PACIFIC WAR Rule Book Erratta

Starting the Game

1. Boot your system normally with MS-DOS version 5.0 or greater.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the directory to the game's directory. Ex.: To change to the default directory type **CD\PACWAR** and press Enter/Return.
4. To start the game type **PWI** and press Enter/Return. This displays the title screen and music initialization menus. You may also type **PW** instead of **PWI** to load the last initialized sound configuration and bypass the music menus, or you may type **PAC** to bypass all the opening screens and menus.

Sound Boards Supported

PC Speaker, Soundblaster/SB Pro, Adlib, Media Vision Thunderboard, or Roland LAPC

Playing with the Mouse or the Keyboard

Mouse: To give commands using the mouse, point to the desired command and click with the left mouse button. The right mouse button is used to exit from menus or to view various unit data.

Keyboard: To select a command using the keyboard, press the appropriate key(s) in that command or use the cursor keys to highlight the command and press Enter/Return. Leave your [NUM LOCK] and [CAPS LOCK] off.

Title Screen and Opening Music

Sound Type: Select the type of sound on your system. Valid selections are: Soundblaster, Soundblaster Pro, Adlib, Media Vision's Thunderboard, and Roland LAPC. If you do not have any of these boards, you may select PC speaker or No Sound.

When the title screen is displayed and the opening title music is playing, you may exit the screen/music early by pressing any key. There are no sound effects, only theme music in the game.

How to Save a Game

You may choose to save your game in the Options Menu by selecting the Save menu option. Next choose one of the ten saved game filenames (a-j).

How to Load a Saved Game

You may choose to load a previously saved game in the Setup Menu by selecting the Saved Game menu option. Next choose which saved game to load by selecting one of the ten saved games (a-j). Remember to reset the Player and Balance options.

Errata

Page 6, Display/Delay Levels: Human controlled HQs execute display/delay levels at whatever levels the player has selected. If an HQ is under computer/operational control, the display/delay is set to None/None. Naval combats are displayed at one level higher than what you have preset. To speed up the combat execution, you can select None/None and press the Space bar during the Execution Phase to temporarily reset the levels at a higher level. You may also review the battles next turn using the Battle menu option.

Page 8, Utility Menu: ALT-SYMBOL (X key) displays red symbols (Japanese bases) and blue symbols (Allied bases). There are flags, small squares, triangles, and large squares that appear on the map depending upon what Mode you are in. Enemy bases will always have small squares. In TF Mode all bases have small squares. In Army Mode, any base containing a friendly unit has the base's flag displayed. In Port Mode, a small square represents no ships present; a triangle represents a 1-3 level Port with ships; a large square represents a 4-9 level Port with ships. In Airfield Mode, a small square represents no planes present; a

triangle represents a 1-3 level Airfield with planes; a large square represents a 4-9 level Airfield with planes. To return to normal symbols select **ALT-SYMBOL** or press the **X** key.

SUB CONTROL (E key) allows you to toggle the control of your submarine forces between human and computer control.

Page 9, Battle: There is a maximum of one hundred combat reports which can be stored (and therefore displayed) in any one turn.

Page 11, Replenish: Replenish automatically attempts to refuel the current TF's ships from the base the TF is in or from a Replenishment TF. A Replenishment TF containing replacement aircraft can be moved to the current TF if the range between the two TFs is less than the Replenishment TF's unused movement points minus five.

Pages 13 and 30, Change HQ's Human/Computer Control Level: Even if an HQ is computer controlled, you may still form up TFs and set destinations/home base, etc., which the computer executes.

Page 14, View/Change Factories: This allows you to change the production of aircraft factories only and to view all the factories currently available. If there is an asterisk (*) by the oil or resource number, then it has already been taken by the Routine Convoy system. If there is not an asterisk (*), you may load resources or oil onto transports.

Page 15, Land Combat Unit Orders: At the end of the turn, units may increase their entrenchment level based on their readiness and current entrenchment level. A unit's readiness may never be reduced below (10 + Entrenchment Level x 2). If the unit is in a base in mainland Japan or the United States, the minimum level of readiness is increased by 4. Units may have their entrenchment level reduced due to combat. Land Combat Units may only be built up to a maximum size. Divisional units can have 240 squads, brigade units 120 squads, regimental units 60 squads, and battalion units 30 squads. If a unit is divided into sub units, then the sub unit may only receive replacements until it reaches 30 squads. If the sub unit is larger than 30 squads, then no replacements will be added.

Page 15, Dividing Units: Land Combat Units that include sub units of the same parent unit which are in the same hex at the end of the turn may be merged into a single unit.

Page 15, Unit Activation: If the HQ does not have sufficient PPs to activate a unit, the unit will still be activated and the HQ's PPs will be set to zero. When a unit is activated, it automatically attaches to the HQ controlling the base.

Pages 18-19, Special Attack/Okha Attack: Special Attack aircraft have a weapon accuracy of 90 and OKHA bomb aircraft have a weapon accuracy of 80. In addition to this, a second accuracy check is made in which Special Attack aircraft have a 10x multiplier and OKHA bomb aircraft a 5x multiplier.

Page 19, Disband: If an Air Group is at an isolated base, it may not disband.

