

# WAR IN THE PACIFIC

Designer's Notes and Additional Errata (within gameset)

## DESIGNER'S NOTES

Some time back in the hazy days of 1976, we began work on this game. War in the Pacific, so it was felt, was a natural outgrowth of SPI's massive War in Europe, a similar treatment of that Theatre of World War II. With the lessons of WIE behind us, we were blissfully confident of our ability to rattle off a Pacific version in relatively short order. As it turned out, we were gravely mistaken. The basic problem and the one that continued all through development and testing was the need to mesh several entirely new game systems together into a coherent whole. WIE is essentially an amoeba the size of an elephant, large but simple. WITP, on the other hand, attempts to present an only slightly smaller elephant playing Bach-Busoni piano transcriptions. In the Pacific, the location of a single ship, a small group of aircraft, or a few thousand men was often of critical importance. And this against a physical background representing over 30 percent of the earth's surface. Ground, Sea, Air, Economics, each element of the game had vast and often conflicting requirements. At last, after nearly two years' effort, the drama's done. Like Ahab pursuing the White Whale, we pursued War In the Pacific into the nethermost reaches of game design. Near as we can tell; the captain and crew of the Pequod met their fate somewhere in the vicinity of hex G3106. Hopefully our quest has had a somewhat less melancholy ending. The following are more specific notes on the nature of the design.

## GAME SCALE AND VALUES

The map was the first element completed in the design, and one that underwent the fewest changes. The actual scale of the maps (40 to 60 miles per hex) was largely determined by the time scale of one week. Although a number of different map projections were tried in an attempt to minimize the problems of distortion, the final map was developed from a combination of fairly standard modern naval charts and various contemporary map sources. The Movement Area concept works very well (although it did inflate the Movement Allowances of air and naval units, because the minimum cost to enter a hex became 4 instead of 1).

While based on actual statistics and performance data, the values assigned to all units in the game are of course highly subjective. Within the overall context of the game there is no one "correct" formula for determining the relative effectiveness.

## SEQUENCE OF PLAY

Complicated, but not overly so. The high movement abilities of naval and air units demanded that the Game-Turn be split into three symmetrical parts. Ground units, being much less mobile, required only a single Phase per week. The Strategic

Game-Turn is a development from War in Europe, a game which also divides each year into a series of 13 "lunar months" (cycles).

## AIR OPERATIONS

The air rules represent an unusual solution to an unusual problem. We wanted to highlight the specific qualities of a large number of separate aircraft, and in such localized numbers (10 aircraft per Air Point) that it was clearly impossible to represent them with normal counters. The Headquarters/Allocation system solved much of that problem, although it is somewhat cumbersome and space-consuming. Air Search is a simplified variant of that which is found in Fast Carriers, As a result, Air Searches are probably too easy to conduct, but this tends to be canceled out by the dubious information received.

## NAVAL OPERATIONS

Due to their speeds, ship movement had to be w, close 10 simultaneous as possible. Written orders, Missions, and Task Forces were the methods chosen for producing this. Basically, Speed Class 1 ships are assumed to have a sustained speed of 5 knots; Speed Class 2 of 15 knots, and Speed Class 3 of 15 knots but with bursts of higher speeds in the 25+ knot range. All ships in the game are generally capable of traveling (in absolute terms) at higher speeds than those assigned to them, but the lower speed automatically corrects for such things as minor course changes, local weather, anti-submarine precautions, and the difficulties involved in organizing ships into Task Forces. Night was also a problem, because each Naval Phase actually represents a few days (and therefore nights), and ships could generally coordinate their movements to coincide with nightfall when it was felt this would be advantageous.

Once we determined how ships moved, the next step was to realistically limit their operational freedom. The fueling rules are the prime example of this, It is very difficult to get much hard data here; even the best histories tend to gloss over the subject. Therefore, many of the printed port capacities represent our best estimate concerning the number and size of ships a given port could maintain. The Refit and Yard Period rules provide further restrictions on naval operations; we did not want a situation where a Player could operate all his ships at peak efficiency forever. In fact, all ships, even light cruisers and destroyers, require periodic maintenance, but we felt that limiting it to the larger classes would still serve the purpose. The Repair Tables are the end product of a great deal of research, and represent the heart of a complex formula dealing with the size and structural composition of ships, the cumulative effect of various amounts of damage, and numerous other elements. As the tables show, the actual amount of damage inflicted on a ship by a given weight of bombs/shells/ torpedoes is highly variable, and largely a matter of luck (and good damage control).

