

# PILOT TRAINING MANUAL



# FIGHTERS OF THE PACIFIC

In 1942 in the Pacific, two huge war fleets face each other. The Japanese are filled with confidence after their surprise attack on Pearl Harbor. However, nothing is yet decided because the US Navy has managed to save their essential asset: their aircraft carriers. For the first time in history, this new weapon will be used extensively in epic carrier battles involving hundreds of aircraft and warships. Brave pilots will attack these steel giants as they spit fire in all directions. Most will not return, shot down by enemy fighters, by ship batteries, or forced to land in the middle of the ocean when they run out of fuel. Fighters of the Pacific pays homage to these courageous soldiers by reproducing in a playful way the fury of air combat at that time.



海軍航空隊



# GAME SETUP

## SCENARIO :

Each scenario shows how to build the board, and how to place planes and ships. The scenario may include reinforcements and indicates on which turn, which planes and in which zone of the board they arrive. Reinforcements are always placed at the end of the indicated turn.

We suggest you play the scenarios in order, as they progressively introduce new rules and game concepts.

## REFERENCE SHEET:

Available maneuvers and rules of flight.



## VICTORY BOARDS:

Place destroyed enemy aircraft, torpedoes and bombs that hit their target, and objective markers in the area indicated by the scenario. At the end of the game, add up the corresponding points to get your final score.



**AIRCRAFT TOKENS:** They represent airplanes, their type and direction. One side represents the plane at high altitude (cloud background), the other the plane at low altitude (ocean background). Simply flip the token to indicate a change in the plane's altitude. The tokens are placed on the hexagons, facing a specific side.



**SHIP TOKENS:** They represent ships on the ocean surface. They cover either two hexes (destroyers) or three hexes (aircraft carriers).



**REFERENCE SHEET:**

Attributes of American or Japanese planes, as well as sequence of play.

**MODULAR BOARD:** The 8 modules are labelled on both sides: A1/A2, B1/B2, etc. up to H1/H2. Scenarios indicate which faces to use to build the playing area. Some hexes represent clouds or islands. Assemble the playing area by setting up the boards as indicated in each scenario.

**REFERENCE SHEET:**

Rules for determining initiative.



**INITIATIVE MARKER:**

It has two sides: USA and Japan. It is used to indicate which player has the initiative for the turn.

**REFERENCE SHEET:**

Indicates current turn number, which turns the players get reinforcements (if any), and which turn the game ends, as indicated in each scenario.



**REINFORCEMENT MARKERS:**

They indicate the turn of arrival of reinforcements in a scenario. Red for Japanese, blue for Americans.



**END OF GAME MARKER:**

It indicates the turn on which the game ends, depending on the scenario.



**BARRAGE MARKERS:**

They indicate the hex on which an AA battery is firing a barrage.



**OBJECTIVE MARKER:**

It indicates the hexes that must be destroyed on islands.



**ACTIVATION MARKERS:**

They are used to mark an aircraft or group of aircraft already activated in the current turn.



**ATTITUDE MARKER:**

For the solo mode. It indicate the attitude of the BOT player.

TOKEN INVENTORY					
TYPE	VISUAL	QTY	TYPE	VISUAL	QTY
INITIATIVE	FRONT 	1	REINFORCEMENTS	FRONT 	4
	BACK 			BACK 	
F4F WILDCAT		18	AAW ZERO		17
SBD DAUNTLESS		22	D3A VAL		18
TBD DEVASTATOR		10	B5N KATE		12
USS HORNET		1	KAGA		1
USS YORKTOWN		1	AKAGI		1
DESTROYERS	FRONT 	4	TORPEDOS	FRONT 	12
	BACK 			BACK 	
BOMBS		12	AA		6
DAMAGE		14	BARRAGES		10
ACTIVATION	FRONT 	30	OBJECTIVES		6
	BACK 				
TURN		1	END OF GAME		1



- TORPEDO AND BOMB TOKENS:** They are placed on the planes that are equipped with them at the start of the game, then on the board if necessary.
- DAMAGE MARKERS:** They are placed under an aircraft or on part of a ship or a land hex to indicate that it has suffered damage.
- AA MARKERS:** They represent the locations of anti-aircraft defenses (AA) on an island.
- TURN MARKER:** It indicates the current turn.






