WE MUST TELL THE EMPEROR

THE GREAT PACIFIC WAR, 1941 TO 1945

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[0.0] USING THESE RULES

New gaming terms, when they are **initially defined**, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major "**Rules**" sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's components, procedures for play, the game's core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "**Cases**" that further explain a general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in **red** text.

References to **examples** of a Rule or Case are in **blue** text and this font.

Text in **shaded boxes**, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

WE MUST TELL THE EMPEROR is a solitaire strategy game covering the titanic struggle during World War Two between the Empire of Japan and the Allied Coalition. It can also be played cooperatively with two (or more) players working together to best direct and protect the Empire's goals and interests.

Through various card plays, key events, and a variety of constant decision points, you, *the player*, lead Japan in an attempt to expand your Empire's defensive perimeter through conquests, gather as many resources as possible, and then bring to a halt the advance of the mighty Allied forces as they converge upon the Japanese homeland.

You must also maintain the legitimacy and stability of the Imperial government (**Prestige**), along with sufficient troops, equipment, and ships (**Army-Navy**) to defend your interests, while gathering enough raw materials and fuel (**Oil**) to operate your military machine.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 11" x 17" map
- 12 3/4" square game pieces
- 11 5/8" round game pieces
- 48 Event cards
- 1 Battle Tables sheet
- 1 Rules booklet

Not included is one 6-sided die needed for resolving battles.

[2.1] The Game Map: The game map depicts the great expanse of the Pacific Ocean, plus part of Asia. The Japanese Home Islands are the central hub of the game's activity and four colored tracks emanate outward from it. The **square spaces** denote regular (large, overlapping) territories, while **round spaces** (symbolized with a ○ symbol in text) denote Islands and their surrounding areas, with spaces having a **dashed outline** being Allied fortified (see the **terrain key** on the map).
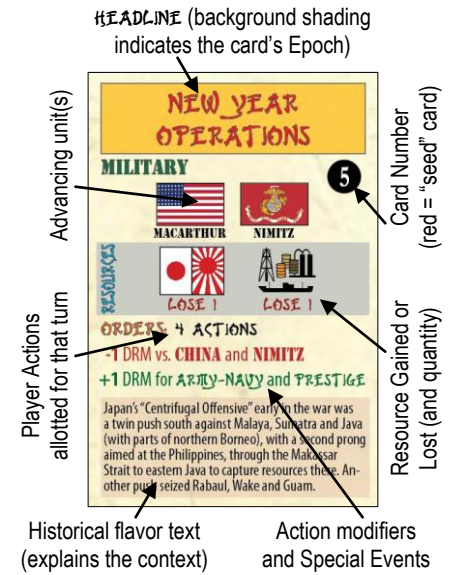
The Pacific Ocean is vast and the map serves as an abstraction of land areas used to facilitate play.

There are three **Resource tracks** on the map used to record the player's Army-Navy, Prestige, and Oil Resource levels. There are also various holding boxes including those for a Draw and Discard pile of Event cards.

[2.2] Event Cards: These cards regulate the activity and narrative in the game, pronouncing headlines, providing history, listing moving Allied Fronts and the number of Actions you have available each turn. In addition, special effects or occurrences appear on some cards and must be taken into account during play.

The full deck of cards enters play in three "**Epochs**:" **Early War** (#1-19 with the yellow headline background color), **Mid War** (#20-40 with the blue headline background color) and **Late War** (#41-60

with the gray background color). An Event card is divided into five sections, thus:
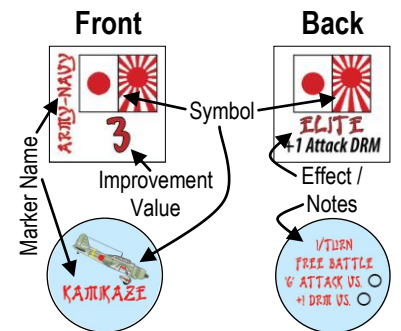

HEADLINE (background shading indicates the card's Epoch)

Advancing unit(s)

Card Number (red = "seed" card)

Player Actions allotted for that turn

Resource Gained or Lost (and quantity)

Historical flavor text (explains the context)

Action modifiers and Special Events

Always read the cards carefully and do not overlook any special instructions on them!

[2.3] The Playing Pieces: The square playing pieces come in two basic flavors: "**Front**" and **Fortification** *units* and information *markers*.

Front | **Back**

Leader name

Front Name

Symbol

Battle Value
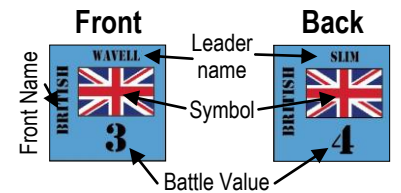
A **Front** (also called a "**unit**" or "**Army**") represents the forces arrayed against the Empire of Japan. For example, the **ABDA** unit is the American-British-Dutch-Australian command coalition.

Japan has no army pieces. Their military is abstractly present in every space with an Allied Front, and by the **Army-Navy**, **Kamikaze** and **Fortification** markers.

Front | **Back**

Marker Name

Army-Navy

Symbol

3

Improvement Value

ELITE +1 Attack DRM

Effect / Notes

KAMIKAZE

1/TURN FREE BATTLE '6' ATTACK VS ○ +1 DRM VS. ○

The various information markers indicate the status, possession or effect of an important game activity or situation. Markers are also provided to keep quantitative information on tracks, such as the current

level of Japanese Resources or the US Submarine level.

[3.0] SET UP

Follow these steps to set up the game:

1. Place each of the five Allied Armies, with their proper starting **Battle Value** (**BV**), in their starting spaces as shown:
   - **Nimitz** (**3**): Hawaiian Islands [8]
   - **MacArthur** (**3**): Luzon [2]
   - **ABDA** (**2**): Dutch Borneo [1]
   - **British** (**3**): Hong Kong [1]
   - **China** (**4**): Hunan [4]

2. Place the **US Subs** marker in the [0] box of its track.

3. Place the **Army-Navy** marker (**3**) in the [5] box of its track; the **Prestige** marker (**3**) in its [0] box, and the reverse side of the **Island Fortress** marker (**"No Oil Rolls Take Java!"**) in the [3] box of the **Oil** track.

