded **NAVAL SHELLING** cards into your hand.

Example: *Imamura before his Core actions uses his Special Ability Bonus action. He chooses to discard 3 of the 4 cards in his hand, including 2 Unit cards 1. He draws 3 new cards to reach a hand size of 4 2. Then he selects and redraws 1 of the 2 Unit cards that he just discarded 3 plus a previously discarded Unit card, 4 leaving the 2nd just-discarded Unit card in the discard pile. Imamura ends the turn holding 6 cards. Imamura's Special Ability card flips over 5 until the next Logistics Step.*



8. Logistics Step

At the end of each Allied turn, check whether any of these apply:

- The **Japanese** in their last turn played a **YAMAMOTO** card, or
- The **Allies** this turn **Built an Airbase** (whether by Core action or **SEABEES** card), or
- The **Allied Fleet** box is empty of Landing Craft, or
- The **Allied Reserves** box is empty or has M&Ms of just 1 type left – Troops or Food or Ammo.

If so, all players of both sides together conduct a single Logistics Step in the following order before proceeding to the next Japanese turn:

1. **Feed Troops.** At each space (including block displays), every 2 **Troops** rounded up remove 1 **Food**. Then remove any **unfed** Troops – those for which

there was no Food. **Exception:** Never remove a **Japanese** space's last single Troops piece for lack of Food. Refer to the player aid **FEED** tables.

Note: The Japanese do not feed Troops loaded on Convoys. Allied Troops removed unfed do not award Japanese Medals but can result in Withdrawal of Allied Divisions below.

2. **Allies Withdraw Divisions.** Any Divisions that have 0 **Troops** (including at their space on the map or with other Divisions there) and are adjacent to **Japanese control** Withdraw their block and display as described in rules section 3.

3. **Japanese Commanders take Medals** for holding the Bismarcks Barrier. **Imamura** takes 1 Medal for control of both gold spaces – Gloucester AND Gasmata. **Kusaka** takes 1 Medal for control of both white spaces – Torokina AND Kieta.

4. **Allies update Ranges.** Adjust Top Cover and Convoy Strike Range markers per comparison of Allied to Japanese Bases in each zone. See Zones and Range in section 3. Then each **Allied Commander takes 1 Medal** if they have Top Cover over **Rabaul** – their color Top Cover is in Zone D or E – whether they just gained that or already had it from a previous Logistics Step.

5. **Japanese Fortify.** Flip all unfortified Japanese **Airbases** that have **Troops** to **Fortified**. Fortified Bases defend better against Division Attack and Bombing.

6. **Allies increase Logistics.** Each Allied Commander who not is not already at Logistics Level 6 and **Built an Airbase** this turn shifts their Logistics Level **up by 1**, from 4 to 5 or from 5 to 6, and takes 1 added Air token in their color.

Note: Draw to your new hand size in your next turn.

LOGISTICS LEVELS (4/5/6)

set each Allied Commander's:

- Operations card **hand size**
- **M&Ms Taken** at Supply Bases
- **Air** tokens available

7. **Allies add Fresh Divisions.** Each Allied Commander places 1 new block in their color at either of their Supply Bases and takes its display. Place a Fresh Division only as any remains available, not a Withdrawn Division. The new Division arrives without M&Ms but can absorb any at its space.

8. **Reset.** Unflip all spent **Air** tokens and all **Commander** special ability displays to available. Refill each side's **M&M Reserves** from their removed boxes only and **Fleets** only from spent (not sunk) Convoys or Landing Craft. Fill M&M spots marked in the Reserve boxes only as removed pieces allow. If playing with only 1 Commander on each side, be sure to fill only half of the spots in each box, those on one side of the dashed line.

9. **Japanese** set aside all **M&Ms** still left in their **Removed** box. These pieces are out of the game. Excess **Allied** M&Ms simply stay in their Removed box for now.

10. **Reshuffle** each Commander's undrawn and discarded Operations cards together to form a new deck.

Example: At the end of an Allied turn, the Allied Reserves box has Troops pieces but no Food or Ammo. Also, Halsey Built an Airbase this turn. Either case is enough to trigger a single mutual Logistics Step now.



