Minor Rules Adjustments

Jan. 15, 2024

These adjustments are used only if BOTH players agree.

Level	#	Name	Effect
Intermed-iate	1a	I-Boat Arrival	The I-Boat arrives with Turn 2 reinforcements. The I-Boat is not available on Turn 1.
	2b	Individual CPO Withdrawal	After each Location Uncertain roll of "1," the Allied player may freely withdraw the associated group with no pursuit, basing such ships at Johnston Island, immune to any attack this turn. The Allied player must choose before rolling for any subsequent Location Uncertain Group. Any groups that do not withdraw immediately do not have another chance to retreat prior to the end of the first combat round.
Advanced	3c	West Coast Escape	If there's a Japanese Control Flag in the Hawaiian Islands during Turn 3 movement, Allied units in Pearl Harbor or Johnston Island, during any opportunity to move, may be placed instead with the Turn 4 reinforcements.
Expert	4a	San Diego Repair Yards	During the basing phase, any U.S. ship with damage less than or equal to its armor factor may be withdrawn from the map (i.e., based in San Diego). After missing at least one turn, such ships return with any subsequent turn's reinforcements (with damage if not completely repaired). Total repairs in San Diego and Pearl Harbor (or Samoa if Pearl Harbor is Japanese-controlled) are limited to Pearl Harbor's repair capacity.
Tourna-ment	5a	CVL Raid	Ryujo and Zuiho may NOT be assigned to the Pearl Harbor raid force. They may make any other legal move.
	5b	Mandatory Retreat	After the first two air raid rounds and Location Uncertain rolls (18.2, 18.22-18.23), the Japanese player must retreat from the Hawaiian Islands. The Allied player may pursue per standard rules.

This popular alternative is also available (and is slightly different than the Menzel Option version):
3b. **Pearl Harbor Escape:** If there's a Japanese Control Flag in the Hawaiian Islands during Turn 3 movement, Turn 3 Pearl Harbor reinforcements may also move to the U.S. Mandate.

Menzel Options

Use Tournament level adjustments (i.e., all six adjustments). If 3b is used instead of 3c, Allied amphibious units in the U.S. Mandate are restricted to invading New Hebrides if Japanese-controlled or returning to base at Samoa or Pearl Harbor.

Open Turn Two

Starts on: Turn Two; **All Ports and Bases are per Original Set-up**
Initial PoC: Japanese +6
Japanese Control: Japanese Islands, Aleutian Islands, Marianas Islands, Indonesia, South Pacific Ocean, Marshall Islands
Allied Control: U.S. Mandate, Coral Sea, Indian Ocean, Bay of Bengal
Uncontrolled: North Pacific Ocean, Central Pacific Ocean, Hawaiian Islands

Ceylon: All British Turn 2 Reinforcements
Flexible British Forces: 443 Revenge, 117 Exeter, and 1241 Hermes may base at Ceylon or Singapore
Pearl Harbor: 453 New Mexico, 453 Idaho
Flexible Allied Forces:

- 117 Houston may base in The Philippines, Guadalcanal, New Hebrides, or any Allied Port
- 117 Louisville, 117 Pensacola, 117 De Ruyter, 117 Australia, and 117 Canberra may base at New Hebrides, Guadalcanal, or any Allied Red Port
- 117 Indianapolis, 117 Minneapolis, and each ship in the Location Uncertain Groups may base at any Allied Red Port
- Roll one die to determine raid aftermath:

Die Roll	Pearl Harbor Survivors (Base in any Allied Red Port)	Bottom of Pearl Harbor	Indonesia Survivors (Base in Ceylon or Singapore)
1	553 Maryland, 453 Tennessee, 443 Nevada [-4]	553 West Virginia [-7], 443 Pennsylvania [-8], 117 New Orleans [-2], San Francisco [-2]	336 Repulse [-1]
2	553 Maryland [-4], 453 Tennessee [-2], 443 Nevada	553 West Virginia [-9], 443 Pennsylvania [-7]	456 Prince of Wales [-5], 336 Repulse [-3]
3	553 Maryland [-2], 443 Nevada [-4], 453 Tennessee [-1], 117 New Orleans	553 West Virginia [-8], 443 Pennsylvania [-6]	456 Prince of Wales [-4]
4	553 Maryland [-5], 453 Tennessee, 443 Nevada [-2], 117 New Orleans [-1]	553 West Virginia [-9], 443 Pennsylvania [-8], 117 San Francisco [-2]	336 Repulse [-3]
5	553 Maryland [-5], 453 Tennessee [-2], 443 Nevada [-4], 117 New Orleans, 117 San Francisco [-1]	553 West Virginia [-9], 443 Pennsylvania [-5]	456 Prince of Wales [-5]
6	553 Maryland [-3], 453 Tennessee [-5], 443 Nevada [-4], 117 San Francisco, 117 New Orleans [-1]	553 West Virginia [-10], 443 Pennsylvania [-7]	336 Repulse [-3]

Also Available: 7th AF, 10th AF, 11th AF
Yokosuka Navy Yard: 124+3 Junyo, 033 Sasebo
Japanese Initial Forces: All other Turn One and Turn Two Forces may deploy at any Japanese-controlled port or base.

Setup Instructions: The Allied player bases first. Then Japanese player selects basing, optionally exchanging 033 Yokosuka for Dutch Harbor, Attu, Lae or the Philippines (and placing Yokosuka with Turn 3 reinforcements), and begins Turn Two. If Houston is displaced, the Allied player bases her after Japanese patrols. All Turn One Allied ships which are not listed are sunk.
OOB Changes: The 1+0* F-Boat is added to the Turn 5 Reinforcements. The 5th AF is placed in the Turn Three reinforcements.
Rules: If both submarines are in the same area, the Japanese player resolves his submarine first.