## TURN DESCRIPTION

Each game lasts a number of turns set by the scenario. Each turn is made up of 3 successive phases.

### 1 - THE INITIATIVE PHASE

Players determine who will have the initiative for this turn.

### 2 - THE ACTIVATION PHASE

Players activate all their planes and anti-aircraft batteries (AA).  including those situated on surface vessels



### 3 - THE END OF TURN PHASE

The compulsory movements are carried out and the victory conditions are checked.

The turns continue until victory conditions are met by one of the players or the number of turns reaches the scenario limit.



## PHASE 1 - INITIATIVE

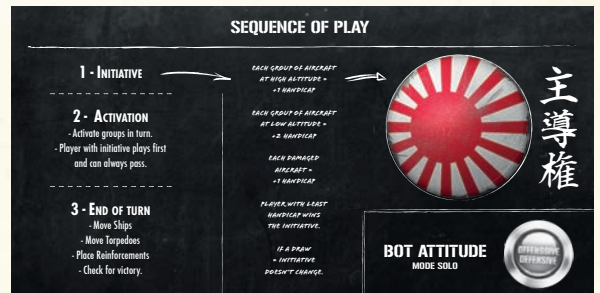
For the first turn, the scenario indicates which player has the initiative. Initiative is determined at the beginning of each subsequent turn as follows:

Each player counts his handicap for all his planes still in play:


- + 1 handicap point for an AG at high altitude.
- + 2 handicap points for an AG at low altitude.
- + 1 handicap point per damaged plane.

The player with the fewest handicap points gets the initiative. The Initiative token is placed on the corresponding side. In the event of a tie, the player with the initiative keeps it.

AA, Ships and Islands do not count in this calculation.



## PHASE 2 - ACTIVATION

During this phase, the players alternately activate their AG and AA. When an AG is activated, the player controlling it moves an aircraft and resolves its attack (if any), then moves a second aircraft and resolves its attack, etc., until all planes in the group have been activated. It is then up to his opponent to activate an AG. Activation markers  are placed next to planes or AGs that have completed their activation. Aircraft of a GA do not have to end their move in a group. They will then form several GAs in the next turn.

## AIRCRAFT GROUP

The notion of aircraft group (AG) is very important for phases 1 and 2. An aircraft group (AG) is a set of planes that meet these 4 conditions:

- From the same player,
- Adjacent, i.e. a series of hexes that connect by at least one side to form a continuous whole,
- At the same altitude,
- Facing the same direction.



A single plane forms an AG on its own.



## EFFECT OF THE INITIATIVE



The player with the initiative begins the activations, but can let his opponent play first. Generally speaking, the player with the initiative can always skip his turn. He can therefore let his opponent activate all his AGs and then activate all his own. However, he can only activate one AG at a time and must let his opponent play between two of his activations.

## MOVEMENT

Each plane has a speed value that corresponds to the number of movement points (MP) it must spend, except in case of Dodging (see below).

Here are the possible maneuvers of an airplane with their cost in MP:

	<p><b>ADVANCE – 1 MP</b> : Move forward one hex, straight ahead and do not change direction or altitude.</p>
	<p><b>SLIDE – 1 MP</b> : Move forward one hex to the right or left and do not change direction or altitude.</p>
	<p><b>TURN – 1 MP</b> : Turn 60 ° (one notch) to the right or left, then move forward one hex without changing altitude.</p>
	<p><b>DIVE – 0 MP</b> : Move forward one hex straight ahead and switch from high to low altitude. It can be performed at any time during movement, including when Dodging.</p>
	<p><b>CLIMB – 2 MP</b> : Move forward one hex straight ahead and go from low to high altitude.</p>
	<p><b>SPLIT-S – ALL MP</b> : Only available to planes with the Fighters trait. It costs the entire MP allowance of the plane. It can be performed to Dodge. To Split-S, the plane must be at high altitude. It finishes the maneuver at low altitude, on any hex adjacent to its starting point, with the tail of the plane pointing towards its starting point.</p>