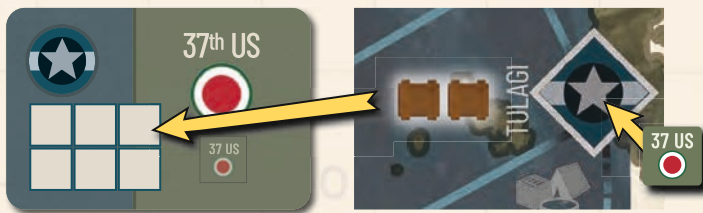
Example: In the Logistics Step, the 1 Japanese Troops piece at Kolombangara removes 1 Food; the 3 Troops at Munda remove 2 Food; 1 Food for 4 Troops at Rice Anchorage leaves 2 Troops unfed and removed; 4 Troops with 0 Food remove 3 from Viru Harbor **1**. Halsey left 25th US at Pavuvu without Food so now must remove all its Troops. The Division Withdraws because it has no Troops and is adjacent to the enemy at Viru Harbor **2**.



Example: In the case below, during the Logistics Step, Kusaka first would earn 1 Medal for holding both Bismarcks Barrier spaces. Then Halsey, with blue Top Cover extending into Zone D and thus over Rabaul, would also earn 1 Medal.



Example: Halsey takes the 37th US display, a remaining Fresh Division, and places 37th US block at Tulagi. The space has 2 Ammo. The player puts them on the 37th US display.



Example: Both sides refill spots in their Reserves boxes with M&M pieces from Removed until no more fit. Then the Japanese set aside pieces left in Removed. At right, 2 removed

Troops have no room in Reserves, so they go out of play for the rest of the game. The Allies leave any M&M pieces left in Removed as is.



Bonus Action Cards - Detailed Explanations

Japanese Operations Decks



ADACHI – Imamura’s deck has 2 ADACHI cards. Imamura must conduct a Banzai attack from 18th Army’s space that uses at least 1 Troop or Ammo piece or unit card. Instead of the usual limit of 1 Japanese Unit card, this Banzai Attack may use up to 2 Unit cards. Kusaka’s HYAKUTAKE works the same using 17th Army.



AIR FLEET – The acting Commander must take 2 currently unused Japanese Air tokens (or 1 token if only 1 is available). Instead of discarding, this card then goes out of the game.



AIR OFFENSIVE – The acting Commander must conduct a Bonus Air Support action to Bomb at least 1 Allied space by the usual rules except that all targets must be in Allied Top Cover, all Air tokens used flip to spent rather than getting removed, and Bombing targets 1 space extra beyond the Air tokens used. Just like Allied Air tokens, spent Japanese Air cannot be used until flipped back in the next Logistics Step.



“ANT” TRANSPORT – The acting Commander may Deliver (only, not Abort) with any or all of that Commander’s Barges currently on the map as if it is the Convoys Step. Then that Commander may Launch 1 Barge Convoy from the Fleet onto any Sea or Strait not yet holding a Barge. “RAT” TRANSPORT works similarly but instead with Destroyers.



BARGE ASSAULT – Imamura only. Imamura must conduct a Banzai attack over a Coast or Strait. Before resolving it, remove 1 Ammo from the target space (if any there) to the Allied Removed Men & Materiel box. Kusaka’s SASAKI has a similar effect.



CARRIER PILOTS – The acting player selects and flips an available green or blue Air token to spent. Then the player must Bomb any 1 Allied Control space that has at least 2 M&M. The action expends no Japanese Air token. Kusaka’s Commander card works the same.



COMBINED FLEET – The acting Commander must take 1 currently unused Japanese Air token then select and put 2 sunk Convoys (1 if only 1 sunk) into the Japanese Fleet box. Instead of discarding, this card then goes out of the game.



CONSTRUCTION BATTALIONS – The acting player must place an Airbase at any space that that Commander controls that has no Base and at least 1 Troops and 1 Food. Remove that 1 Food. The player may not play the card if the Commander controls no such space.



DECEPTION – The acting Commander must conduct any 1 Core action instead of this turn’s Bonus action. The Allies version of DECEPTION works the same.



