

# Fall of the Philippines



## Instructions

### Introduction

*Fall of the Philippines* is a solitaire game simulating the Battle for Luzon between Japanese and Allied forces after Pearl Harbor in December, 1941. The player—representing the Allied forces under Gen. Douglas MacArthur—attempts to repulse the Japanese invaders. The game system handles the movement and combat of the Japanese side.

### I. COMPONENTS

*Fall of the Philippines* comes with a map, set of counters, and instructions. You will also need three six-sided dice, and paper and pencil.

**Map:** The map of Luzon island has been divided into 20 named and numbered locations. Locations are *adjacent* to any other location that is connected to it by a line. **Square** locations (e.g. location 1, Vigan) may be invaded by Japanese forces. **Triangle** locations (e.g. location 12, Clark Field) may not be invaded. **Map Areas:** Locations are considered to be in one of three *areas*—*North*, *Central*, or *South*. Locations 1-6 are considered *North* locations. Locations 7-16 are considered *Central*. Locations 17 and higher are considered *South*. **Empty Location:** An *empty* location is any location without a Japanese or Allied unit in it. A location containing a marker (but not a unit) is considered empty. **Control:** A location is *controlled* by the side that last solely occupied it with a unit. All locations start the game controlled by the Allies.

**Counter Set:** The counter set contains *units* and *markers*. When the rules refer to units, this applies to units, not markers (and *visa versa*). White units are optional units and are set aside; they are not used in the standard game.

**Allied Units:** *Regular* Allied units are Brown, and their name is indicated on the counter (US Marines, US Regular Army, Philippine Scouts 1 & 2). *Non-Regular* Allied units are Olive, with their name indicated on the counter (Philippine Army (PA) divisions, "Ad Hoc" unit (made up of sundry mechanics, ship crews, etc.)).

**Japanese Units:** Japanese units are Yellow, and consist of formations from the 16th and 48th divisions, as indicated on their counter.


**Markers:** Markers representing *Supplies*, *Air Superiority*, *Fortified* locations, *Open City*, and *MacArthur*, are provided. Supply markers signify the location that supplies are kept; you will need to keep track of how many Supply points are at each of these locations. The Air Superiority marker is placed in the appropriate box on the map, to show if one side has Air Superiority. A Fortified marker signifies a location more easily defendable. The Open City marker identifies if Manila has been declared an open city. The MacArthur marker signifies where Gen. MacArthur and his staff are located. You will need to keep track of game turns on a separate piece of paper.

All die-roll modifiers are cumulative unless indicated. Modified rolls less than 1 are treated as a 1, and modified rolls higher than 6 are treated as a 6.

### II. SETTING UP

All Japanese (JA) units start the game off map. Allied (AL) units and markers are

placed on the map as given on the table below (location number given in parentheses). If more than one location listed, the *AL* player chooses the location as desired. More than one unit and/or marker may be placed in a location.

<u>AL Unit</u>	<u>Set Up Location</u>	<u>AL Marker</u>	<u>Set Up Location</u>
Marines	Corregidor (15)	MacArthur	Manila (16)
US Regulars	any location <i>as desired</i>	Supplies	Manila (16) ( <i>and other locations if desired</i> )
Scouts 1	any location <i>as desired</i>	Fortified	Bataan (14)
Scouts 2	any location <i>as desired</i>	Fortified	Corregidor (15)
11th PA	Lingayen Gulf (8)		
21st PA	Lingayen (9) <i>or</i> Iba (13)		
31st PA	Iba (13) <i>or</i> Bataan (14)		
41st PA	Batangas (17)		
51st PA	Lamon Bay (18) <i>or</i> Legaspi (20)		
71st PA	Clark Field (12) <i>or</i> Bataan (14)		
91st PA	Cabanataun (11)		
Ad Hoc	Manila (16)	(See also Map Location Guide on page 15)	

*Air Superiority:* After setting up units, roll one die to determine who has *Air Superiority (AS)* at the start of the game: 1-3 = Japanese have AS; 4-5 = neither side has AS; 6 = Allies have AS. Place the Air Superiority marker in the appropriate box on the map. The side (if any) having AS retains it until instructed otherwise by an *Events* result (see section V). AS can give favorable die-roll modifications (drm) during combat.