4. Place the **Home Islands Defense** (**3**) marker in its box on the map.

5. Place all of the remaining markers (**Oil**, **Solomons**, **Kamikaze**, and **DRMs**) in the Not in Play Box.

6. Sort the cards into their three **Epochs** (see 2.2). Set aside the **Mid War** and **Late War** cards for now.

> The included 48 card deck is *not* consecutively numbered! *See 12.1 for details.*

From the **Early War** (yellow) cards, remove **#19** *(Battle of Midway)* and place it face-down in the Draw Pile box. Then set aside the **#1** card *(Battle at Pearl Harbor)*. Shuffle the remaining **Early War** cards and place them face-down in the Draw Pile box (on top of the *Midway* card that is already there). Finally, place the #1 card face-down in the Draw Pile box on top of that stack.

> Thus, the first card revealed is *Battle at Pearl Harbor*, and the last card from the **Early War** deck will always be *Battle of Midway*. This is "seeding" the deck.

[4.0] SEQUENCE OF PLAY

Basically, each card revealed and acted upon is a "**Turn**." Those items listed on a card are performed in strict order, from top to bottom. Thus, each turn consists of the following Phases:

1. Headline Phase: Reveal the top card in the Draw Pile and place it, face up, in the Event Pile (a.k.a., the **Discard Pile**). That card becomes the new **Current Event card** that you resolve that turn.

If, during this Phase, there are no cards in the Draw Pile, add the next Epoch's cards to it (see 5.0) and draw that top card or, if the last **Late War** card has been played, the game ends and victory is determined (see 11.0).

2. Military Phase: Move active Allied armies (see 6.0) and adjust the **US Subs** marker if indicated on the Current Event card.

3. Resources Phase: Adjust the **Resource** markers on their tracks (see 7.0) and add new fortification units as indicated on the Current Event card.

4. Orders Phase: The Current Event card confers a number of **Actions** to the player and establishes certain **DRMs** (**Die Roll Modifiers**) used when resolving those actions that turn.

Place **DRM** markers on the listed units and **Resource** markers affected by the card. Then perform the allowed number of **Attack**, **Battle**, **Resource**, and/or **Fortify** Actions (see 8.0) as desired.

5. Housekeeping Phase: This Phase consists of the following Steps (see 9.0):

A. Japanese Defeat: Check to see if an Allied unit occupies the **0** space on its track (**Japanese Home Islands**) –*OR* – if *both* the **Army-Navy** and **Prestige** Resources are at **0**. If so, the game ends immediately in defeat.

B. Refresh Map: Return all **DRM** markers to the Not in Play Box, Allied-occupied **Fortification** units to their Available Box, and rotate back Allied units that you Retreated this turn.

C. Oil Flow and Production: If the **ABDA** unit is in its **5** box, it is flipped over and the **Oil** marker (**2**) replaces the "**No Oil Rolls**" marker on the Oil track.

If the **Oil** Marker currently occupies its (maximum) **6** box, flip it to its reverse (**Production**) side (if not already there) and place a **+1 DRM** marker on the map (see 7.3.3).

A complete game continues until all the cards have been revealed and played or victory / defeat occurs (see 11.0).

[5.0] THE EVENT CARDS

The use of the Event cards is largely self-evident. The notations on each card are presented in the order that they are applied during the Sequence of Play so that they can easily be performed from top to bottom, with the Player's Actions performed *last* each turn.

Adding Event Cards: Twice per game, when the **Early War** and **Mid War** cards are exhausted, cards for the next Epoch are added to refresh the Draw Pile.

- **The Mid War Deck:** From the **Mid War** (blue) cards, set aside the **#20** card *(Solomons Campaign)*. Shuffle the remaining **Mid War** cards and place them face-down in the Draw Pile box. Then place the #20 card face-down in the Draw Pile box on top of that stack (it will always be the first card drawn from the **Mid War** deck).

> There is no "seeded" card at the bottom of the **Mid** and **Late War** decks.

- **The Late War Deck:** From the **Late War** (gray) cards, set aside the **#41** card *(Imphal and Kohima)*. Shuffle the remaining **Late War** cards and place them face-down in the Draw Pile box. Finally, place the #41 card face-down in the Draw Pile box on top of that stack (it will always be the first card drawn from the **Late War** deck).

[6.0] ARMY MOVEMENT

During the Military Phase, Allied units move along their tracks as indicated on the Current Event card. Generally, Fronts "Advance" a single box closer to Japan (i.e., to their next consecutively lower-numbered box). Sometimes, Fronts "Retreat" one space (i.e., farther away from Japan, thus reducing their threat).

[6.1] Inactive Fronts: A Front that has been Knocked Out (see 8.2.3) is temporarily **inactive** until it returns.

[6.2] No Retreat Limit: A Front can be retreated beyond the highest-numbered space on its track via a card or Battle (8.3) event, or a Knock-Out Blow (8.2.2, 8.2.3).

[6.3] Advance Any/All: Some Military Events allow the player to choose any one active unit to Advance, while others require that *all* active units Advance. Inactive units that are out of play (6.1) roll to return to the game (see 8.2.3) when called to Advance.

[6.4] Blocking Advances: If an Allied unit is to advance into a space containing a **Fortification** unit, carry out the following procedure.

Procedure

Roll a die for the Advancing Front and compare the result to the Battle Value of the **Fortification** unit.

- If the die roll is **less than or equal to** (≤) the Battle Value, the Advancing unit is halted

and simply remains in its current space; it does not advance.

- If the result is **greater than (>)** the Battle Value, that unit Advances normally and the **Fortification** unit remains in place for now (but see 8.4.5).

[6.5] Kamikazes Received: When the first **American Army** (**Nimitz** or **MacArthur**) occupies or controls (see 8.4.2 for the definition of "Control") the **2** space on its track at any time during **Late-War only**, the player immediately receives the 3 round **Kamikaze** markers and places them in their Available Box if card #48 *(Kamikazes)* has not been played.
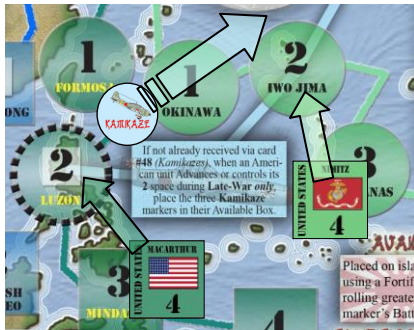
[6.6] Japan Invaded: When an enemy unit enters the 0 space on its track (**Japanese Home Islands**), the game still continues. *You'll need to Retreat it before the Housekeeping Phase or the game is lost (9.1)!*

[7.0] RESOURCES

During the Resources Phase, add (gain) or subtract (lose) the number and type of Resources shown on the Current Event card, if any.

