

AAP “Historical” Rules

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Historical Research

This rule set starts on Dec. 7th 1941; and was developed from researching history. Each Battleship and Aircraft Carrier is representative of an actual ship at that time. Each turn (relative to the reinforcements) is designed to be 1/3 of a year (3 turns per year).

Placement and Income Changes

1. The starting placements are the same as the original Avalon Hill rules (not the modified set-up), except for the following:

JAPAN:

- a) Japan: +3 inf, +1 art, +1 arm, +1 ftr
- b) SZ 36: +3 trn, +2 sub, +2 des, +5 bb, +2 cv, +4 ftr
- c) SZ 16: +1 sub
- d) Manchuria: +8 inf, +3 art, +1 arm, +1 bmr
- e) Shantung: +8 inf, +2 art, +2 arm, +1 ftr
- f) SZ 45: +1 bb
- g) SZ 26: -1 bb
- h) SZ 20: +3 cv, +2 des, +2 sub, +2 bb, +6 ftr (only ftrs and subs may move on J1)
- i) Japan has 12 kamikazes available in Japan not just 6.

UK:

- a) SZ 50: +1 bb, +2 des, +1 ftr
- b) Hong Kong: -1 inf
- c) India: +6 inf, +3 art
- d) New South Wales: +4 inf, +2 art

CHINESE (split into two factions: KMT and CCP – see section 3 below):

- a) Tsinghai (KMT): +1 inf
- b) Sikang (KMT): 1 inf (total)
- c) Szechwan (KMT): +2 inf
- d) Kweichow (KMT): +1 inf
- e) Hopei (KMT): +3 inf
- f) Anhwe (KMT): +3 inf
- g) Hunan (KMT): +4 inf
- h) Kiangsi (KMT): +2 inf
- i) Yunnan (KMT): +4 inf
- j) Sinkian (KMT): +1 inf (split Tsinghai horizontally into 2 provinces connected to Tsinghai and Suiyuan)
- k) Shansi (KMT): +2 inf KMT

- l) Shansi (CCP): +4 inf CCP (alongside +2 KMT)
- m) Suiyuan (CCP): +2 inf CCP (alongside the 2 original KMT)
- n) Kweichow (CCP): +1 inf CCP (alongside the 1 new KMT)

US:

- a) USA: +4 inf, +1 mar, +1 art, +6 ftr, +2 bmr
- b) SZ 5: +1 sub, +1 ftr
- c) SZ 8: +1 sub, +1 trn, +1 cv, +2 des, +2 ftr
- d) SZ 17: +1 sub, +1 trn, +1 cv, +2 des, +2 ftr
- e) SZ 9: +3 trn, +3 des, +6 bb
- f) SZ 38: +1 trn, +1 sub, +1 des
- g) Philippines: +2 inf, +1 ftr
- h) SZ 11: -1 cv, -1 des, -2 ftr (no units here)

1.1. Reinforcements (at no cost added to regular placements – placed at end of turn):

JAPAN:

- a) Turn 1 at SZ 36: +1 trn, +1 sub, +1 des, +1 ftr
- b) Turn 2 at SZ 36: +1 trn, +1 sub, +1 des, +1 ftr, +Yamato (a 3 hit BB – takes 3 hits to kill instead of a normal 2 hit BB – place Japanese Counter under it)
- c) Turn 3 at SZ 36: +1 trn, +1 sub, +1 des, +1 ftr, +Musahsi (a 3 hit BB)

UK:

- a) Turn 3 at SZ 51: +2 cv, +5 bb, +5 des, +5 trn, +7 inf, +3 art, +4 ftr

CCP:

- a) Every Turn at any location with CCP units: CCP gets +2 inf per turn to be placed any province that they have a unit in (recruitment from Rural villages)
- b) CCP gains +1 inf per IPC area that they control at the beginning of their turn (with NO other forces present including KMT) per turn.

KMT:

- a) KMT gains +1 inf per IPC area that they control at the beginning of their turn (with NO other forces present including CCP) per turn. They also get +1 inf per turn for control of the Burma Rd. – All KMT units must be placed in Szchewan.

