

## Index to Pacific War

AA and amphibious transport	22L-0	Armored units	19L-9
naval combat	30R-3	ASW	23R-3, 55L-5
reinforcement	49L-2	sweeps	55L-5
replacement	49L-3	Atoll	7R-8, 9L-5, 33L-7
ABDA headquarters	36R-0	Atom bomb	43R-9
Abort	26R-0, 29L-1		
Activation	52L-4	Bangkok	37L-5
point cost	38L-6	Barges	55R-2
Advantage Air Mission Phase	11R-7, 40L-6, 55R-0	Battle Cycle	40L-3
search	23L-2	battle scenario	11R-4
Advantage Determination	24R-2, 11R-5, 24R-2, 40L-4	Battle scenarios	5L-4
Advantage Movement Phase	11R-6, 40L-5	sequence of play	11R-0
search	23L-2	Blocked Command Links	45R-7, Errata
Airbases	7R-3	Blocked retreat	32R-4, 32R-7
Airbridge	50R-3	Bombardment	12L-0, 8L-6, 31L-2
Aircraft carriers	7L-6, 7R-3	Bombardment Phase	40R-1
activation	52R-1	Breakdown	50R-4
Airfield Repair Phase	12L-1, 40R-3	Broken units	31R-6, 32R-0, 33L-4, 33R-2
Airfields	7R-3, 37L-5	isolation	47L-9
building	51R-2		
damage	11L-6, Errata	Calendar Day marker	37R-9, 41L-2
demolition	53R-7	Calendar time	33R-5, 37R-9
overrun	19R-4	Campaign scenarios	34L-0
repair	33L-3, 51L-4	CAP	26L-3, 26R-3, 29L-1, 26R-3, 55R-0
with Strategic Bomber marker	42R-4	Chart screens	9R-2
Air combat	26L-6	China	36R-2, 37L-5
defensive pilot skill	54R-3	Chitose	55R-8
fighter patrol	55R-0	Chiyoda	55R-8
US four-engine bomber toughness	54R-3	Clear Weather Condition effects	41R-1
Air damage	10R-6	Coastal water hex	8L-1, 29L-9, 29R-1, 30L-3
Air missions	24R-6	Combat air units	50R-1
conclusion	28R-6	Combat armor advantage	55L-7
lighting effects	24L-5, 29L-3	Combat experience	50R-1
preliminary	25R-0	Combat submarine units	23L-9, 38R-5, Errata
schematic	25L-7	Combat units	5R-2
search	26L-0	Combined Fleet Headquarters	54L-5
weather effects	41R-1	Command	44R-4
Air replacement	49R-4	Command Links	34R-1, 45R-0, Errata
Air strike mission	8L-5, 27L-3, 25L-0	blocked	45R-7
flak	26R-8	emergency	45R-8
Air supremacy mission	25L-1, Errata	example	47L-0
flak	26R-7	land	45R-6
Air Transport	45R-9	water	45R-5
Air units	6L-7	Command Sources	45R-1
combat experience	50R-1	Command Points	39L-9
exiting the map	21R-8	allocation	45L-4
inactive	52L-6	costs	47R-2
isolation	47L-8	determination, effect of Strategic Initiative	37R-2
movement	19R-7, 25R-4	Command Point Phase	39L-9, 45L-0
Air Mission Phase	21R-4	Comprehensive example of play	12L-6
Operation Player Contact Phase	20L-2	Construction marker	51L-3
Reaction Player Contact Phase	20R-6, 21L-3	Coordination	25R-2
range	25L-4	Core (of a task force)	10L-6
reinforcements	48L-5	Corregidor fortification	8L-6
reorganisation	28R-6, Errata	Co-prosperity sphere resource hexes	35R-9, 37L-4
replacements	49R-4	repairs	51L-6
Air/Sea rescue	28R-2	overrun	19R-3
Alert	26L-1	resource hexes demolition	53R-7
Allied ASW sweeps	55L-5	resource point level	45L-0
Allied float plane doctrine	55L-4	Cripples	7L-2
Allied high technology aircraft	50R-0	and submarines	23R-5
Allied PT boats	55R-2	withdrawal	30R-2
Allied Submarine Priority	44L-5	Critical hits	A/N CRT
Allied Submarine Priority Phase	39L-6	CVS Seaplane base	8L-1
Ambush	19L-3	CVS/CVL conversion	55R-8
advantage determination	24R-3		
Operation Player Contact Phase	20R-2	Damage	10R-0, Errata
Reaction Player Contact Phase	21L-3	airfields	11L-6
Ambush-CV	19L-3	air units	10R-6
advantage determination	24R-3	ground units	11L-0, 32R-4
Operation Player Contact Phase	20R-2	Homeland Resource hexes	43R-1