Accumulating and managing Resources is every bit as important as conducting military operations!

[7.1] Minimum / Maximum: There can never be *more than* **six** of each Resource type. Additional Resources received of a type that already has six are lost.

Conversely, there can never be *less than* **zero** of each Resource type. However, if instructed to lose any Resource type to less than zero, you must still attempt to satisfy that loss! Lose the required Resource first from the **Army-Navy** track (if it is at one or higher); if that track is at zero, then apply the loss to the **Prestige** track (if it is at one or higher); if both of those tracks are at zero, then apply the loss to the **Oil** track.

[7.2] Resource Collapse: If all three **Resource** markers are ever at their 0 value

at the same moment, the game ends immediately in a Complete Collapse (11.0).

If both the **Army-Navy** *and* **Prestige** Resources are at 0 during the Housekeeping Phase (see 9.1), the game ends immediately in a Japanese Defeat (see 11.0).

[7.3] Bonus Abilities for Maximum Resources: When the **Army-Navy** or **Prestige** marker reaches the **6** box on its track (its maximum), it is flipped over to its reverse (bonus ability) side. You *immediately* gain the benefit of that **Army-Navy** or **Prestige** bonus ability and continue to enjoy it while that marker remains in its **6** box. When reduced to a lower-number box, that bonus is *immediately* lost and that Resource marker is flipped back to its normal front (Resource acquisition) side.

The **Oil** Resource bonus is handled differently, being checked, and any bonus granted performed, during the Housekeeping Phase each turn.

[7.3.1] Army-Navy Elite Bonus: During the **Early War** Epoch *only,* the **Elite** bonus awards a **+1 DRM to** *all* **Attack** Actions only.

This bonus is lost and cannot be regained (even if the **Army-Navy** marker is in its **6** box) once the final **Early War** card, #19 *(Battle of Midway),* is revealed and the event ending this bonus is applied.

Japan's initial military capabilities were high, but its early campaigns saw experienced troops and pilots lost in combat. Rivalries in Japanese military and industry remained unresolved, all of which contributed to the overall decline of its military's quality.

[7.3.2] Prestige Bushido Spirit Bonus: The **Bushido Spirit** bonus allows the player to risk **one re-roll per turn** for any failed **Attack** (including Knock-Out Blow attempts), **Resource**, or **Fortification** Action roll *(only; not for **Battle** or **Banzai/Kamikaze** rolls).*

If the **Bushido** bonus re-roll *also fails,* the player immediately loses one (-1) **Prestige**. Move the marker to its **5** box.

[7.3.3] Oil Production Bonus: The **Production** bonus grants a **+1 DRM marker per turn**, placed during the **Housekeeping** Phase (9.3) as long as the **Oil** marker occupies its **6** box. This **+1 DRM** marker may be placed on any active Allied unit (for Attack Actions) *or* on a unit in the Available Fortification Units box (for Fortify Actions) **only**, *not* on a Resource track marker!

Since this marker is placed as the *last* duty each turn (4.0), it will affect play throughout the *following* turn.

Example: During the last step of the Housekeeping Phase, the **Oil** marker occupies its **6** box, and so the player receives a **+1 DRM** marker and decides to place it on the **Nimitz** unit, anticipating a favorable attack on that Front next turn. However, the next card has a "-2 DRM vs. Nimitz" notation on it, so if the player decides to attack Nimitz this turn, absent any other DRMs, a cumulative -1 DRM will apply.

If the player chose instead to put the **+1 DRM** marker in the Available Fortification Units box atop the **Island Fortification** [2] unit currently residing there, he gains a +1 DRM to Fortify Actions applied to it next turn. Assuming there are no other Fortify DRMs on the next card, he rolls a ▪ to place this unit with his first Action, which fails. The **+1 DRM** marker remains, and so he allocates another Fortify Action and rolls again, this time obtaining a ⚄; normally this would fail again, but due to the **+1 DRM** bonus marker the roll is increased to a '**3**' which succeeds, so the **Fortification** unit is placed on the map.

[8.0] PLAYER ACTIONS

Each Event card specifies a number of **Actions** conferred to you, the Japanese Player. Actions are used to confront the game's evolving situations and crises that are the heart of the game. Actions are spent one at a time and are not pre-designated. You can see the effects of one Action before deciding how to allocate your next Action. Actions cannot be saved from turn to turn (i.e., any unspent Actions are lost).

You may "spend" Actions to:

1. **Attack** enemy units to drive them back;
2. Fight a **Battle** using the Battle Tables when a "**Battle**" titled Event card presents that opportunity;
3. Attempt to **Fortify** an island (○) location as **Fortification** units become available;
4. Attempt to gain **Resources**.

[8.1] Die Roll Modifiers (DRMs): Certain cards or conditions can impose a die roll modifier (abbreviated "**DRM**"). In all such cases, the **modified** result of a die roll is used after applying **all** applicable DRMs. DRMs are cumulative without limit.

For Example: A die roll is influenced by both a +2 DRM and -1 DRM. These are cumulative in their effect, so the net result would be to apply a +1 DRM to that die roll.

Important: Regardless of the die roll modifiers, when conducting an **Attack** (8.2), **Knock-Out** (8.2.3), **Fortify** (8.4) or **Resource** (8.5) Action, a natural (**unmodified**) roll of ⚀ *always* results in failure; a natural (**unmodified**) roll of ⚅ *always* results in success. *Modified die rolls are never certain or impossible; such is war!*

Note that DRMs are applied exclusively as indicated. That is, a DRM for Attacks against the **Nimitz** unit does not affect an attack against the **China** unit or rolling to increase the **Army-Navy** Resource.

[8.2] Conducting an Attack: An **Attack** Action is used to try to **Retreat** an enemy Front (i.e., move it back one box away from the Japanese Home Islands space to its next-higher numbered box). It costs *one* Action to conduct a regular Attack.

The number of **Attack** Actions that can be conducted in a given turn can be restricted (due to **Army-Navy** and/or **Oil** shortages; 8.2.5) or enhanced (by free **Kamikaze** and **Banzai** Attacks; 8.2.6), as described later in this Rule.