### III. SEQUENCE OF PLAY

The game consists of 8 Game Turns (or simply, *turns*), each representing one-half week of actual time, starting December 10, 1941. Each Game Turn consists of five phases, which must be conducted in order each turn. Not all phases are necessarily conducted each turn, and it is possible that a phase may be conducted more than once in a turn.

1. *Events phase (skipped on Turn 1)*
2. *Invasion phase (Turns 1 & 4 only)*
3. *Japanese Movement & Combat phase*
4. *Allied Movement & Combat phase*
5. *Disease phase (skipped on Turns 1-3)*

When all five phases have been completed, start a new Game Turn. After Turn 8 has been completed, the game ends, and victory is determined.

### IV. VICTORY CONDITIONS

When the game is over, you must roll one die on the table below to determine which victory conditions apply to the game just completed. *Instant Defeat:* Should the Japanese simultaneously control Manila, Bataan, and Clark Field, the game immedi-

#### Roll Victory Conditions

- 1 If Manila *or* Bataan is controlled by the Japanese, the Japanese win the game (otherwise the Allies win).
- 2 If Manila is controlled by the Japanese *AND* the Allies have less than 20 Supply points, the Japanese win the game (otherwise the Allies win).
- 3 Roll 2d6 and total. If Manila *or* Bataan is controlled by the Japanese *OR* the dice total is higher than the number of locations controlled by the Allies, the Japanese win the game (otherwise the Allies win).
- 4-5 Roll 3d6 and total. If the total is equal to or lower than the number of locations controlled by the Allies, the Allies win (otherwise the Japanese win).
- 6 Roll 3d6 and add half the number of locations controlled by the Japanese (rounded up). If this total is lower than the number of Supply points the Allies have, the Allies win the game (otherwise the Japanese win).

ately ends in a Japanese victory, regardless of other considerations.

## V. EVENTS

During the Events phase, the *AL* player rolls two dice, and consults the *Events Table*. Implement the result immediately. This phase is skipped on Game Turn 1.

Events Table	
Roll	Event
2-4	If Manila has been declared an open city, <i>Skip Current Turn</i> ; if not, the result is <i>Air Superiority</i> .
5-6	<i>Invasion at Legaspi</i>
7	<i>Air Superiority &amp; Supply Problems</i>
8-9	<i>Desertion</i>
10-12	<i>Double Attack</i>

### Key

*Skip Current Turn* = No activity is conducted for the rest of this turn; skip all remaining phases and immediately go to next turn.

*Invasion at Legaspi* = Roll one die: 1 = no effect (no invasion occurs); 2-6 = place a *JA* unit in Legaspi (location 20), and retreat any *AL* unit(s) present to location 19. (drm: +1 if Legaspi is empty; -1 if more than one *AL* unit in Legaspi; if *JA* controlled already, treat Event as "no effect".) If this Event occurs more than once during a game, treat all subsequent occurrences as: *Corregidor Invaded*: If *Corregidor empty*, place *JA* unit there; if *not empty*, treat Event as "no effect".

*Air Superiority* = Roll one die: 1-4 = Japanese will have AS beginning *next* turn; 5 = neither side has AS beginning *next* turn; 6 = Allies will have AS beginning *next* turn. (-1 to roll if it is turn 4 or later; -1 to roll if Clark Field is controlled by the Japanese.) AS may switch any number of times in a game, but only due to *AS Rolls*. *Example*: On turn 3, Allies have AS, but a roll of 4 on this table means the Japanese will have it at the start of turn 4; Allies retain the advantage of AS for the rest of turn 3.

*Air Superiority & Supply Problems* = Resolve Air Superiority as above. Next, roll a die, and immediately subtract that many Supply points from Manila (or current hub if not Manila).

*Desertion* = One *AL Non-Regular* Filipino unit (your choice) is eliminated.

*Double Attack* = There will be two Japanese Movement & Combat phases this turn. Simply conduct the first one as usual, immediately followed by the second.

## VI. FIRST TURN JAPANESE INVASIONS

During the first turn, the Invasion phase is conducted. The Japanese will invade at two locations; you must determine which locations are invaded. *Procedure*: For each invasion, roll one die; this will determine the area containing the invaded location: 1-3 = North; 4-5 = Central; 6 = South. (Note that North contains three potential invasion locations (1, 2, and 3); Central contains five (8, 11, 13, 14, and 15); and South contains four (17, 18, 19, and 20).)

