



PACIFIC GAME PLAY RULES

This is a casual game play event where winners of games played have the possibility of winning a prize at the end of the four days of play. All levels of experience welcome with some knowledge of the game preferred.

Determining Sides in AA Pacific:

- There will be an open bid for the Axis (**Japan**) see "bidding" rules below.
- All games will last no longer than 3 1/2 hours with clean up time at the end.
- The Judges will help with any rule clarifications during play.

Official PACIFIC Set-up Changes:

- Move 2 infantry from French Indo-China to Hainan
- Remove the fighter on the Marianna Islands
- Remove a transport in sea zone 37 (leaving 1).
- Move the sub from sea zone 20 to sea zone 22.

BIDDING:

The actual bid will be for a number of I.P.C.'s that the Axis will agree to give the Allies, from the bank, before the start of the game. This money does NOT have to be paid back to the bank. The number of I.P.C.'s may be used to buy game pieces only! You may not save the money or use it to purchase Complexes. Once the bid number has been established and accepted, the Allies will make their purchase and place all pieces on the game board in territories/sea zones in which they occupy at the start of the game. Allied bid purchased units (US) may not be placed in other allied occupied territory/sea zones (UK) and vice versa. Also, units may not be placed in Neutral Countries. To determine who starts the bidding, both teams roll dice and the winner chooses whether to start the bidding or defer. **Note: In PACIFIC, you may NOT give the bid money to China.**

EXAMPLE OF BIDDING:

Team A vs. Team B: Team A wins the die roll and elects to defer their bid. Team B starts the bidding at "5" I.P.C.'s; next, Team A bids "8"; Team B bids "9"; Team A bids "12"; Team B stops the bidding at "12" and takes the Allies. Team B now has 12 I.P.C.'s to purchase units and place them on the game board in Allied countries, which are currently occupied by like units before play. After placement of these units, the game then starts as usual. One allied country may have all the money or you may split it between them any way you want, but remember no Industrial Complexes and any money left over is gone.

Rule Clarifications:

- Destroyers shot on amphibious assaults has been reduced from a "3" to a "2". The destroyer's attack and defense roll remains "3".
- Only aircraft may retreat from an amphibious assault after one round of combat.
- AA guns do NOT fire during non-combat phase at passing aircraft
- Battleships take two hits to sink.
- Once a transport drops a unit or units off in ONE country its move is over. This is not "Bridging."
- Subs can only submerge, not retreat.
- AA guns in a captured territory may not be moved in the same turn that the territory has been captured.
- If a naval battle occurs before an amphibious assault, battleships and destroyers may NOT exercise their special one-shot support attack.

WINNER:

If no clear winner may be determined at the end of regulation play, Judges will determine the outcome by determining which team has the advantage in the game at the end of the regulated time. What this means is that Axis must be within a turn or two of victory and not playing to prevent a loss. If there are any questions regarding victory conditions, please ask... GOOD LUCK!