Procedure

When conducting an Attack, designate the **non-rotated*** Front you are attacking and roll the die, applying all appropriate **DRMs**.

If the result is **less than or equal to** (≤) the target Front's **Battle Value**, that Attack is unsuccessful and there is no effect; that enemy Front remains in its current box.

If the result is **greater than** (>) the target Front's **Battle Value**, that Attack is successful and the targeted Front is moved back on its track by one box **and rotated 90 degrees***.

*By rotating a unit Retreated by your successful Attack, it cannot be attacked again *that turn*. It will be rotated back during the Housekeeping Phase (see 9.2) and so can be attacked again *next* turn.

[8.2.1] Sustained Efforts: In general, there is no limit as to how many Actions may be used to attack a specific Front per turn, save the number of Actions available to do so, until it is finally Retreated (and thus rotated, symbolizing it cannot be Attacked again that turn). Failure on prior attempts does not limit future attempts.

[8.2.2] Retreat: If the current card's event or a Battle result calls for an Allied unit to "Retreat", move it back one space on its track, i.e., further away from Japan.

Note that when an Allied unit is Retreated by a card **Event** or **Battle**, it is *not* Rotated,

and *can* thus be Attacked that turn and moved back a second space!

If a "Retreated" unit is already in its *highest* numbered box, consider the "Retreat" to be a free Knock-Out Blow Attack instead (see 8.2.3 below), not costing any Actions nor Resources, and succeeding *only* on a **natural** (unmodified) die roll of ⚄ or ⚅. If a "Retreat" is indicated while the Allied unit is already inactive (i.e., in the Not in Play Box), then there is no further effect.

[8.2.3] Knock-Out Blow: When an Allied Front (not **ABDA**; see 8.5.2) is in the *highest*-numbered (red-bordered fortified) box on its track, a special type of **Attack**, called a **Knock-Out Blow**, can be conducted to temporarily remove it from play!

Knock-Outs are difficult to achieve in the game, but if accomplished they will grant the player valuable *time*. This represents overwhelming Japanese forces temporarily isolating or dominating India, Australia, or China, or a temporary crippling of the U.S. Pacific Fleet.

Procedure

To conduct a Knock-Out Blow, you must *have* at least 1 **Army-Navy** Resource, and **spend** *two* **Actions** (not just the usual one) *plus* **one** **Oil** Resource (which you must also have).

Only *one* Knock-Out Blow Attack is allowed per turn (this *includes* 8.2.2).

- All regular DRMs (8.2.4) apply (including the -2 DRM for the fortified Allied red-bordered space), and the Bushido re-roll (7.3.2) *can* be used.

- If the Attack succeeds in retreating that Allied Front, it is temporarily "**knocked-out**." It is **inactive** (see 6.1) and placed in the Not in Play Box*. Also, the player gains +1 Prestige.

- As in any other Attack, a roll of ⚀ always fails while a roll of ⚅ always succeeds.

Military Victory: If you manage to have any ***three*** Knocked-Out Allied units in the Not in Play Box *at the same time*, you instantly win the game (11.0). *Note: This should be extremely difficult to achieve!*

The **ABDA** unit is ineligible for a Knock-Out Blow since upon reaching **Java**, it is flipped during the Housekeeping Phase (see 9.3) to its "**Oil Rolls Allowed**" side and is thus already eliminated from the game.

*They Shall Return: An inactive Allied unit in the Not in Play Box remains there until it is instructed to **Advance**.

Procedure

Roll a die once and if that roll is *higher* than the unit's Battle Value, it advances back into play and is placed into the last (highest numbered) space on its track. That Front is active again, and the unit operates normally. If the roll *equals or is less* than its Battle Value, keep the unit in the Not in Play Box and place (and retain) a +1 DRM marker on it for *each* failed Advance attempt. The unit remains inactive until its next Advance is called for, and the process is then repeated but with the accumulated failed **DRM** markers also applied (only; *not* any card-listed DRMs for that Front).

Returning to play is similar to a Front confronting a fortification unit (6.4), but using its own Battle Value for this "**Reorganization Check**" instead. With enough DRMs from prior failed attempts, a unit will eventually re-enter the game even if a ⚀ is rolled. And while it is true that the American Fronts become stronger in Late War (Card #41), the chances of the player being in a position to Knock-Out an Allied Army at that point should very low.

Important: Regardless of the above Reorganization Check outcome, the card's other effects (Resources gained or lost, DRMs, and Actions) are all performed normally.

[8.2.4] Attack Die Roll Modifiers: Because there are several Die Roll Modifiers (DRMs) that might be applied to an **Attack** Action, they are listed here:

- **Event cards** can list DRMs ranging from -2 to +2 and are symbolized during play by placing a **DRM** marker directly on the affected Allied unit.

- The **Elite Early War bonus** of +1 to all Attack Actions (see 7.3.1).

- The **Kamikaze bonus** of +1 to a specific Attack Action (see 10.3).

- The **Fortified Space penalty** of -1 for attacking a black dashed-outlined, or -2 for attacking a red dashed-outlined or Knock-Out space (see Map Key).

- The **Oil Production Bonus** of +1 DRM (see 7.3.3).

For Example: It is **Late War** and **MacArthur** (Battle Value of **4**) has Advanced this turn into **Luzon** (its track's **2 space**), which also triggers the immediate arrival of Japan's **Kamikaze** markers; see 6.5 and Rule 10.0).

Using an **Attack** Action to attempt to Retreat **MacArthur** back to **Mindanao**, the Japanese Player consults the DRMs. There is no Event card DRM versus **MacArthur** this turn, but a **-1** DRM is applied because that unit is in an Allied **Fortified** space (**Luzon**). This means that only a die roll of ⚅ (-1 = 5, which is greater than the unit's Battle Value of **4**) would succeed.

The player decides to commit one of his newly-received **Kamikaze** markers to support the Attack, garnering its +1 DRM against Island (○) spaces; this **Attack** Action now succeeds on a roll of ⚄ or ⚅.

[8.2.5] No Army-Navy / No Oil Attack Restriction: If the **Army-Navy** *or* **Oil Resource** marker is in its **0** box, only **one** Action may be spent that turn as an **Attack** *or* **Battle** (see 8.3) Action (and Knock-Out Blows are prohibited; see 8.2.3) until more of that zeroed Resource is acquired. *Exception:* **Kamikaze** and **Banzai** (see 8.2.6) Attacks are "free" Actions that do not require any of these Resources on hand.