After determining the area, use the *Invasion Priority Guidelines (IPG)* to determine the exact location within that area that will be invaded. If the first IPG does not apply, go to the second; if the second does not apply, go to the third, etc.

### Invasion Priority Guidelines

1st = an empty Invasion location (if more than one such location, determine between them randomly)

2nd = an Invasion location containing one *AL* unit (if more than one such location, determine between them randomly)

3rd = an Invasion location containing two or more *AL* units (if more than one such location, determine between them randomly)

4th = *JA* will never "invade" a location containing a *JA* unit (if all Invasion loca-

tions in the area are *JA* occupied (even if jointly with *AL* unit), roll for a different area)

**IPG Exceptions:** (1) *Bataan* (location 14) may never be invaded if it is occupied by an *AL* unit; (2) *Corregidor* (location 15) may never be invaded if it is occupied by an *AL* unit; (3) if *Corregidor* is empty, *Manila* (location 16) is treated as a possible invasion location; and (4) if, after having determined the first invasion location, treat that location as "already invaded" if the same area is rolled for the second invasion location that turn (e.g. both invasions for the turn cannot be at the same location).

Once the first Invasion location for the turn is determined, move a *JA* unit into the invasion location, and then conduct the second invasion in the same manner.

*Example:* You roll a 3, so the first Invasion location will be in the North (e.g. locations 1-6). There are three possible invasion locations in the North area: *Vigan* (location 1), *Laoag* (location 2), and *Aparri* (location 3). Let's say that there is an *AL* unit in *Vigan*, but the other two do not have *AL* units in them. Following the IPG, the Japanese will invade either location 2 or 3. Since there are two possible locations that qualify under the IPG, you determine which is invaded randomly (e.g. a roll of 1-3 can indicate *Laoag*, for instance, and 4-6 can indicate *Aparri*). Let's say you determine that *Laoag* is the invasion site; place a *JA* unit in *Laoag*. You must then determine the second invasion location for this first turn. Let's say you roll a 4, so it will be in the Central area (locations 7-16). There are five possible invasion locations, but *Bataan* and *Corregidor* are ruled out because both are occupied by an *AL* unit, leaving *Lingayen Gulf* (location 8), *Iba* (location 13), and *Cabanatuan* (location 11) as possibilities. Say each of these are occupied by an *AL* unit, so the 1st IPG does not apply. Let's say *Iba* contains two *AL*, and the others contain one *AL* unit each. Following the 2nd IPG, the Japanese will invade at either *Lingayen Gulf*, or *Cabanatuan*. You determine between these two randomly, and find that the second invasion will be at *Lingayen Gulf*; place a *JA* unit there. (If you had rolled a 1 for determining the second invasion location, given these circumstances, it will be *Aparri*, since *Laoag* is already being invaded.)

#### VII. FOURTH TURN JAPANESE INVASION

On turn 4, the Invasion phase is conducted, and the Japanese will invade at two additional locations. The procedure for determining the area and specific locations is the same as used for turn 1, except that if the *North* area and/or the *South* area was invaded on turn 1, that area will *not* be invaded on turn 4. (Reroll as necessary.) Otherwise, conduct the invasion of the two locations using the same rules that govern the first turn invasion (see section VI). *Examples:* (1) *Locations in the North area and the South area were invaded on turn 1, so both of turn 4's invasions will be in the Central area.* (2) *Locations in the North and Central areas were invaded on turn 1; the Central and South areas will be potential invasion areas on turn 4.*

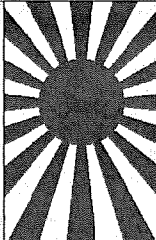
#### VIII. JAPANESE MOVEMENT & COMBAT

During each Japanese Movement & Combat (JMC) phase, only *JA* units move and conduct combat. At the end of any JMC phase, there can be a maximum of one *JA* unit in a location (if more, remove the excess), and no *JA* unit in an *AL* occupied location.