The movement of an airplane must follow these 5 rules:

1. Use all the MPs.
2. Never perform a maneuver to the right (Glide or Turn) after a maneuver to the left (Glide or Turn) and vice versa.
3. Never perform a Climb and a Dive maneuvers in the same movement.
4. Never end the movement on another plane at the same altitude.

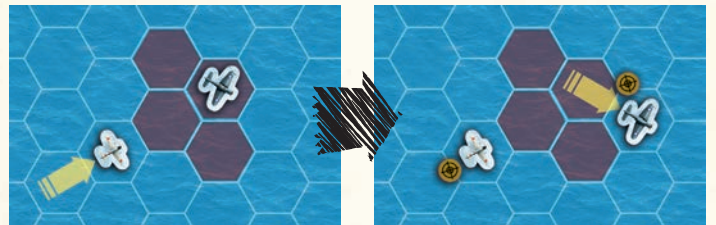
## SHOOTING

Each plane has a Field of Fire, a set of hexes in which it can shoot at an aircraft at the end of its movement. The Field of Fire is valid only at the same altitude as the aircraft (see page 8).

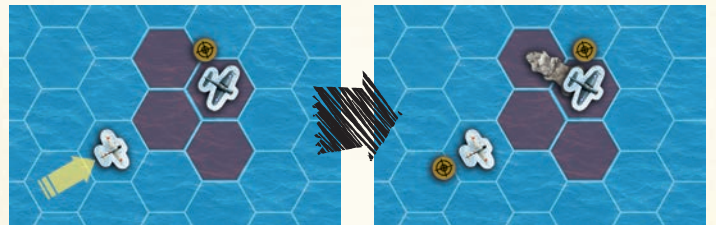


It is not possible to shoot an airplane at a different altitude. At the end of its movement, an aircraft can shoot at a single aircraft present in its Field of Fire.

1. If the target has not yet been activated, it must Dodge.



2. If the target has already been activated, or is still in the Field of Fire after dodging, then it is hit and takes damage.



If there are multiple aircraft in the Field of Fire, the shooter must shoot at the nearest aircraft. It is impossible to shoot to, through or from a cloud or through another airplane. Clouds are always considered to be at high altitude.

## DODGING

When a plane that has not yet been activated is shot at, it must dodge in an attempt to escape the Field of Fire of the plane firing at it. A Dodge is a compulsory movement



of one hex to Advance, Slide or Turn, possibly accompanied by a Dive if the player wishes. A "Fighter" at high altitude can also choose to Split-S in order to Dodge. You can never Climb to Dodge. After a Dodge, the dodging aircraft is considered activated. It cannot be activated or Dodge again during this turn.

## DAMAGE

Each plane has an armor value, usually 1 or 2, which indicates the amount of damage it can take before being destroyed.

An aircraft with an armor value of 1 is destroyed the first time it takes damage. A plane with 2 armor must be hit twice to be taken down. To indicate that an aircraft with 2 armor points is damaged, place a damage marker under the aircraft. If this plane receives additional damage, it is destroyed and removed from play.

## RESPONSE

If an aircraft is shot at and survives the damage, it can retaliate at the aircraft that just shot it if the latter is in its Field of Fire. The original shooter then takes damage and can be destroyed, but that does not negate the effects of its initial shot.



## CHAIN REACTION

It is possible that a plane which dodges ends up with an enemy plane in its own Field of Fire, which can itself dodge and aim at a plane, etc. In this case resolve first all the dodges, then all the damages while going up the chain.