Reaction Player Contact Phase	21L-3	installations	11L-5
special rules	19L-3	naval units	10R-3
Amphibious assault	8L-5, 22L-6, 34L-7	OSB	34L-8
Amphibious transport	22L-0	ports	11L-9
Anchorage	9L-7, 33L-7, 38L-2	Day lighting conditions	24L-5, 24L-7, 24L-8,
overrun	19R-6		24R-1, 29L-3, 30L-3
Anti-submarine combat	23R-3, 55L-5	Day marker	33R-6, 37R-9, 41L-2
APD and amphibious transport	22L-4	Day Marker Adjustment Phase	12L-5, 33R-7,
recombination	49L-0		38L-0, 40R-8, 41L-2
Armor advantage	55L-7	Day track	37R-9, 41L-1

DD Allied ASW	55L-5	special forces	55R-2
amphibious transport	22L-4	stacking	19R-6
escort	44L-4	withdrawal	33R-0
recombination	49L-0		
DE	44L-4	Headquarters	34R-3, 45R-3, Errata
Allied ASW	55L-5	operation cost	52L-2, 52R-3
recombination	49L-0	High technology aircraft	50R-0
Deactivation	33L-6, 33R-1, 38L-7, 39L-0, 52L-8, 53L-7	Hits	10R-0, Errata
Operation Player Contact Phase	20R-7	airfields	11L-6
Defensive pilot skill	54R-0	air units	10R-6
Demolition	53R-7	cripples	7L-2
Demolition Phase	40R-2	critical	Air/Naval CRT
Detection	22R-4	breakdown and recombination	50R-4
naval combat	29R-0	ground units	11L-0, 32R-4
removal	33R-3	Homeland Resource hexes	43R-1
Detection Removal Phase	12L-5, 40R-7	installations	11L-5
Die	9R-3	naval units	10R-3
Disadvantage Air Mission Phase	12L-3, 40R-6	OSB	34L-8, 51L-5
search	23L-2	ports	11L-9
Disadvantage Movement Phase	12L-2, 40R-5	repair	48L-7
search	23L-2	Homeland Resource hexes	36L-2, 42R-0, 43L-2, 43R-1
Disbanding headquarters	34R-6, Errata	damage	43R-1
Disembarkation	22L-1, 22L-6	overrun	19R-3
Doolittle raid	37L-6, 43R-8	Homeland Resource Point Level	37L-7, 45L-0
Dummy Task Forces	54L-6		
Dusk lighting conditions	24L-5, 24L-7, 24L-8, 24R-1, 29L-3, 30L-3, 55L-0	Improved aircraft intercept doctrine	55L-3
		Improved flak	27L-1
		India	36R-1, 37L-4
Dutch East Indies	36R-0	Infantry divisions, Japanese	51L-0
		Installations damage	11L-5
Embarkation	22L-0, 22L-8	Interception	26L-4
Emergency Command Links	45R-8	advantage determination	24R-3
Engagement scenarios	5L-4, 33L-7, 33R-5	Operation Player Contact Phase	20R-1
Engineer units	51L-3	Reaction Player Contact Phase	20R-6
Engineering	51L-1	Interdiction	11L-5
Engineering Phase	39R-5	airfields	7R-6, 11L-6, Errata
Entering an enemy occupied hex (ground units)	19R-0	ports	11L-9
Entry hexside marker	19R-0, 32L-4, 33R-1	Involuntary Disband	34R-6, Errata
Escort Allocation	44L-5	Isolation	47L-7
marker	44L-5	Isolation Phase	39R-0
Escort, naval	44L-4		
strategic bombing fighter escort	54R-7	Japanese barges	55R-2
units	26L-6, 26R-4	Japanese Escort	44L-4, 39L-5
Example of play	12L-6	Japanese flight instructors/squadron leaders	50L-7
Exiting the map	21R-7	Joint Activation/Deactivation Phase	40R-7, 53L-5
Extended fighter range	54R-1	Joint Activation/Deactivation Phase battle scenario	12L-4
Ferry Missions	55R-0, 25L-1, 28R-4	Kamikazes	29L-0
Fighter patrol	55R-0	KRS submarine units	49L-7, 54L-1
Fire bombing	43L-8		
Flak	26R-7	Land Command Links	45R-6
improved	27L-1	Land terrain types	9L-7
lighting conditions	24L-7	Lighting conditions	23R-8
Flight instructors	50L-7	Lighting Phase	11R-5, 24L-0, 40L-4, 41L-6
Fog Weather Condition effects	41R-1	Limited intelligence	9R-8
Force displays	9R-7	Long Range Aircraft units	6R-4, 8L-1, 54L-1
Force markers	10L-1, 9R-8	units night attack	54R-5