Other Actions that turn may still be used to Fortify (8.4) or to increase Resources (including **Army-Navy** or **Oil**; see 8.5), but you cannot spend a second Action to **Attack** or **Battle** again that turn until you have at least 1 **Army-Navy** *and* 1 **Oil.**

This restriction is lifted the *instant* you have at least 1 **Army-Navy** *and* 1 **Oil** on the track.

[8.2.6] Banzai and Kamikaze Bonus Attacks: These bonus attacks are initiated differently but conducted similarly as follows:

Banzai Attacks: The *first* Action(s) you must conduct during the Orders Phase are any **Banzai** Attacks. One is made against *each* Allied unit that Advanced into its space **0** (i.e., **Japanese Home Islands**). Designate an invading Allied unit as the target and roll the die (see below).

Banzai Attacks represent expending the last air assets and troop reserves to fend off probing Allied forces.

*If a **Banzai** Attack fails, the player must Retreat the Allied unit(s) with his other Actions that turn (or make a **Kamikaze** Attack, if available), or else the game will end in defeat during the House-keeping Phase (see 9.1)!*

Kamikaze Attack: Once acquired (see 6.5), a **Kamikaze** may be spent to conduct a **Kamikaze** Attack. Designate a non-rotated Allied

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Front on an **Island** (○) space as the target and roll the die (see below).

Their "Bonus" Nature

These **Banzai** and **Kamikaze** bonus attacks are "free," requiring no expenditure of Actions from the player's allotment that turn. Also, no Resources are required to make them (see 8.2.5).

Procedure

- There are no DRMs (8.1) or *re-rolls* (7.3.2) allowed for Banzai/Kamikazes.
- On a single, natural throw of ⚅, that Allied Front Retreats and **is rotated.**
- A roll of ⚀ through ⚄ is no effect.

[8.3] Battle Action: "Battle" Event cards, whose Titles show an Air-craft Carrier, allow you a special opportunity to challenge the historical outcome printed on that card. By conducting a **Battle Action**, you may roll on that card's **Battle Table** and gain additional outcomes (for better or worse).

For Example: The **Battle of Coral Sea** card (above) allows you to use a Battle Action to roll on the **Battle of Coral Sea** Table (below).

Cost

Only **one Battle** Action is allowed per card. **It consumes one Action** (which is subject to the No Army-Navy / No Oil Restriction of 8.2.5) **or one Kamikaze marker** (see 10.1) to roll on a card's Battle Table.

Procedure

- There are no DRMs (8.1) or *re-rolls* (7.3.2) allowed in Battle.
- Apply the Battle Table's results. If a Front is instructed to Retreat, do *not* alter its current rotation (see 8.2)!

Note that the Battle Table's results are *in addition to* the card's previously applied effects; they supplement, and do not replace, the card's printed effects.

Be careful when choosing this option. Not only is an Action (or **Kamikaze** marker) spent, but matters could become *worse!*

[8.4] Fortify Action: The Japanese start the game with their **Home Island Fortification** unit in Japan and later receive two others during play via

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Events.

[8.4.1] Fortress Unit Comings and Goings: The **Solomons** Fortification unit is placed in the Available Box when card **#20** *(Solomons Campaign)* is revealed, or placed on the map (space **5** of the **Nimitz** track *only*) as a result of the *Battle of the Eastern Solomons* Battle Table (card **#22**).

It is removed from play (i.e., returned to the Not in Play Box) when it is no longer on the **Solomons** space (**Nimitz** track, space **5**) *after* the card **#31** *(Imperial Intervention)* Event has occurred. Flip this unit over to its "Imperial Intervention" side as a reminder if it is in the **Solomons** space and, once removed from that space by **Nimitz**'s occupation, it is removed from play and can't be rebuilt.

The **Islands Fortification** unit is placed in its Available Box with card **#39** *(Truk and Rabaul Subdued)* or placed on the map as a result of the *Battle of the Eastern Solomons* Battle Table (card **#22**) and is **never** permanently out of play.

[8.4.2] Placing Fortification Units: An **available** Fortification unit (i.e., one in the Available Units Box) can be placed on a **Japanese controlled*** Island (○) space that is not currently occupied by a **Fortification** unit by performing a successful **Fortify** Action.

Control of Spaces: Spaces that are currently occupied by an Army unit are **Contested** spaces. You *cannot* attempt to Fortify a contested Island (○) space.

Higher-numbered spaces *behind* Allied Army units are **Allied Controlled**.

*Lower-numbered spaces *in front* of Allied Army units are **Japanese Controlled**.

Procedure

Designate the available **Fortification** unit and the Japanese controlled Island (○) space where it will be placed (*note*: the **Solomons Fortress** unit can *only* be placed on the **Solomons** space) and roll the die, applying appropriate **DRMs**.

If the result is **less than or equal to** (≤) the Fortification's **Battle Value**, it is *not* placed and there is no effect; it remains in the Available Units Box.

If the result is **greater than** (>) the Fortification's **Battle Value**, it is successfully placed in the designated space.

[8.4.3] Sustained Efforts: There is no limit as to how many **Fortification**

Actions may be performed each turn, subject to the availability of **Fortification** units to place and spaces to place them in. Failure on prior attempts does not limit future attempts.

[8.4.4] Fortification Units in Defense: See Case 6.4 for the benefits of **Fortification** units placed in on-map spaces (to possibly block Allied advances).

[8.4.5] Removal of Fortification Units: During the Housekeeping Phase, **Fortification** units in the same spaces as an Allied Front unit are removed from that Island (○) space (see 9.2).

If an Allied Front succeeds in Advancing onto an Island (○) space with a Fortification unit (see 6.4), then you must decide if you will spend precious Actions to try and Retreat it in order to preserve the Fortification unit or simply abandon it for removal during Housekeeping (9.2).

[8.4.6] Allied Fortified Spaces: Unlike spaces with a **Japanese Fortified** unit, Fortified spaces with the thick dashed-line borders **always** benefit Allied Fronts (either a -1 or -2 DRM when Attacked; see the Map Key) occupying those spaces. Allied fortified spaces are never destroyed and never benefit the player.