The submarine system also went through a number of radical changes. Originally there was a much greater variety in sub types and they were treated as normal naval units. They then evolved into somewhat larger formations that moved only on a Cycle basis, and then finally to their Subron/Squadron status.

The concept of each submarine as a single Sub Point should give the Players an unprecedented control over their undersea operations.

## GROUND OPERATIONS

The difficulties here were a result of the game scale; Ground units are simply not as mobile as their air and naval counterparts. Moreover, given the average size of the units (regiment/division), it was obvious that combat would have to be in the same hex. Likewise, the units would not be capable of exerting any sort of "Zone of Control" into adjacent hexes. In the opinion of the designers the success of ground operations in the Pacific was largely pre-determined by the outcome of supporting naval and air operations. For that reason the effectiveness of ground units is closely tied to the amount of supply available to them, and the amount of fire support they can receive through air and naval bombardment.

The Rail and Seacap systems were further intended to emphasize the logistics net required by all units, as well as to provide for a means of measuring each country's different capabilities in this respect.

## LOGISTICS

Logistics operations were the hub around which everything else in the Pacific revolved. The Merchant Shipping and supply rules went through a truly unspeakable number of design changes before reaching their current form. And if you think they are difficult now you should have seen them back then. The practical limitations involved in shipping large amounts of specialized cargo through thousands of miles of area devoid of any established bases cannot be overstressed. As the Japanese discovered, even the best military force is useless without supply. More than anything else, the inadequate nature of their logistic planning as a whole would have been sufficient to halt the Japanese advance, regardless of anything the Allies did.

## TACTICAL DISPLAYS

The most interesting and "fun" aspect of the game. While not strictly a reflection of naval tactics, the tactical systems do contribute quite a lot of flavor to the game. Moreover, they are surprisingly accurate in their overall effect. All of the tactical systems in the game (whether for airplanes, submarines, or surface ships) were developed around a double-check system of multiple die rolls, in order to produce a small chance of extremely good or bad results grouped around a broad band of middle ground.

## ECONOMICS AND PRODUCTION SYSTEMS

These largely followed the lead taken by War in Europe, but with generally much longer lead-times required (especially for naval units). The Air Block and Training Level procedures are also a plus.

## [27.26] LIST OF CHINESE PROVINCES

(with status as of 13141)

Province	Provincial Point Value	Capital of Province	Capital Hex
<b>JAPANESE CONTROLLED</b>			
Kwangtung	10	Canton	B 1140
Fukien	5	Minchow	B1836
Chekiang	10	Hangchow	B1932
Kiangsu	15	Chinkiang	B1830
Shangtung	15	Tsinan	B1525
Hopei	is	Tsing Yuan	B1322
Chahar	5	Wangchuan	B1320
Suiyuan	5	Kweisui	B0920
Shansi	5	Yangku	B1023
Honan	15	Kaifeng	B1226
Anhwei	10	Hwaining	B1532
Kiangsi	5	Nanchang	B1433
Hupeh	10	Wuchang	B1332
<b>MANCHUKO</b>			
Jehol	10	Chengtun	B1619
Kirin	15	Kirin	B2616
Heilung kiang	10	Tsitihair	B2212
Liaoning	15	Mukden	B2319
<b>CCP CONTROLLED</b>			
Shensi	5	Sian	B0627
Ningsia	1	Ningsia	B0323
Kansu	5	Langchow	B0125
<b>KMT CONTROLLED</b>			
Kwangsi	5	Kweilin	B0837
Yunnan	5	Kunming	A3810
Kweichow	5	Kweiyang	B0436
Szechwan	5	Chengtun	B0132
National Capital	20	Chinking	B0332
Hunan	10	Changsha	B1134

## [34.19] LIST OF JAPANESE RESOURCE CENTERS

### Northern Resource Centers

- Chinkiang (B1830)
- Hangchow (B1932)
- Kirin (B2616)
- Korea (B3017)
- Sasebo (B2929),
- Honshu (DO522)
- Hokkaido (130517)

### Southern Resource Centers

- Kuala Lumpur (A3632)
- Manila (B2048)
- Bintan (C0208)
- Bangka (C0311)
- Soerbaja (Oil Center) (C 1117)
- Balikpapan (Oil Center) (C 1511)