US: (units historically coming from Caribbean through Panama Canal)

- a) Turn 1 at SZ 3: +1 trn, +1 des, +1 cv, +2 ftr
- d) Turn 2 at SZ 3: +1 trn, +1 des, +1 cv, +2 ftr
- e) Turn 3 at SZ 3: +1 bb, +8 des, +1 cv, +2 ftr

2. IPC Changes

(At start: Japan: 24, India: 15, Aus.: 20, USA: 30+10 per turn, KMT produces 5 INF, CCP produces 2 INF – Note no units for Shansi since it is not starting sole occupier)

- a) Japan: Manchuria has an IPC Value = 4
- b) Japan: Shantung has an IPC Value = 6
- c) KMT (Chinese): Tsinghai has an IPC Value = 1
- d) CCP (Chinese): Sinkiang (new province) has an IPC Value = 1
- e) CCP (Chinese): Shansi has an IPC Value = 1
- f) US: US mainland IPC Value = 10 + 10 per turn (including turn 1) [US starts with \$30 and

production then increases to \$40 at the end of turn 1.... Then +10 a turn]

2.1. Hawaiian Islands is a Limited Build IC and can only produce 2 units per turn.

2.3 US cannot build any Industrial Complexes (changes the existing rule)

2.4 Midway: AH made a mistake – Midway should be an Airbase not a Naval base – also note that Japan can attack Midway on turn 1 with its BB and DES in SZ 20 but only the subs and fighters can make a combat move or NCM from SZ 20 on turn 1.

3. Players: KMT and CCP (Chinese are split into two factions) are now set up as independent players and they can choose to fight each other (though they are played by US as before if fewer players). The order of play is Japan, CCP, KMT, UK, US.

3.1 CCP: During any Combat Move (theirs or the enemy – with enemy [Japanese] units in a space or moving to a space with units), they can choose not to fight and remain in the territory. At any round of combat, before or after any rolls are made, they can choose not to fire and then combat ends with both sides remaining in the same territory (similar to submarines submerging – these troops blend into the population).

3.2 CCP (and KMT) must try to keep at least 1 infantry in Shansi at all times unless it is occupied by Japan.

3.3 CCP that move into Japan controlled territories does not stop Japan from gaining IPCs as long as Japan maintains at least one land unit in the space that is in dispute. Japan automatically controls an area if the CCP submerge.

3.4 Suppressing CCP guerillas: Enemy ground units start their turn or move into a area with CCP forces may attempt to suppress the guerillas. Roll for each area attempting suppression, a “1” is a hit, which then means that the CCP cannot choose to avoid combat that turn in that area. (On Dicey you can roll a false SBR and if the AA shoots down the BMR then the area is suppressed). – [This suppression idea is similar to thinking about the CCP being Subs on Land (they can submerge instead of fighting sometimes)].

3.5 US cannot attack along with CCP (CCP move first) but can attack along with KMT (units are considered lent by US to KMT to use on KMT’s turn - US can regain possession of units lent at any time but can’t move them if units already moved on KMT’s turn).

Combat rules

(a) Heavy Weapons Fire Vulnerability (HWV):

4. HWV: In the age of explosives, large grouping of forces became more vulnerable to bombing and artillery fire (thus linear or 1-1 casualties are not realistic for large forces).

4.1 HWV max Units: Any group of units (land or sea) larger than 20 units is affected by HWV. Once that group drops below 21 units (per round of combat) then HWV does not apply. Units that don’t count towards HWV include: Subs, FTRs, BMRs, AA, and CCP.

4.2 HWV mixed Forces: A combined allied force does not count towards HWV. If one Allied group (in a combined stack) is over the HWV max then all units take HWV casualties.

4.3. HWV units: Not all units inflict HWV casualties – only Artillery, Fighters, Bombers, Destroyers, and Battleships inflict “double” (2) casualties per hit for HWV.

4.4. HWV: Applies to both the Attacking force and the Defending Force if over 20 units.

(b) Strategic Bombing Raids

5. Fighters cannot be used as escorts or as defenders vs. a Strategic Bombing Raid. The only defense vs a SBR is an AA gun (this is intended to increase the frequency of SBR to match the frequency in which they occurred in WWII).