HYAKUTAKE – Kusaka’s deck has 2 HYAKUTAKE cards. Kusaka must conduct a Banzai attack from 17th Army’s space that uses at least 1 Troop or Ammo piece or unit card. Instead of the usual limit of 1 Japanese Unit card, this Banzai Attack may use up to 2 Unit cards. Imamura’s ADACHI works the same using 18th Army.



IMPERIAL FLEET – The acting Commander must select and put 4 sunk Convoys (or all if fewer are sunk) into the Japanese Fleet box. Instead of discarding, this card then goes out of the game.



INFILTRATION – The acting Commander must conduct a Banzai attack against an Allied space that has no Base. The attack must use at least 1 Troop or Ammo piece or unit card. The Allies may not play INTELLIGENCE cards against the attack but may play ARTILLERY as normal.



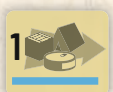
LONG LANCE TORPEDOES – *Kusaka only.* Halsey’s Commander card flips to spent (if not already). Then Kusaka selects either Freighters, Destroyers, or Barges and Delivers (no Abort or Steam) with all that type of Convoy only that Kusaka has on the map. Kusaka may not play the card if Halsey is already spent and Kusaka has no Convoys.



“RAT” TRANSPORT – The acting Commander may Deliver (only, not Abort or Steam) with any or all of that Commander’s Destroyers currently on the map as if it is the Convoys Step. Then that Commander may Launch 1 Destroyer Convoy from the Fleet into any zone. “ANT” TRANSPORT works similarly but instead with Barges.



SASAKI – *Kusaka only.* Kusaka must conduct a Banzai attack from a Base. Before resolving it, remove 1 Ammo from the target space (if any there) to the Allied Removed Men & Materiel box. Imamura’s BARGE ASSAULT has a similar effect.



SUBMARINE TRANSPORT – The acting player must transfer (move) any 1 M&M from a space that that Commander controls to any other Japanese space over an unbroken chain of any length of Sea and/or Strait routes (regardless of control of intervening spaces). The M&M can go to either Commander’s area but not spaces only on Land routes such as Mubo, Dumpu, and so on.



SUPPLY ROAD – *Imamura only.* Imamura must transfer (move) 1, 2, or 3 M&M pieces among any of Imamura’s spaces linked by a single unbroken chain of up to 3 Land routes.



YAMAMOTO – Place the card near the Allied Logistics track as a reminder. At the end of the next Allied turn, conduct a Logistics Step. The played YAMAMOTO then goes out of the game instead of discarding. Japanese Commanders may not both play their YAMAMOTO cards on the same turn.

Japanese Commander Cards



KUSAKA

Kusaka selects and flips an available blue or green Air token to spent. Then Kusaka must Bomb any 1 Allied Control space that has at least 2 M&M. The action expends no Japanese Air token. Kusaka’s Commander card works the same as CARRIER PILOTS.

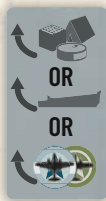


IMAMURA

Imamura conducts a Regroup action to discard any cards and draw to 4 cards in hand. Imamura then may draw any Unit cards (only) from Imamura’s discard pile – even Unit cards just discarded in the Regroup. Imamura can end the turn holding more than 4 cards. Imamura draws no cards at the end of later Japanese turns if still over 4 cards in hand. Imamura’s Commander Bonus action works similarly to MacArthur’s.



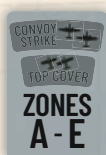
Allied Operations Decks



ADMIRAL KING – The acting player must either refill Allied Reserves with M&Ms in the same manner as during a Logistics Step, or restore all spent Landing Craft to the Allied Fleet box, or flip all spent green and blue Allied Air tokens to unspent. Instead of discarding, this card then goes out of the game.



BLACK CATS – The acting player must select and Sink any 1 Japanese Convoy in any Zone C or in any Zone D. Sinking the Convoy does not require Convoy Strike range, nor does it require or use any INTELLIGENCE card or Air token.



CARRIERS – *Halsey only.* For this Allied turn only, Halsey's Top Cover and Convoy Strike ranges cover all Zones (A, B, C, D, & E) in Halsey-Kusaka area. This does not include any Logistics Step after the Allied turn. Halsey's Top Cover and Convoy Strike provide all the usual benefits during the turn, including for Shipping Lanes, Convoy Strike, and Bombing. MacArthur's ranges are unaffected.