Page 21, Group Attack Ranges: Air Groups can attack enemy TFs and/or enemy Land Combat Units at their normal range only. Air Groups can attack enemy factories/depots, ships in port, and airfields at 1.5x normal range.

Page 21, Task Force Orders: If an enemy TF is displayed on the map, you may get a list of the ship(s) in the TF by clicking the right mouse button or pressing the Space Bar. If a port is attacked, some of the ships in the port may form up into various TFs or be transferred to a safer port. The TF leader may be killed/wounded if the flagship takes damage. You cannot transfer a flagship out of a TF. You must first access another ship and select (F)lagship to transfer the leader. Normally all enemy TFs are not displayed during your Orders Phase. Friendly search planes which have sighted an enemy TF or radio traffic may allow you to see the location of some of the enemy TFs. Radio traffic detection is randomly determined for each TF.

Page 20, Arctic Weather Zone: The area of the map east of x-row 44 and north of y-column 12 is the Arctic Weather Zone.

Page 31, Special Headquarters Movement Restrictions: Any Land Combat Units which are in a base controlled by a restricted HQ cannot be marched to another base controlled by a different HQ. The **Change Base** function cannot be used to change the control of a restricted HQ base. ANZAC units/bases do not have these two restrictions.

Page 36, LCU Combat/Readiness Loss: Land Combat Units have their losses divided by the terrain level of the base. Heavy Jungle (Level 9) bases are very difficult to take.

Page 36, Base Capture: When a base is captured, ships in the port may form into TFs or be transferred to a safer friendly port.

Page 37, Carrier Combat Operations: To determine the amount of fighter protection above carriers (Combat Air Patrol), the computer makes two die rolls. In 1944 and 1945 any US CVs have their CV points multiplied by .75 to simulate the efficiency of US carrier coordination. The formula is:
if 6+Random(8) < CV points, then CAP is halved.

Page 41, Crippled Ships: Any aircraft on a carrier which is scuttled or sunk are considered lost; they are not transferred to another carrier or land base.

Page 42, Airfield/Aircraft Damage: If surprise is achieved when attacking an enemy base (the enemy air leader is very poor), then the air group loss formulas are as outlined in the manual. If surprise is not achieved, then only 1 airgroup is attacked on the base.

Page 42, Surface Combat: Night Surface Combat between ships will be represented visually on the screen by a change in the screen and text colors.

Page 50, Air Zones of Control: Fighter-Bombers exert both a Bomber and a Fighter ZOC. AZOCs are created up to 6 hexes away from Airfields, or 7 hexes away from Carrier TFs.

Page 52, Reinforcement Arrival Bases: At various times the Japanese player will have units in the China theater transferred to Haiphong or Shanghai which can be used in other HQs.

Page 52, Reinforcements: Japanese units which are destroyed come back one month later in Japan as reinforcements. If the Japanese player threatens the Hawaiian Islands or the U.S. West Coast, the U.S. player will have an increase in its reinforcements. The arrival time of land and ship units is the approximate date that the units will become available. Lack of ship construction points or unit delay flags may cause the unit(s) to arrive at a later date. Russian units are not included in the Orders of Battle.

Page 53, Victory Conditions: An end of game message will be displayed each turn after the game is over. You may continue playing the game if you desire. The same victory conditions will still be applicable even if you continue playing. If the Japanese production points on the score display falls below 500, the Japanese player does not get any multipliers for kill points. The Leyte Gulf and Marianas scenarios begin the game with 1000 losses for each category in order to balance Victory Conditions. In all scenarios if the Allied player captures Tokyo, he is awarded 20000 points; Nagoya, 5000 points; and Osaka, 5000 points.

Rising Sun: The Kill Points are multiplied by five in this scenario. The following victory points are awarded at the end of the scenario to each player in control of the bases (with a minimum of 500 supply points) listed below:

Base	Japanese Points	Allied Points	Base	Japanese Points	Allied Points
Noumea	9000	3000	Singapore	0	9000
Oahu	27000	0	Soerabaja	9000	9000
Palembang	9000	9000	Suva	9000	3000
Rangoon	9000	9000			

Coral Sea/Midway: The Kill Points are multiplied by five in this scenario. The following victory points are awarded at the end of the scenario to each player in control of the bases (with a minimum of 500 supply points) listed below:

Base	Japanese Points	Allied Points	Base	Japanese Points	Allied Points
Espirtu Santo	6000	0	Noumea	6000	0
Guadalcanal	3000	0	Oahu	27000	0
Johnston I.	9000	9000	Port Moresby	18000	18000
Midway	9000	9000	Rennell I.	1000	0
Ndeni	1000	0			

Pages 114-118, Aircraft Tables: Below are the correct Bomb Loads for fighter aircraft:

Aircraft	Load	Aircraft	Load
Ki-27 Nate	1	P-36A Mohawk	1
J1N1 Irving	5	P-39 Aircobra	3
Ki-61 Tony	5	P-40 Warhawk	3
J2M Jack	1	Hurricane II	5
Ki-102 Randy	6	Spitfire VIII	2
F2A Buffalo	1	P-38F Lightning	10
F4F Wildcat	2	P-51 Mustang	10
Fulmar	0	Seafire	2
FM2 Wildcat	3		

Page 151, Weapon Data: The Ohko bomb should read Okha.