[8.5] Resource Actions: This Action is used to increase the means of support necessary to sustain the Japanese Empire. Various effects for having a lack of a given Resource type are explained in Rule 7.0.

Important: If **all three** Resource Tracks are at zero (0) at *any point* in the game, the player *instantly* loses (see 11.0).

Procedure

When conducting a **Resource** Action, designate which single specific Resource (**Army-Navy¸ Prestige** or **Oil**) that you are attempting to increase and roll the die, applying all appropriate **DRMs**.

If the result is **less than or equal to** (≤) the target Resource's **Improvement Value**, that Action is unsuccessful and there is no effect; that **Resource** marker remains in its current box.

If the result is **greater than** (>) the target Resource's **Improvement Value**, that Action is successful and the player gains one (+1) of that Resource and its marker is moved one box to the right.

[8.5.1] Sustained Efforts: In general, there is no limit as to how many Actions may be used to gain a specific Resource type per turn, save the number of Actions available

to do so. Failure on prior attempts does not limit future attempts.

[8.5.2] The Oil Must Flow: You cannot roll for **Oil** Resources until the turn *after* the **ABDA** unit has been retreated to **Java** (the last box on its track). During the Housekeeping Phase of that turn (see 9.3), the **ABDA** unit will be flipped and the **Oil Resource** marker placed on its track to indicate that the oil is now flowing and you can now start making **Oil** Resource rolls.

[8.5.3] US Submarines: There is a **US Subs** track on the map below the **Oil Resource** track. It starts at 0 and is increased one box each during **Mid** and **Late War**, depending on when the card's event is revealed. It provides an increasingly negative (-1 or -2) DRM for all subsequent **Oil Resource** die rolls *only*.

Thus it gets harder and harder to successfully roll for **Oil** as the game progresses. The US submarine campaign, once it overcame problems such as older boats, dud torpedoes, and organizational difficulties, absolutely devastated the Japanese merchant marine.

[9.0] HOUSEKEEPING

During this Phase, certain procedural steps are performed in the order listed below before either the game ends or is continued to the next turn.

[9.1] Japanese Defeat: If an Allied unit occupies the 0 space on its track (**Japanese Home Islands**) –OR – if *both* the **Army-Navy** and **Prestige Resource** markers are in their respective 0 boxes, the game ends immediately in a defeat (see 11.0).

[9.2] Refresh the Map: First, return all of the **DRM** markers placed in play this turn to the Not in Play Box. (Those on Knocked-Out units in this box remain on those units and accumulate there, see 8.2.3)

Second, return **Fortification** units to their Available Box if they are currently sharing their space with an Allied Front.

Exception: the **Solomons Fortification** unit is instead placed in the Not in Play Box (i.e., it is removed from the game) if it is in the Available Fortification Units Box *after* card **#31** (*Imperial Intervention*) Event has occurred (see 8.4.1).

Third, rotate back Allied units that were Attacked and Retreated this turn. They can be attacked again

next turn.

[9.3] Check Oil Flow and Production: If the **ABDA** unit is in **Java** (its **5** box), it is flipped over to its "Oil Rolls Allowed" side. The "No Oil Rolls" marker on the **Oil Resource** track is replaced in the box it currently occupies with the **Oil** marker and then flipped to its **Island Fortification** side and placed in the Not in Play Box for later entry into the game.

This marker = exchange this marker for that marker

Lastly, if the **Oil Marker** currently occupies its (maximum) **6 box**, flip it to its reverse (Production) side (if not already there) and place a +1 DRM marker on the map in accordance with 7.3.3. This marker remains in play until the Housekeeping Phase of the next turn, when it is removed along with all other DRM markers (9.2).

The Japanese often engaged in elaborate and time-consuming planning for their military endeavors, but all too often events changed suddenly to throw these plans into chaos. Once gained, the player will be placing the **+1 DRM Oil Production bonus** marker after the map has been Refreshed and *just prior* to next turn's card being revealed, thus not knowing what course of events the war will be taking!

[10.0] KAMIKAZE MARKERS

Three **Kamikaze** markers are received *once* per game, either by Americans encroaching upon the islands near Japan (see 6.5) –OR– via card #48's Event *(Kamikazes)*.

General Rules

Only *one* **Kamikaze** can be used per turn, maximum, and it is used at **no Action cost** to the Japanese Player. That is, their use is "free" and they are immune from Resource restrictions (8.2.5).

Each **Kamikaze** marker is "spent" (i.e., returned to the Not in Play Box and out of the game) after its use.

There are three different functions that an available **Kamikaze** marker may be spent to perform, as explained below:

[10.1] A Battle Table Roll: In lieu of spending an Action to roll on a card's Battle Table, the player may spend an available **Kamikaze** marker instead. No Resources are required to Battle with a Kamikaze.

[10.2] A Kamikaze Attack: This is a special "desperation" attack against an Island (○) space (including the Japanese Home Islands). It is explained fully in Case 8.2.6.

[10.3] A Kamikaze Support DRM: A **Kamikaze** marker can be spent before an Attack Action die is rolled against an Island (○) space to provide that Attack with a **+1 DRM** against an Allied unit there.

[11.0] VICTORY & DEFEAT

There are two ways to lose and two ways to win in WE MUST TELL THE EMPEROR.

The game is purposely designed to test your skills and is extremely challenging!

Losing the Game

You have suffered a **Complete Collapse** if, *at any time*, **all three Resource** markers are in their 0 boxes. *Without these necessities, Japan's ability to wage war no longer exists and the Empire is forced to immediately sue for peace. Facing this unthinkable end, many of Japan's leaders would likely commit suicide to preserve their family's honor and, in this case (were this not a game), the player would be expected to join them!*

You are **Defeated** if, during the Japanese Defeat Step of the Housekeeping Phase (see 9.1), an Allied unit occupies the **Japanese Home Islands** space *–OR –* if *both* the **Army-Navy** and **Prestige Resource** markers are in their respective 0 boxes.

Although China lacked the capability to invade Japan, Imperial Headquarters knew of the potential for an Allied assault from across the Sea of Japan. Thus, in game terms, China can 'reach' the Home Islands.

How soundly you are defeated depends on how many cards you played up to that point.