COMMANDOS – *MacArthur only.* MacArthur must conduct an attack of any type against a Japanese space that has no Base. When counting how many Troops or Ammo the Attackers must remove, reduce the total by 1 M&M. Divisions rebuffed in an Invasion or Airdrop still must remove all their M&M. TANKS and Halsey's SOUTH PACIFIC SCOUTS have a similar effect.



CRUISERS – *Halsey only.* Halsey selects any 1 zone. The Japanese must Abort all Convoys there. Then Halsey may draw 1 NAVAL SHELLING card (only) from Halsey's discard pile, even to a hand above the current Allied hand size limit. Halsey draws no cards at the end of later Allied turns if still over hand size. Halsey's Commander card works the same.



DECEPTION – The acting Commander must conduct any 1 Core action instead of this turn's Bonus action. The Japanese version of DECEPTION works the same.



DIGGERS – *MacArthur only.* MacArthur must conduct a Normal attack by Land. The attack spends no Food.



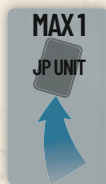
GUERRILLAS – *Halsey only.* Kusaka must select and remove any 1 M&M from a space the Kusaka controls and that has no Base. MacArthur's NEW GUINEA INFANTRY works in a similar (though not identical) way.



JUNGLE ROAD – *MacArthur only.* MacArthur must Take any 1 to 3 M&Ms from Allied Reserves to an Airhead space that MacArthur controls. Taking M&Ms so that Allied Reserves have no more than 1 type of M&M left as usual triggers a Logistics Step.



LSTs & LCIs – The acting player must conduct an Invasion. The Invasion spends no Landing Craft.



MARINE RAIDERS – *Halsey only.* Halsey must conduct an Invasion. Kusaka in response to that Invasion (only) may play at most 1 Japanese Unit card, even if the target space has Troops or the 17th Army. If the target is a Joint defense space, Kusaka may invite Imamura to play the 1 Unit card.



MINES – *Halsey only.* Kusaka must Abort all Kusaka's Convoys of all types currently on the map back to the Japanese Fleet, as if it is the Convoys Step. Loaded M&M as usual return to Japanese Reserves.



NEW GUINEA INFANTRY – *MacArthur only.* Imamura must select and remove any 1 M&M from a space that Imamura controls and that is adjacent to a space that MacArthur controls. Halsey's GUERRILLAS work in a similar (though not identical) way.



PARATROOPERS – *MacArthur only.* MacArthur must either conduct an Airdrop attack or Take any 1 or 2 M&Ms from Allied Reserves to an Airhead space that MacArthur controls. The Airdrop spends no Medals. Taking the M&Ms can as usual trigger a Logistics Step.



PT SQUADRONS – The acting Commander must select and Sink either 1 Destroyer Convoy or 1 to 3 Barge Convoys, all from the map anywhere under either Commander's Top Cover. The Barges can be split between MacArthur's and Halsey's Top Cover.



SEABEES – The acting Commander must Build an Airbase at a space with that Commander's Division and no Airbase yet. Building the Airbase spends no M&M. Building the Airbase as usual triggers a Logistics Step after that turn.



SILENT WAR – The acting Commander must select and Sink either 1 Freighter Convoy or 1 Destroyer Convoy from anywhere on the game board: any map zone, the Japanese Spent Convoys box, or the Japanese fleet.



SKIP BOMBING – *MacArthur only.* MacArthur must play 1 INTELLIGENCE card from MacArthur's hand and must then Strike 1 or 2 Convoys of any of the types shown on the card and within MacArthur's Convoy Strike range. The Convoy Strike spends no Air tokens.



SOUTH PACIFIC SCOUTS – *Halsey only.* Halsey must conduct a Normal attack or Invasion against a Japanese space that has no Base. When counting how many Troops or Ammo the Attackers must remove, reduce the total by 1 M&M. Divisions rebuffed in an Invasion or Airdrop still must remove all their M&M. TANKS and MacArthur's COMMANDOS have a similar effect.