*JA Movement:* Each *JA* unit that started the JMC phase in a location not containing an *AL* unit will move to an adjacent location during the JMC phase. (Invading *JA* units starting the phase in an empty location get to move, those starting the phase in a location containing *AL* units do not get to move.) After this movement, new placeholder *JA* units will be placed on the map "in the wake" of moving units (e.g. in the just-vacated locations). The idea is, as the Japanese advance and spread out, more *JA* units will fill locations (acting as placeholders), so that these locations are not empty. *Procedure:* All *JA* units that are in a location not containing an *AL* unit will move; *AL* player selects the order they are moved, and will move the *JA* units one at a time until all eligible units have moved. *Movement Priority:* A moving *JA* unit is moved into: (a) an adjacent

empty location (if more than one, determine which randomly); if none available, then it will move (b) into an adjacent *AL* occupied location, and will initiate combat (if more than one such location available, move into the location that is the most direct route toward Manila (or Bataan, if Manila is *JA* occupied). If the only adjacent locations for a *JA* unit are *JA* occupied (including those that also contain *AL* units), the *JA* unit does not move this phase. *Placeholders*: Whenever a *JA* is moved, place a new *JA* unit in the just vacated location; newly placed units *do not* move the turn they are placed. After each eligible *JA* unit has moved, proceed to the *JA* Combat portion of the phase. *Example*: At the start of turn 2's JMC phase, there are *JA* units in location 1 and 3. The *AL* player decides to have the *JA* unit in location 1 move first. Since Lingayen Gulf is occupied by an *AL* unit, the *JA* unit in location 1 moves to location 2 which is empty, and a new (placeholder) *JA* unit is placed in location 1 (i.e. the just-vacated location). Next, the *JA* unit in location 3 moves into the adjacent empty location 4, and a new *JA* unit is placed in location 3. *JA* movement is over for the phase.

*JA* Combat: After all *JA* movement has been completed for the phase, you must resolve combat in any location that contains both *JA* and *AL* units. (This includes locations that *JA* units invaded this turn.) If more than one combat needs to be resolved, the *AL* player decides the order. *Procedure*: Roll one die—modifying the roll as necessary—on the *Japanese Combat Table* to resolve combat in a location. Implement the result, and resolve the next location, if any. When all locations have been resolved, combat is over. *Overstacking*: If, because of a *JA* retreat, there is more than one *JA* unit in a location at the end of the JMC phase, remove one *JA* unit (this does not signify "elimination", but having more than one *JA* unit is not necessary). There should not be more than one *JA* unit in a location at the end of a JMC phase.

Japanese Combat Table		
Roll	Result	
1	JR	
2	JR	
3	AR	
4	AR	
5	AR*	
6	AR	

*Modifiers* (left column are cumulative, plus choose best single *AL* *drm* from right col.)

- |  |   |
|--|---|
| -1 if location contains Fortified marker | +0 if location contains one <i>AL</i> Non-Reg unit  |
| -1 if location is being invaded          | -1 if location contains two <i>AL</i> Non-Reg units |
| -1 if Allies have Air Superiority        | -2 if location contains 3+ <i>AL</i> Non-Reg units  |
| +1 if Japanese have Air Superiority      | -1 if location contains one <i>AL</i> Reg unit      |
| +1 if MacArthur is in Corregidor         | -2 if location contains 2+ <i>AL</i> Reg units      |
| +2 if MacArthur off map or eliminated    |   |

#### Key

**JR** = *Japanese Retreat*. The *JA* unit must retreat back to the location it just moved from.  
**AR** = *Allies Retreat*. The *AL* player decides between: (1) Retreat Option: Retreat all *AL* units in the attacked location to any adjacent empty or *AL* controlled location that does not currently contain a *JA* unit (e.g. you cannot retreat into an unresolved combat location); if more than one Allied unit is retreating, they may retreat to the same or different locations; *AL* units that cannot retreat are eliminated; **OR** (2) Stand Fast Option: No *AL* retreat occurs, but the *JA* unit withdraws back to the location it came from, and the Allied player rolls one die and deducts that many Supply points (*exceptions*: (a) if in a location containing a fortification marker, roll a die and divide result by two (rounding fractions up), and deduct that many Supply points); (b) if the location was invaded this

turn, *Stand Fast* costs are doubled). (See section XI.)