- Celebes (C2113)

### [34.23] LIST OF JAPANESE INDUSTRIAL CENTERS

Nagasaki (B3029)	Osaka 2 (B3627)
Hiroshima (B3227)	Nagoya (B3727)
Kobe (B3527)	Yokohama (D0226)
Unnamed (B3626)	Tokyo 1 (D0326)
Osaka 1 (B3627)	Tokyo 2 (D0326)

## RULES CORRECTIONS

**[5.7]** (addition) Air Points allocated to an airbase which is captured by an Enemy ground unit are not automatically eliminated. Instead, all Air Points capable of performing a Special Strike during that Ground Phase may immediately carry out an Emergency Transfer to any Friendly airbase within their Transfer Range. All other Air Points in the hex would be eliminated.

**[7.1]** (clarification) Even when performing Bombardment Strikes, Players must carry out the procedures given in the Air Phase or the Air/Surface Strike Sequence (31.1). (This will determine the Altitude Levels of the opposing Air Points so that Air/Air combat may be resolved).

**[7.3, 7.5]** (clarification) All Air Points conducting a Strike at Extended Range have all elimination results (due to Air/Air or Anti-Aircraft combat) applied against them again, after they have completed their Strike (but before returning to base).

**[7.65]** (omission) The Damage Levels on all ground targets (ports, airbases, etc.) are cumulative up to a maximum Level of D4.

**[8.3]** Key to Search Effectiveness Chits (correction) The first line of the Report ±1 (2) under the Others Column should read ±1 (2) from actual..."

**[8.39]** (omission) All Search Effectiveness Chits pertaining to a Task Force are returned to the chit pool whenever that Task Force is definitely revealed, or at the end of each even-numbered Game-Turn.

**[8.42]** (clarification) The 120° Search Arc may be traced out from any two adjacent hexsides; e.g., the Search Arc of the Betty Air Points of the 201 Wing in Case 8.5 would extend out straight from hex 1613 into hexes 1714 and 1614, and so on, to the limits of the Air Points' Extended Range.

**[9.15]** (omission) Once contacted, Task Forces remain so until the end of the next Air or Naval Phase (whichever comes first),

**[9.4]** (clarification) It is not intended that Task Forces gain any advantage (in avoiding surface combat) from "traveling in a circle." When determining adjustment to Engagement Value due to movement, use the shortest possible route between the hexes in question.

**[14.2]** (clarification) MS units in Strategic Mode are always in supply. If converted to Tactical Mode, they are considered to have fueled in an immediately preceding Active Naval Phase.

**[14.3]** (clarification) The system for Ground units, with its three "types" of supply (Basic Movement, and Combat, may be a

little confusing at first. A unit requires Basic Supply even when doing nothing, in order to avoid attrition. Movement Supply (and a unit's Supply Allowance) is essentially a limit to how far a unit can move in a week (one Game-Turn). In effect, each unit has a "Movement Allowance" of 7. However, it may only use this Allowance to the extent that supply is available. As they move, units may draw supply from Friendly Depots within one week's movement (i.e., over a Supply Path with a total Basic Cost of no more than 7). After it has completed its movement, a unit may expend any unused portion of its Supply Allowance to transport supply from a Friendly Depot to its own hex.

**Example:** An Allied 3-1 infantry regiment begins a Ground Phase in hex E2015. An Allied Supply Depot (with 10 Supply Points) is in hex 2016. During the Joint Supply Segment of the Ground Phase, the unit would expend one Supply Point from the Depot for purposes of Basic Supply. During the Allied Player's Ground Segment, the unit could choose to remain in hex E2015, and expend its Supply Allowance by transporting 7 Supply Points into its hex (thus creating a new Depot there). Alternately, the unit could move to hex E1915 by tracing a Supply Path to the Depot in 2016, and expending 4 Supply Points (the Basic Cost for the terrain in hex 1915). Once in hex 1915 the unit would have 3 Points of its Supply Allowance remaining; it could use these to transport 3 Supply Points from the Depot to hex 1915, except that the unit can no longer trace a Supply Path to hex 2016 because the Basic Cost for the jungle in hexes 2015 and 2016 is 4, and  $4 + 4 = 8$ , thus exceeding the maximum limits for a Supply Path. Combat Supply has nothing to do with either Basic or Movement Supply; a unit can expend an unlimited amount of combat supply so long as it is able to trace a Supply Path to do so.