TANKS – The acting Commander must conduct a Normal attack or an Invasion. The attack in either case must target a Japanese Base. When counting how many Troops or Ammo the Attackers must remove, reduce the total by 1 M&M. Divisions rebuffed in an Invasion

or Airdrop still must remove all their M&M. MacArthur's COMMANDOS and Halsey's SOUTH PACIFIC SCOUTS have a similar effect.

Allied Commander Cards



HALSEY

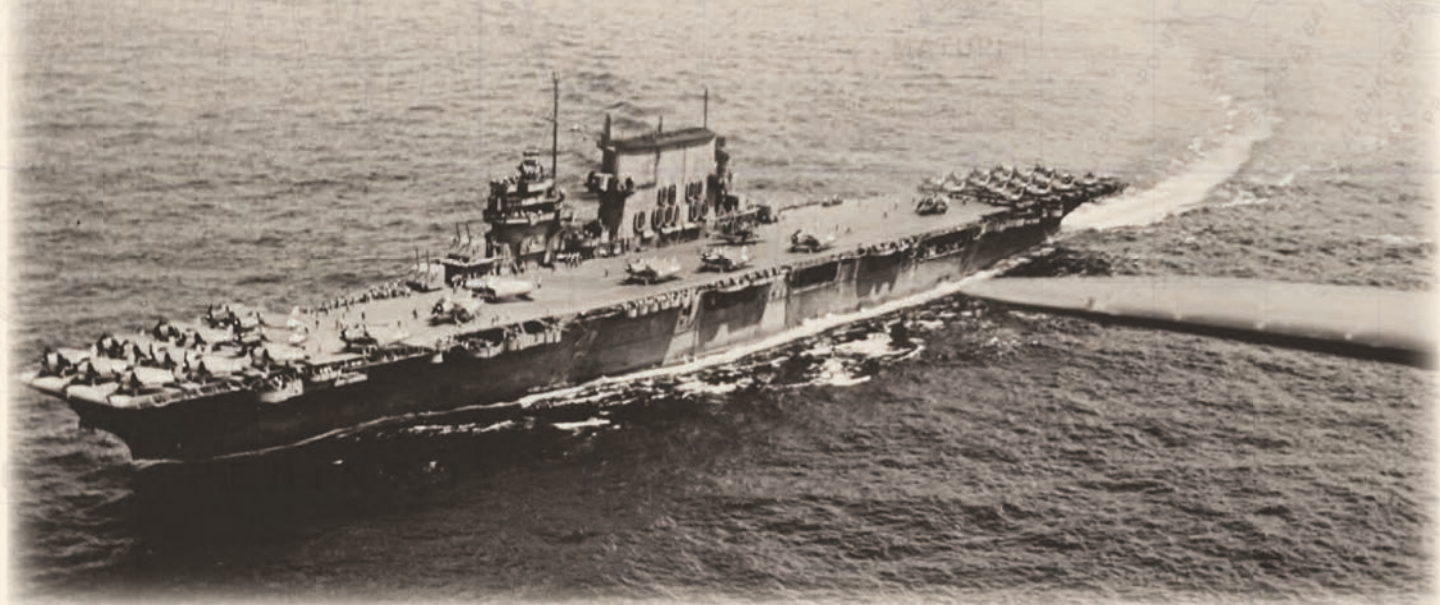
Halsey selects any 1 zone. The Japanese must Abort all Convoys there. Then Halsey may draw 1 NAVAL SHELLING card (only) from Halsey's discard pile, even to a hand above the current Allied hand size limit. Halsey draws no cards at the end of later Allied turns if still over hand size. Halsey's Commander card works the same as CRUISERS.



MACARTHUR

MacArthur conducts a Regroup action to discard any cards and draw cards into hand up to the current Allied hand size. MacArthur then may draw 1 ARTILLERY card (only) from MacArthur's discard pile – even an ARTILLERY card just discarded in the Regroup.

MacArthur can end the turn holding more than the current Allied hand size. MacArthur draws no cards at the end of later Allied turns if still over hand size. MacArthur's Commander Bonus action works similarly to Imamura's.



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