*AR\** = as *AR*, except *Stand Fast Option* costs are doubled (this means *AR\** result vs. a just invaded location would have costs quadrupled if *Stand Fast Option* is selected).

**Invasion Retreat:** If a "JR" combat result occurs when resolving an invading JA unit, the JA unit is retreated back "off the map".

**Examples:** (1) A JA unit in 12 moves into 14, containing 2 AL Reg and 2 Non-Reg units. Combat roll of 5, modified +1 (JA Air Superiority), -2 (2+ AL Reg units), -1 (fortified), to 3 (AR result). AL player chooses to *Stand Fast*, so die is rolled; 3 divided by 2 (since fortified location) means AL must deduct 2 Supply points; move the JA unit back into 12. (2) A JA unit in 1 moves into 8, containing one AL Non-Reg unit. A 4 is rolled, and is not modified, giving a AR result. AL player chooses to retreat to location 9. (3) As (2) above, except MacArthur has relocated to Corregidor (+1 drn). A 4 is rolled and modified to 5 (AR\* result). AL player elects to *Stand Fast*. He rolls a 5, doubled to 10, so must deduct 10 Supply points, a high cost to pay for not retreating. (4) JA unit invades location 8, gets an AR\* result vs the AL unit there, and AL player chooses to *Stand Fast* and rolls a 4; the AL unit remains in 8, the JA unit is removed off map, and AL player deducts  $4 \times 2 \times 2 = 16$  Supply points.

## IX. ALLIED MOVEMENT & COMBAT

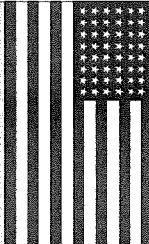
During the Allied Movement & Combat (AMC) phase, only AL units move and conduct combat. Allied movement and combat are always voluntary.

**Stacking:** No more than seven AL units that may occupy a location at the end of any phase (exception: the maximum for Corregidor is three AL units). If there is an excess, the AL player permanently removes from play enough AL units to meet this limit. Markers stack freely and do not count against this limit.

**Movement:** Each AL unit may move two locations during each AMC phase, as desired, but must stop if entering a JA occupied location. Example: AL unit in 16 moves to 12, then (if 12 has no JA unit) to 14. After all AL movement has been conducted, if there are any locations containing both AL and JA units, combat must be resolved.

**Combat:** If combat must be resolved in more than one location, the AL player determines the order. **Procedure:** Roll one die on the *Allied Combat Table* for each combat location, modifying the roll depending on what the attacking units are.

**Combat Supply Cost:** It costs Supply points for the AL to initiate combat. **Procedure:** After each AL initiated combat roll, roll one die, and deduct that many Supply points (see section XI).

Allied Combat Table		
Roll	Result	
1	AR	
2	AR	
3	AR	
4	AR	
5	AR	
6	JR	

*Modifiers (not cumulative; determine the single highest drn and use it)*

- |                                      |   |
|--------------------------------------|---|
| +0 if one AL Non-Reg unit attacking  | +4 if two AL Reg units attacking              |
| +1 if two AL Non-Reg units attacking | +3 if one AL Reg & one Non-Reg unit attacking |
| +3 if 3+ AL Non-Reg units attacking  | +4 if one AL Reg & 2+ Non-Reg units attacking |
| +2 if one AL Reg unit attacking      |   |

### Key

**JR** = *Japanese Retreat*. JA unit must retreat to an empty adjacent location (Allied player's choice); if no empty location available for the retreat, remove the JA unit in-

stead. *AL* unit(s) may remain in this combat location, or any attacking *AL* unit may, if desired, move back to the location that it entered combat from.

*AR* = *Allies Retreat*. *AL* unit(s) must retreat to adjacent location it just attacked from.

*Example: The Japanese occupy Clark Field, and you want to take it back. A Reg unit moves from 16 to 12, and a Non-Reg unit moves from 14 to 12. A combat roll of 1, modified +3 (because of the participating AL units) gives final result of 4 (AR). You decide to retreat both AL units to 16. Then, you roll again; a 2 means you must deduct two Supply points to cover combat supply.*

## X. DISEASE

On turns 4 and after, you must roll on the *Disease Table* during the Disease phase. If “—” is the result, there is no effect, and the phase is over. If “x” is the result, you must roll twice on the *Disease Effects Table*, once for the Japanese, and once for the Allies, implementing both results.