Fortifications	8L-5, Errata	LRA units	6R-4, 8L-1, 54L-1
Full repair	48R-5	night attack	54R-5
Future Operation	45L-6, 52L-3		
Future Operation Pool	39L-9	Malaya headquarters	36R-6
		Manchuria garrison	36L-5
Game markers	8L-8, 35L-0	Mandatory retreat	7R-7, 31R-9
General Record Track	39L-9, 42R-2, 45L-0	Map	9L-2
Ground combat	30R-5	Map assembly	9R-0
resolution	30R-4	Map definitions	9L-5
Ground Combat Phase	12L-0, 40R-3	Mapedge holding boxes	21R-8
Ground units	5R-8	Marine divisions, US	50R-7
combat	55L-7	Merchant Shipping	39L-5
damage	11L-0	Merchant Shipping Attrition	44L-0, 44L-7
designations	6L-2	Merchant Shipping Attrition Phase	39L-7
entering an enemy -occupied hex	19R-0	Merchant Shipping Point	45L-1
exiting the map	21R-8	reinforcements	48L-3
inactive	52L-5	Midget Submarines	55R-3
isolation	47L-9	Monsoon Weather Condition effects	41R-4
movement	19L-7	Month End Procedure	41L-2
movement during movement phase	21R-0	Movement	19L-6
Operation Player Contact Phase	20L-3	air mission phase	21R-4
Reaction Player Contact Phase	20R-6, 21L-4	air units	19R-7, 20L-2, 20R-6, 21L-3, 21R-4, 25R-4
overrun	19R-3		
reconstitution	49R-2	ground units	19L-6, 20L-3, 20R-6, 21L-4, 21R-0, 19L-7
reinforcements	48L-4		
replacements	49L-9	naval units	20L-0, 20L-4,

	20R-7, 21L-4, 21R-1	Port	33L-7, 37L-6, 55R-3
Operation Player Contact Phase	20L-1	PT boats	55R-2
overrun	19R-3	Pursuit	32R-7, Errata
Reaction Player Contact Phase	20R-4		
submarine units	20L-0, 20L-4,	Quick start	4R-3
	20R-7, 21L-4, 21R-1		
Multi-hex island	9L-6	Radar	55L-3
Multi-target raids	43L-9	Raids multi-target	43L-9
Musashi	54L-5	Raids Strategic bombing	43L-2
		Rain Weather Condition effects	41R-2
Named location	9L-6	Rally	33L-4, 12L-1, 40R-4
Naval combat	29L-6	Random Air Mission Cancellation	41R-6
determination	11R-9, 29L-8, 40R-0	Range	25L-4, 25R-5, 6R-2
lighting conditions	24L-8, 30L-3, 55L-0	bidding	29R-8, 30L-2
withdrawal	29R-4, 30L-7	determination	30L-2
Naval Combat Cycle	11R-8, 40L-8	Reaction Player Activation Phase	38L-6, 40L-1, 53L-1
Naval Combat Phase	11R-9, 29R-3, 40R-1	Reaction Player Contact Phase	11R-3, 40L-2, 20R-4
Naval losses, influence on Strategic Initiative Level	37L-8	search	23L-2
Naval Movement Track	37R-9	Reaction Player Time	38L-6
Naval Repairs	48L-6	Reaction Time Ends marker	38L-6
Naval Repair Phase	39R-3, 47R-1, 49L-3	Recombination of naval units	49L-0
Naval units	6R-6	Reconnaissance	22R-7
abbreviations	7L-0	Reconstitution	50R-4
damage	10R-3	ground units	49R-2
exiting the map	21R-7	Reinforcements	47R-5, 49L-2
inactive	52L-6	Reinforcement Phase	39R-1, 42R-7, 45R-8, 47R-5
isolation	47R-1	Reorganisation air units	28R-6
movement	20L-0	Repair OSB	34R-0
movement during movement phase	21R-1	yards	48L-7, 55R-8
Operation Player Contact phase	20L-4	Replacements	49L-8
Reaction Player Contact phase	20R-7, 21L-4	Replacement Phase	37R-4, 39R-4
reinforcements	48L-4	Resource hexes	35R-8
Naval withdrawal	29R-4, 30L-7	Restricted Water hex	8R-1, 33L-7, 29L-9, 29R-1, 30L-3
Night lighting conditions	24L-6, 24L-7, 24L-8,	Retreat	31R-6
	24R-1, 29L-4, 30L-3, 55L-0		
Non-activated units	JP Display Sheet, US Display Sheet	Scenario types	4R-1
Offensive Support Bases	34L-6, 45R-5	Screen (of a task force)	10L-6
overrun	19R-5	SEAC headquarters	36R-1
repairs	51L-4	Seaplane base	8L-1
One-hex island	9L-6	Search	22R-0, 23L-0