**[14.31]** (clarification) 2ground units trace their Supply Path as non-mechanized units.

**[14.37]** (omission) While being transported by naval units, ground units automatically have the same supply status as the ships they are being carried in.

**[14.44]** (clarification) What the second sentence of Case 14.44 means is that unsupplied ground units have their Supply Allowance reduced to 0.

**[14.6]** (clarification) Units performing an amphibious or air assault automatically have a Line of Communications in the Game-Turn that they perform the assault.

**[15.0]** (clarification) When forming MS pipelines, the Movement Areas through which the pipelines are traced are ignored. When determining the Thruput Capacity of each link, round the distance in hexes up so that it divides evenly into 16. Example: 1 MS unit forming a pipeline link of 7 hexes would have a Thruput Capacity of 50 Load Points. Players should use the "directional arrow" printed on the MS counters as an internal aid to keeping track of the route over which they are traced.

**[15.67]** (correction) MS pipelines broken by Air and/or Convoy Search may automatically be reformed into pipelines at the end of the Phase in which the search occurred, at the option of the owning Player. (This is necessary to prevent MS pipelines from being disrupted from relatively harmless long-range

reconnaissance aircraft, and from Task Forces containing only a few ships.)

**[17.0]** (clarification) It is only required that a ship begin its required Refit or Yard Period within the stated time period, so long as it thereafter continuously undergoes maintenance until it has met its requirements.

**[19.25]** (omission) Island hexes are considered to have a Basic Cost (Terrain Value) of 4 when resolving attrition (including combat attrition).

**[20.14]** (clarification) A port's Naval Capacity is actually a measure of total usable dock space. Therefore, the amount of ships "In Port" at any one time may not exceed the port's Naval Capacity, judged in terms of Fueling Cost. For example, a port with a Naval Capacity of 1 could have (at most) ships with a total Fueling Cost of 100 "In Port" at any one time. Note that ships undergoing Fueling, Refit, or Yard Periods at that port must be "In Port" to do so, and thus count against the port's maximum capacity. Naval units In Port when the port is captured by an Enemy ground unit suffer no adverse effects. They remain in the hex and are simply no longer in port. However, ships undergoing Repair or Yard Periods (not Refit) at a port when it is captured are affected. They are automatically considered sunk.

**[24.9] MALAYA** (omission) Malaya is part of the Commonwealth. Note that the island of Bintan (C0208) is considered part of Malaya. Supply: Malaya provides no supply of any kind. Railcap: 10/15. Center: Singapore (C0108). Seacap: 20/20. Center: Singapore (C0108). Garrison: GROUND: 7 Combat Strength Points.

**[31.8]** (clarification) The Attack Altitude of an Air Point is the height at which the aircraft actually release their ordnance. Level-Bomber (B) Air Points have an Attack Altitude equal to the Altitude Level chosen for them in the preceding Altitude and Escort Segment. Torpedo M, Dive-Bomber (D), and Fighter-Bomber (FB) Air Points always have a LOW Attack Altitude.

**[41.23]** (addition) The Japanese Player also deploys 2 x 7-3 and 3 x 2-1 Thai units in any hex of Thailand.

## COUNTER MIX

(clarification) Players are limited by the counter mix when initiating units into production. This restriction does not apply to units without counters, such as Air Blocks and Sub Points. (Sub Point production must be noted on paper, as are Air Blocks.

## MAP CORRECTIONS

1. The port of Ominato, with a Cargo Capacity of 4, should be in hex D0419.
2. The anchorage in hex A0534 should be in hex A0536 (Addu Atoll) instead.
3. Kunming (A3810) is the Provincial Capital of Yunnan Province.
4. Tsinan (DI525) is the capital of Shantung Province.
5. Tsing Yuan (B1322) (not Tientsin) is the capital of Hopei Province.
6. Chunking (B0332) is the National Capital of Allied China, and is worth an additional 20 Provincial Points to

the Allied Player (in addition to the normal 5 points received for Szechwan Province.

7. Certain Chinese provincial boundaries are partially obscured by river hexsides. This indicates that the boundary and the river occupy the same hexside.
8. Certain island hexes (e.g., Sonsoral, C3204) are lacking the circle of clear terrain. These hexes are nevertheless treated as normal island hexes.