

A&A Pacific 1940 (2nd Ed.) Setup

Setup

One or more players take the side of the Allies, and one player takes Japan. Each player controls one or more world powers. If a player controls more than one power, those powers must all be on the same side.

If you control more than one power, keep track of those powers' income and units separately. You can conduct operations for only one power at a time.

Once you have decided who will play which power(s), prepare the game for play. It contains the following components.

Game Board/National Production Chart

The game board is a map of the eastern hemisphere, circa 1940. It is divided into spaces, either territories (on land) or sea zones, which are separated by border lines.

The national production chart tracks each power's production level (income) during the game. The level is based on the combined Industrial Production Credit (IPC) values of each territory a power controls. Place one of your power's control markers on the number on the chart that matches your power's starting IPC income (as shown on the chart on page 7). This is the power's starting national production level. Each player should keep track of his or her power's production level separately.

Setup Charts

Take the setup chart for your power, located on the box top of the storage tray. It shows the name of the power, its units' color, and its emblem. It also lists the starting numbers and locations of that power's units on the game board.

Combat Forces

Take the plastic pieces that represent your power's combat units. Each power is color-coded as shown in the following chart, which also shows the power's starting income level and treasury in Industrial Production Credits (see below).

Place all of your power's starting units on the game board as listed on your power's setup chart.

Power Starting Income Color

Japan 26 Orange

United States 17 Green

China 12 Light Green

United Kingdom 16 Tan

ANZAC 10 Dark Tan

Plastic Chips

Use the chips to save space in overcrowded territories and sea zones. Gray chips represent 1 combat unit each, green chips represent 3 units each, and red chips represent 5 units each. For example, if you wanted to place 10 infantry on a space, you would stack up 1 red chip, 1 green chip, 1 gray chip, and 1 infantry unit on top. (If you don't have enough pieces to top off all your stacks, use any identifying item, such as a piece of paper with the unit type written on it.) The number of stacks is not limited by the number of plastic pieces available.

National Control Markers

National control markers indicate status in the game. They mark conquered territories and indicate national production levels. Take all of the national control markers that feature the emblem of your power.

Industrial Production Credits

These units are the money of the game, representing capacity for military production. The amounts shown in the chart above represent each power's beginning national production level. Each power also starts the game with that many IPCs in its treasury to spend on its first turn. During the game, each power will spend IPCs, on

new units for example, and collect more IPCs as income from territories that it controls. Have one player act as a banker and track each power's current IPC treasury using the IPC Tracking Chart on page 41, or some other means agreed upon by your group.

Battle Strip, Casualty Strip, and Dice

The battle strip is a card with columns that list attacking and defending units and their combat strengths. When combat occurs, the players involved place their units on both sides of the battle strip. Combat is resolved by rolling dice. Casualties are designated by being moved behind the casualty strip.

Research & Development Chart

The Research & Development chart is used for an optional rule when combining this game with Axis & Allies Europe 1940 (see "Global Rules," page 33). If you're playing the combined games, whenever you develop a new technology, place one of your power's control markers inside the appropriate advancement box on the chart.

Spaces On The Game Board

Territories

The border colors of the territories on the game board show which power controls them at the start of the game. Each power has its own color and emblem. When the rules refer to the "original controller" of a territory, they mean the power whose emblem is printed on the territory. (A few territories in China have a Chinese emblem on them but are controlled by Japan at the start of the game. These territories are considered to belong to China originally, but have been captured by Japan.) All other spaces are neutral and are not aligned with any power. Most territories have an income value ranging from 1 to 10. This is the number of IPCs the territory produces each turn for its controller. A few territories, such as Yukon Territory, have no income value. Units can move between adjacent spaces (those that share a common border). Spaces that meet only at a point (such as Western United States and sea zone 1) are not adjacent to one another, as they do not share a common border.

All territories exist in one of three conditions:

Friendly: Controlled by you or a friendly power.

Hostile: Controlled by a power with which you are at war.

Neutral: Not controlled by any power, or controlled by a power on the other side with which you are not yet at war (see "The Political Situation," below). Neutral territories, such as Central Mongolia, have white borders and do not have any power's emblem on them. Most such territories also have a unit silhouette with a number, which indicates how many infantry units the territory will generate to defend itself when its neutrality is violated. The Himalayas are impassable and may not be moved into or through by any units.

Sea Zones

Sea zones are either friendly or hostile. Friendly sea zones contain no surface warships (this doesn't include submarines and transports) belonging to a power with which you are at war. Hostile sea zones contain surface warships belonging to a power with which you are at war. (The presence of a surface warship belonging to an enemy power with which you are not yet at war doesn't make a sea zone hostile).

Islands

An island or island group is a single territory surrounded entirely by one or more sea zones. A sea zone can contain at most one island or island group, which is considered one territory. It's not possible to split up land-based units so that they are on different islands in the same group. Islands that have no name label, such as the one in sea zone 1, are not game spaces and may not have units moved onto them.