Open water hex	29L-1, 29R-1, 30L-3	air missions	26L-0
Operational Intelligence	53R-2, 19L-2	lighting conditions	24R-0
condition	53L-1, 53R-2	search radar and improved aircraft intercept doctrine	55L-3
Operational Intelligence Phase	39R-8	spotter planes	55L-4
Operation Begins marker	38L-1	Sequence of play, Battle scenario	11R-0
Operation display	9R-4	Siege	32R-7
Operation Ends marker	38L-1	Simultaneous strike	28L-3, 19L-5
Operation End Procedure	41L-0	Singapore fortification	8L-6
Operation Levels	52R-4, 53L-1, 54L-7	Special forces raiders	55R-5
Operation Naval Movement marker	37R-9	Spotter	7L-5
Operation Player Activation Phase	39R-7, 52R-2	Spotter planes	55L-4
Operation Player Contact Phase	11R-1, 39R-9,	Squadron leaders	50L-7
	20L-1, 37R-9, 41L-2	Squall Weather Condition effects	41R-1
deactivation	53L-7	STO submarine units	49L-7, 54L-3
search	23L-2	ST 7L-2, 49R-6	
Operation Player Determination	52L-0	recombination	49L-0
Determination Phase	39R-6, 41L-1	seaplane base	8L-1
Operation time	38L-1	Stacking ground units	19R-6, 32L-4
Optional retreat	31R-7	Status level (air units)	6R-3
Optional rules	54L-0	air combat	25R-2, 54R-0
OSB	34L-6, 45R-5	air missions	41R-6
overrun	19R-5	replacements	49R-9
repairs	51L-4	Step Loss Procedure	32R-4
Overrun	19R-3, 37L-5	Strategic Transport	47R-3
		Strafe	28L-1
Paradrop mission	25L-2, 28L-6	Strategic Bomber markers	42R-4
flak	26R-7	reinforcement	48L-1
Partial repair	48R-6	Strategic Bombing	42L-6
Penalty Deactivation	53L-8	raid	43L-2
Penalty time	38L-6	fighter escort	54R-7
Deactivation Procedure	38L-7, 39L-1	Strategic Bombing Phase	39L-4
marker	38R-3	Strategic Bombing Points	42R-2, 43R-4
Player displays	9R-5	reinforcements	48L-0
Playing pieces	5R-0	Strategic Initiative	36L-7, 43R-8, Operation Display
Play aids	9R-1	effect on night combat	55L-0
Ports	8L-3	Strategic Intelligence	41R-8
damage	11L-9	Determination Phase	42L-3
interdiction	11L-9	Intelligence Level	42L-3
building	51L-8	Intelligence Phase	39L-3
demolition	53R-7	reserves	45L-2
overrun	19R-5	scenarios	34L-0
repairs	51L-5	Strategic scenario air replacements	50L-4
		Strategic Transport Phase	39R-0, 55R-2

cripples	23R-6
Strength	10R-0
less than zero	11L-2
Strike	8L-5, 27L-3
Submarine units	5R-2, 7L-8, 41L-4
activation	52R-1, 53L-0
air/sea rescue	28R-2
combat	23L-9, 38R-5, Errata
midget submarines	55R-3
movement	20L-0
movement during movement phase	21R-1
Operation Player Contact phase	20L-4
Priority Assignment	44L-5
Reaction Player Contact phase	20R-7, 21L-4
reinforcements	47R-6
units search	23L-6, 23L-8
Surprise	29R-0
advantage determination	24R-3
Operation Player Contact Phase	20R-0
Reaction Player Contact Phase	20R-5
Task Forces	9R-8, 10L-6, 52R-0
dummies	54L-6
markers	10L-6
Terrain features	9L-8
Time	37R-5
Time multiples	52L-2, 52R-7, 53L-4
Tirpitz	55R-7
Tokyo Express	45R-8
Troop quality check	31R-7, 31R-9, 33L-4, 53R-8, Errata
Troop quality	6L-0, 30R-4, 22L-7, 32R-1, 50R-7
Ultimate Command Points	45R-1
Unactivated units	52R-0
USSR	36L-5
US four-engine bomber toughness	54R-3
US Marine divisions	50R-7
Victory Conditions	41L-2
Voluntary Disband	34R-7, Errata
Wake Island fortification	8L-6
Water Command Links	45R-5
Water terrain types	9L-8
Weather	41L-8
Weather Phase	39L-3, 41L-1
Weather Zone Condition Table	41L-9
Withdrawal ground units	33R-0
Withdrawal naval combat	29R-4, 30L-7
Yamato	54L-5