If there is still an unplayed **Early War** card, yours is a **Catastrophic Defeat**. *Japan's initial expansionism fails miserably and the government is torn apart by violent internal conflict. The lack of cooperation between the Japanese Army and Navy allows the Allies to take advantage of the situation and they rapidly converge on the Home Islands. The Emperor is deposed and put on trial as a war criminal. With the attacks on Pearl Harbor and Singapore still fresh in their minds, the Allies carve up the former island nation in their own nationalistic interests. As an independent nation, Japan no longer exists.*

If there is still an unplayed **Mid War** card, yours is a **Disastrous Defeat**. *Japan's early*

successes failed to be consolidated and the Empire spiraled into indecision and atrophy exacerbated by inter-service rivalry. The subsequent string of military defeats that followed caused the government to lose face at home and all credibility abroad. Disgraced, the moral fabric of the nation completely breaks down. The Emperor is coerced into exile, the military is overthrown, and the Allies demand harsh reparations which relegate Japan to a minor nation status for decades.

If there are **no** unplayed **Mid War** cards, yours is an **Unconditional Surrender Defeat**. *The nation has been shattered by war and casualties have been horrific. In recognition of fanatical resistance, one condition is granted for a Japanese surrender, and that is to keep their Emperor on his throne. The military establishment is denounced, and the country must endure the unendurable – occupation by foreign troops. However, with a new Cold War looming the Allies seek to rebuild Japan. Over time, this battered and impoverished nation slowly reestablishes itself as a world power through economic and diplomatic means.*

Winning the Game

You have achieved a **Survival Victory** if you have not already lost the game and there are no cards left to play. *The war has taken a terrible toll on Japan and the Emperor is granted honorable conditional Allied peace terms to end hostilities in the face of unyielding Japanese resistance. The nation's rebirth begins soon thereafter, forming a stronger country from the ashes of the old. There is an uneasy co-existence with the other great nations of the world as Japan rebuilds for prosperity and peace.*

You instantly achieve a **Military Victory** and have won the war if you have knocked out any *three* Allied Fronts and they **all** are currently in the Not in Play box (see 8.2.3). *Japanese domination in India, China, Australia – or a crippling of the U.S. Pacific fleet - forces the Allies to acknowledge their enemy's conquests. Japan negotiates terms that consolidates her gains, which include the East Indies, the Philippines, and most of the Pacific islands save for Midway to Hawaii, also leaving Australia as an Allied nation. Signed away by treaty into a Japanese co-prosperity sphere, the Asian subject-peoples are abandoned to their fate.*

[12.0] OPTIONAL RULES

These provide for variations in gameplay and may be added in any combination.

[12.1] The Historical Game: Players desiring to encounter the events of the Great Pacific War in their historical sequence can simply arrange all of the cards in ascending numerical order into a single deck and play them thus.

In this Historical Game, ignore Rules 3.0 #6 and 5.0 about setting up the card decks.

For the *B-29* card (**#53**), just re-shuffle it back in to the remaining deck – this may put the last few cards out of sequence.

The "Doolittle to Downfall" Expansion Kit: You will note that the game's 48 cards are *not* consecutively numbered; there are gaps in the numbering to account for the historical sequencing of 12 supplemental cards in an Expansion Kit. This is also why the **Chinese** Army has a 3 BV side, and the **Japanese Home Island Fortified** marker has Invasion Preparation on its reverse.

These events, while interesting, are off the main narrative of this game and, like a "Director's Cut" of a film, will be provided separately for those who are interested.

[12.2] The War in Europe (*player handicap*)**:** When card #41 *(Imphal and Kohima)* is revealed commencing the **Late War** Epoch, flip the British unit to its '**4**' Battle Value side (General Slim) in addition to the two American Fronts.

This Optional Rule presumes that the war in Europe proceeds more rapidly to the Allies' advantage, allowing the British to shift additional forces to the Pacific sooner.

[13.0] EXAMPLE OF PLAY

After setting up as per Rule 3.0, the game begins.

Card #1: Battle at Pearl Harbor: The game always begins by flipping over the first **Early War** card, which was seeded as card #1.

The **Military** section of the card states "None," so no Allied armies Advance along their tracks this turn.
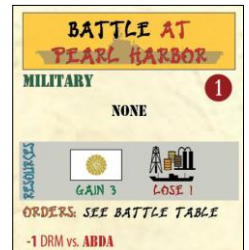
The strike at Pearl Harbor was a surprise attack and the Allies were caught unprepared.

The **Resource** section shows a gain of three (+3) **Prestige**, moving the **Prestige** marker from its starting **0** box to its **3** box. There is also a loss of one (-1) **Oil**, so that marker is moved from its starting (**3**) box to its **2** box.

Pearl Harbor stunned the world, and Japan reveled in its apparent success. The Japanese main strike force, the *Kido Butai*, consumed fuel as it travelled the long distance from Japan to Hawaii and back.

In the **Orders** section we reference the **Battle Table** and find only 2 Actions, plus a harmful **-1 DRM** vs. **ABDA** this turn (so a round **-1 DRM** marker is placed on the **ABDA** unit).

Using its Striking Force at Pearl Harbor was a major operation, so those mighty ships were not available for other operations. Other cards in the deck will reflect Japan's carefully planned opening moves.

With these two Actions, the player has several interesting options. First, an **Attack** Action (8.2) can be launched against any of the Allied Fronts. The **Nimitz** (3 Battle Value) unit is at the **Hawaiian Islands** with its intrinsic **-2 DRM** fortification modifier (8.2.4). The player would have to roll a ⚄⚄ to Retreat **Nimitz** back to the **West Coast**; that's not very good odds. Similarly, the **MacArthur** unit (3 Battle Value) in **Luzon** has an intrinsic **-1 DRM** fortification modifier in that dashed black-bordered space, which means a ⚄ or ⚄⚄ would have to be rolled in order to Retreat it a space; that's better, but still not good odds.

Not wanting to spend actions in China just yet, the player considers the **ABDA** unit in **Dutch Borneo**. There is the **-1 DRM** penalty versus **ABDA** shown on the card, but the unit is weak (2 Battle Value). Losing -1 **Oil** this turn for the Pearl Harbor strike makes it compelling to start pushing back **ABDA** to get the **Oil** rolls flowing once **Java** falls (8.5.2).

So, Dutch Borneo will be attacked! The first allowed Action this turn is expended and a Die Roll of ⚀ is cast. This is not greater than the strength of the **ABDA** unit, so it remains in its current space and is not Retreated. (A Natural roll of ⚀ always fails anyway – just as a natural roll of ⚄⚄ always succeeds, per Case 8.1).