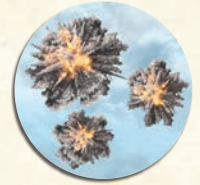
## ANTI-AIRCRAFT DEFENSES (AA)

All hexes of a warship are equipped with anti-aircraft defenses (AA). Depending on the scenario, AA markers are also placed on certain island hexes. AAs are considered at low altitude and cannot move (however they follow the ship on which they are). They have a Field of Fire into the 6 adjacent hexes as well as their own hex. AAs are never grouped for activation, even if they are adjacent. AAs are activated like AGs and can then target an aircraft that is in their Field of Fire.

The shot is resolved as for an airplane. An AA is only activated once per turn. An AA on the mainland can only be destroyed by a bomb. The AA of a ship is put out of action if the hex of the ship where it is located is hit by a bomb or a torpedo.

## BARRAGE

Some flak have a high-altitude barrage option that is used instead of normal low-altitude fire.



For the Americans, each segment of a ship and each ground flak have this option.

For the Japanese, only one segment per ship (chosen each turn) and the ground flak can fire a barrage.

After the initiative calculation and before the very first activation, the player with the barrage option may place one barrage marker for each of his flak units involved within 2 hexes of it.

These flak units are considered activated and may not be able to fire at low altitude during the turn.

As soon as an aircraft, enemy or friendly, passes at high altitude through the marked hex, it automatically suffers one damage. The marker is left in its place. A marker placed directly on an aircraft inflicts damage to it without it being able to react.

All Barrage Fire markers are removed during Phase 3 - End of Turn

## PHASE 3 - END OF TURN

Once all AGs and AAs have been activated, players move on to phase 3 - End of turn and do the following actions in that order:

1. The ships are moved.
2. The torpedoes are moved.
3. Activation tokens are removed.
4. The Barrage markers are removed.
5. Reinforcements (if any) are placed as indicated by the scenario.
6. The victory conditions are checked.

If neither player wins the game, advance the Watch marker one space forward and start a new turn by determining the initiative.

## SHIPS, ISLANDS AND GROUND ATTACKS

### SHIPS

In some scenarios, ships are present and are often targets to be destroyed. All warships are equipped with a AA on each of their segments (2 for Destroyers, 3 for Carriers).

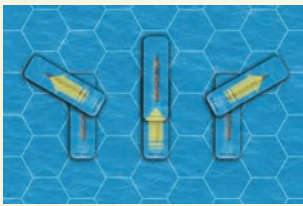




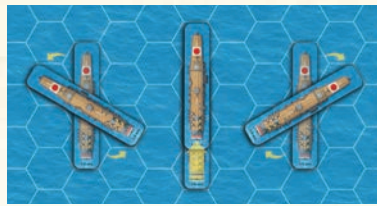
Ships must move during phase 3 - End of turn. A ship cannot overlap another ship, but its movement is mandatory if an option is possible. If no option is possible, then he stays in place. Planes, even at low altitude, can fly over a ship.

Ships of two segments (destroyers) advance one hex either straight ahead, or to the front left, or to the front right. Their back hex is placed on the hex where their front was before.

Ships of three segments (aircraft carriers) either advance one hex straight ahead or rotate 60° (one notch) to the right or to the left and advance one hex.



DESTROYER MOVEMENT



CARRIER MOVEMENT

Damage to ships is only possible with bombs or torpedoes. When a segment on a ship is hit, place a damage marker on that segment. The AA of this space is then immediately out of action.



If the back segment of the ship is hit, the ship becomes stationary until the end of the game.

If the center or front segments of an aircraft carrier are hit, it will then no longer be able to launch any reinforcements.

When a segment is hit once, it is destroyed and cannot be hit again (Victory Points are scored only once per target segment).