5.1 Any nation does enough damage via SBR to take away all of the current \$\$\$ of that nation in one turn... then the nation being bombed must surrender the game (simulates a nuclear bomb strike). Note: Does not apply for SBR vs Hawaii, India or New South Wales (only Japan and the US mainland can be Nuked).

(c) Submarines

6. Subs cannot attack other subs. In mixed-unit battles, sub hits cannot be absorbed by the other country's subs. Subs cannot block enemy subs. Subs can capture but cannot liberate convoy zones or convoy routes (only surface warships and CAPed aircraft can capture or liberate convoy routes or convoy zones – not transports or subs). “Liberated” means that one nation controls the IPC area but not the Convoy Route.

7.1. Subs in a sea zone do not block opposing vessels seeking to pass through that sea zone on either combat or non-combat moves unless a Special Order so indicates. Subs cannot be attacked unless (i) they have an order to block surface vessels as indicated by a Special Order, (ii) they occupy any convoy zones or routes, (iii) they are in a sea zone with one or more enemy destroyers at the start of the owner of the destroyer's turn.

7.2. A sub order to block or to submerge can be made country-specific – i.e. the sub can be ordered to block UK vessels and dive against US vessels or vice versa. Blocking subs may submerge if they survive the first round of attack.

7.3. Subs must make one attack and endure a counterattack before they are allowed to submerge when entering a sea zone with an enemy destroyer – i.e. no automatic “sub stalling” if a destroyer is present.

(d) Aircraft

8. The Combat Air Patrol (CAP) rules from AAP apply except that: (1) both adjacent sea zones and adjacent land territories, including land territories conquered in that turn, can be CAPed; (2) both fighters and bombers can CAP although bombers still only defend @1 if the CAPed zone is attacked; and (3) CAP may be set from any territory in which a plane was located at the end of the non-combat move, regardless of whether the plane had been moved in combat and/or non-combat during the turn.

8.1. CAP can be used to capture an enemy convoy zone or a convoy route, but the CAP must be set during combat phase. CAP can be used to liberate a convoy zone or route, but the convoy zone or route will not be liberated if enemy sub is still present in the area.

Winning Conditions

9. The winning conditions are different from the original AAP. Japan cannot win by capturing India or New South Wales (although the other normal benefits to capturing these apply). There are no Victory Points for Japan. Japan must win by surviving until turn 12 or by capturing or Nuke the US mainland. Turn 12 in history (3 turns per year) is when the Atomic Bomb was dropped on Japan. If Japan is captured or Nuked on or before turn 11 then the Allies win.

9.1 To determine which player plays Japan, secretly have the players bid the number of turns needed for Japan to win (on average it will be 12).

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Land Spaces:

ALE	Aleutian Isl
GUA	Guam
NSW	New South Wales
NZL	New Zealand
FIJ	Fiji
NHB	New Hebrides
SAM	Samoa
JOH	Johnston Isl
LIN	Line Isl
GIL	Gilbert Isl
SOL	Solomon Isl
NBR	New Britian
PAP	Paua
NGU	New Guinea
DNG	Dutch New Guinea
QUE	Queensland
SAU	South Australia
WAU	Western Australia
NTE	Nothern Territory
PAL	Palau Isl
CAR	Caroline Isl
MRS	Marsal Isl
MAR	Mariana Isl
BON	Bonin Isl
RYU	Ryukyu Isl

CEL	Celebes
JAV	Java
BOR	Borneo
SUM	Sumatra
HAI	Hainan
FOR	Formosa
JAP	Japan
KOR	Korea
MAN	Manchuria
SHA	Shantung
HKG	Hongkong
FIC	French Indo China
SIA	Siam
MAL	Malaya
SHS	Shan State
BUR	Burma
IND	India
SZE	Szechwan
SIK	Sikang
TSI	Tsinghai
SUI	Suiyan
SHN	Shansi
HOP	Hopei
ANH	Anhwe
KWE	Kweichow
HUN	Hunan
KIA	Kiangsi
KWA	Kwangsi
US 	United States
PHI	Philippines
HAW	Hawaiian Isl
MID	Midway
WAK	Wake
CA	Canada
SOV	Soviet Union
HIM	Himalayas