Undeterred, the player considers attacking **ABDA** again (this is allowed because the first attack failed, see Case 8.2.1), or perhaps taking a Resource Action (8.5) to increase his **Army-Navy** marker to its (6) box in order to receive the **+1 DRM Elite Bonus** for all Attacks. This bonus is *only* available during the **Early War** period (7.3.1), so the sooner it is obtained, the better.

But this Event card is also a **Battle** card, so the player opts to explore that opportunity and expends his second (and final) Action this turn to conduct that Battle (as per Case 8.3).

The Japanese task force launches another strike or hunts for the US aircraft carriers that escaped the carnage at Pearl Harbor!

Checking the **Battle at Pearl Harbor Table**, a die is cast with a result of ⚄, *success!* The **Nimitz** unit is retreated to its **West Coast** space. (The **-2 DRM** fortification modifier in the **Hawaiian Islands** space

only applies to the player's **Attack** Actions versus Allied units there; **Battle** rolls always stand alone and are *unmodified* as per Case 8.3).

With no more Actions, the only Housekeeping task is to return the **-1 DRM** marker from the **ABDA** unit back to the Not in Play Box. The first turn is over.

Card #10: U.S. Carrier Raids: The second turn reveals card #10.

The Attack section indicates that the **Nimitz** unit advances, so it moves from the **West Coast** back to the **Hawaiian Islands** box. The player loses one (-1) **Prestige** as shown in the **Resource** section on the card. This shifts the Prestige marker down from 3 to 2.

While the American raids inflicted negligible military damage (thus the player's Army-Navy track is not affected), it did boost Allied morale and caused the Japanese government strategic concerns.

The **Orders** section provides 3 **Actions**, but also indicates the placement of a **-1 DRM** marker on the **Nimitz** unit making it more difficult to Retreat Nimitz via an Attack (especially since that unit again now occupies the **Hawaiian Islands** space with its intrinsic **-2 DRM**). There is also a **-1 DRM** versus **Oil**, but since **Oil** rolls aren't allowed until **Java** is captured (8.5.2), there is no point placing a **-1 DRM** marker on the **Oil** marker as a reminder.

With his three Actions, the player has several options to consider as he carefully surveys the situation on the map to formulate his strategy.

A decision reached, the player first rolls to increase his **Army-Navy Resource**, and the die roll of ⚅ exceeds that marker's Improvement Value (of 3). The **Army-Navy** marker is thus increased from its 5 to its 6 box, then flipped over to its reverse side showing that the **+1 DRM Elite Bonus** is now in effect.

Armed with this new **+1 DRM** to all **Attack** Actions (while it lasts) **Elite Bonus**, the second Action chosen is an **Attack** Action against **ABDA**. The roll for that Attack is a ⚃, which is increased to a '5,' resulting in an easy victory; the **ABDA** unit is Retreated to its **Sumatra** (2) box **and rotated 90 degrees**, which means the ABDA unit cannot be attacked again this turn since it has already been Retreated by an *Attack* Action (see 8.2).
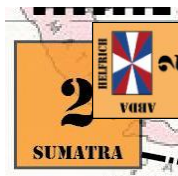
The player has one Action remaining. This card does not have a **Battle** notation in its title, so no Battle will be fought this turn. Feeling lucky, the third choice is an **Attack** Action against the **MacArthur** unit. The die roll yields a ⚃, but the **+1 DRM Elite Bonus** is cancelled out by the Allied **-1 DRM** for the intrinsic **Luzon** space's Allied fortification, and the result remains a '3'. This is *not*

greater than **MacArthur**'s Battle Value of 3, so it is not Retreated.

Mac's troops are holding out in the Philippines!

During the Housekeeping Phase, the **-1 DRM** marker is removed from **Nimitz** and the **ABDA** unit is rotated back to its normal facing.

Card #15: Battle of Coral Sea: The third turn sees card #15 revealed.

Working down the card, **Nimitz** Advances from the **Hawaiian Islands** to the **Midway** space.

Next, one of each Resource type is lost. **Oil** is getting critically low now at just 1 (there are penalties when it reaches 0; see 8.2.5), **Prestige** drops to 1, and the **Army-Navy** marker is moved off its highest space (from 6 to 5), thus being flipped back to its normal side (indicating that the **+1 DRM Elite Bonus** has been lost for the time being).

With 3 Actions, a **-1 DRM** marker is placed on both the **ABDA** and **Nimitz** units and the player leans back to study the situation…

Well, the **ABDA** unit is an obvious target for an **Attack** Action since the Empire is so low on **Oil**, but the **-1 DRM** against ABDA this turn and the just-lost **+1 DRM Elite Bonus** causes the player to pause. Infused with Samurai spirit, the player spends his first Action to Attack **ABDA** and rolls a ⚂. With the -1 DRM applied from the card, the result is reduced to a '2,' so there's no effect!

If the player had first regained the **+1 DRM Elite Bonus**, it would have cancelled out the card's **-1 DRM** and the Attack would have succeeded… bad luck! *We must tell the Emperor...*

Hoping for a change of luck, a second **Attack** Action is taken against **ABDA**, and this time the result is a ⚄, reduced to a '4' from the card's **-1 DRM** in effect this turn, which is enough to succeed. The **ABDA** unit Retreats to its **Celebes** (3) space and is **rotated 90 degrees**.

Two more spaces to go and the player can start rolling for precious **Oil**.

For his last Action, the player considers initiating the card's Battle in hopes of gaining +1 **Prestige** and to retreat **Nimitz** (a roll of ⚀ or ⚁ is needed), but he doesn't want to risk losing both an additional **Army-Navy** and **Prestige** Resource for failure (rolling a ⚄ or ⚄⚄) at this early juncture.

China hasn't been addressed yet, but the **China** unit's Battle Value of 4 is a bit daunting until some positive modifiers turn up (either via upcoming Events or recouping the **+1 DRM Elite Bonus**).

MacArthur is still defiant in the Philippines (the **Luzon** space, with its **-1 DRM**), and the **British** are still sitting in **Hong Kong**. Both of these units are much too close for comfort.

Perhaps it would be best to plan ahead and regain the **+1 DRM Elite Bonus** for next turn?

What would you do with the last Action of the Turn? Continue the game from this point forward, or reset (3.0) and start anew.

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