## ISLANDS

Depending on scenarios, islands may contain objectives or AA . An island does not hinder the movements of planes, but prevents those of ships. Damage to islands is only possible with bombs. When a hex on an island is hit, place a damage marker on that hex. The AA there is immediately taken out of the action. When a hex is hit once, it is destroyed and cannot be hit again (Victory Points are scored only once per target hex).

## TORPEDOES

Planes with the Torpedo Bomber trait can be equipped with one torpedo per plane at the start of the game. To drop a torpedo, the aircraft must perform at any time during its movement the Advance maneuver at low altitude, then places a torpedo token on the hex in front of it, facing the same direction, and the plane can end its movement as the player wishes if it has MPs left. A torpedo cannot be placed this way directly onto a ship. It must be placed on a water hex first.



**Torpedoes are moved straight ahead during phase 3: 2 hexes for Japanese torpedoes and 1 hex for US torpedoes.**



## BOMBS

Planes with the Level Bomber trait can be equipped with one bomb per plane at the start of the game. To drop a bomb, the plane must perform two Advance maneuvers at low altitude, then place a damage marker on one of the hex it entered. This square is automatically destroyed.



## DIVE BOMBS

Planes with the Dive Bomber trait can be equipped with one bomb per plane at the start of the game. Use Bomb markers, either to indicate planes that still have their bomb, or to indicate they no longer have it. To drop this bomb, the plane must perform a Dive at any time during its movement, then places a damage marker on the hex where it is located to mark the location where the bomb fell. The player can then complete the plane's movement as he wishes if it has MPs left.





# AIRCRAFT

In addition to their speed, armor and shooting range, aircraft have one or more traits that give them an ability.



**FIGHTER:** Can perform the Split-S maneuver.

**LEVEL BOMBER:** Can drop a bomb.

**DIVE BOMBER:** Can drop a dive bomb.


**TORPEDO BOMBER:** Can drop a torpedo.



**AGILE:** Can perform a free Pivot of 60° (one notch) left or right at the end of movement while respecting the rules of flight (no left Pivot after a right maneuver and vice-versa). A Pivot is performed on the current hex and does not change the plane's position or altitude.

**20MM GUN:** Double the damage on a target on the hex just in front of the aircraft.

**FLAMMABLE:** Take double damage while in the hex just in front of the shooter when it's an aircraft with Fighter trait.










## USING THE ACTIVATION MARKERS

Place a  marker on a plane that has completed its activation, or use a single marker for an entire AG in order to use fewer markers.










Alternative rule: Place a marker on every plane, on the blue side  when it has yet to be activated, and on the orange side  when it has been activated. At the end of a turn, the player only needs to flip all the markers instead of removing them.



## AMERICAN AIRCRAFT SPECIFICATIONS

F4F WILDCAT	SBD DAUNTLESS	TBD DEVASTATOR
<b>FIELD OF FIRE</b>	<b>FIELD OF FIRE</b>	<b>FIELD OF FIRE</b>
		
<b>SPEED:</b> 	<b>SPEED:</b> 	<b>SPEED:</b> 
<b>ARMOR:</b> 	<b>ARMOR:</b> 	<b>ARMOR:</b> 
<b>TRAITS:</b> Fighter.	<b>TRAITS:</b> Bomber. Dive Bomber.	<b>TRAITS:</b> Bomber. Torpedo Bomber.

## JAPANESE AIRCRAFT SPECIFICATIONS

A6M ZERO	D3A VAL	B5N KATE
<b>FIELD OF FIRE</b>	<b>FIELD OF FIRE</b>	<b>FIELD OF FIRE</b>
		
<b>SPEED:</b> 	<b>SPEED:</b> 	<b>SPEED:</b> 
<b>ARMOR:</b> 	<b>ARMOR:</b> 	<b>ARMOR:</b> 
<b>TRAITS:</b> Fighter. Agile. 20mm Gun.	<b>TRAITS:</b> Bomber. Dive Bomber. Flammable. Agile.	<b>TRAITS:</b> Bomber. Torpedo Bomber. Flammable.

## CREDITS

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