	Disease Table		
	Roll/Turn	4-6	7+
	1-4	—	—
	5	—	x
	6	x	x

Disease Effects Table		
Roll	Japanese Result	Allied Result
1-4	no effect	roll <i>one die</i> , and deduct that many Supply points
5-6	<i>JMC phase next turn is skipped</i>	roll <i>two dice</i> , and deduct that many Supply points

## XI. SUPPLY

Only the *AL* player has Supply points. During the game, Supply points will be deducted; keep track of the current total. Supply points may not be replenished. Keep track of the location and number of Supply points throughout the game.

*Supply Markers:* The Allies start the game with 40 Supply points, and a Supply marker in Manila. The *AL* player may choose to place an additional Supply marker in any other location (or locations) as well, one per location (up to three such locations are allowed at any one time). At the start of the game, all Supply points are considered in Manila, unless you decide otherwise. If you wish to use more than the one Supply marker, you will need to write down how many Supply points are in each placed marker location. *Example: You may decide to place an additional marker in Bataan, and say that 10 Supply points start there, and 30 start in Manila.* If, during play, you want to place more Supply markers (or remove one already on the map), you may do so as desired, but only at the very *start* of a new game turn. (See *Redistribution*, below.)

*Manila:* Manila is the *hub* of the supply network. Supply points from the supply hub may be spent on any *AL* units in any location, for any reason.

*Non-Hub Locations:* Supply points may be deducted from any non-hub location containing Supply points, but in this case the number of Supply points deducted is increased by *one* for each occurrence. *Examples: (1) You have just attacked, and are instructed to deduct three Supply points due to Combat Supply rule; since you are deducting from Supply points located in Bataan, you must deduct four. (2) As above, except you must lose six Supply points due to disease, so you deduct seven from Clark.* (See also section XIII about designating a new hub if Manila is declared an open city.)

*Deducting Supply Points:* The *AL* player decides from what location Supply points are deducted. More than one location may be chosen to satisfy the deduction, but the

“penalty” (noted above) applies if *any* are deducted from a non-hub location.

**Redistribution:** At the very beginning of any turn, before the Events phase is done, the *AL* player may *redistribute* (i.e. move) Supply points, if desired. **Procedure:** A total of (up to) 10 Supply points may redistribute, one location per turn. Place a Supply marker in any location that Supply points are based in. Keep track of how many Supply points are in each specific location. You may not redistribute Supply points into a location containing a *JA* unit. **Example:** *You have 23 Supply points in Manila, and 5 in Bataan. It looks like Manila is in danger, and you want to get as many as possible to Bataan, where you plan to make your last stand. You decide to redistribute 10 Supply points from Manila to Clark Field (place a Supply marker there to indicate this) at the start of a turn (meaning there are now 13 in Manila, 10 in Clark Field, and 5 in Bataan). At the start of the following turn, you redistribute 6 from Clark Field to Bataan and 4 from Manila to Clark Field (meaning there are now 11 in Bataan, 8 in Clark Field, and 9 in Manila).*

**Eliminated Supply Points:** If, at the end of any phase, there is a *JA* unit in the same location as a Supply marker, the Supply marker is eliminated, and any Supply points assigned to that marker are permanently lost.

**Insufficient Supply Points:** If you have zero Supply points available, *AL* units may not choose to “stand fast” (instead of retreating). If you have zero Supply points available, *AL* units may *not* choose to initiate combat. If you are required to deduct more Supply points than you have (e.g. you have one Supply point, chose to attack, then rolled a 6), you go down to zero and ignore the excess. If you cannot cover the Supply points lost due to disease effects (only), you lose the excess in *AL* units, one (your choice) per Supply point you cannot cover. **Example:** *You have only three Supply points left, and you must lose five due to disease; you will cover three of these through regular deduction (reducing you to zero Supply points), and lose two AL units of your choice. Any further disease losses from this time forward would be covered by eliminating AL units on a one for one basis.*

## XII. MacARTHUR

MacArthur may not move normally. He must remain in Manila until it has been declared an open city, at which time he must immediately *relocate* to Corregidor. On subsequent turns (or if Corregidor is *JA* controlled), he may relocate off map to Australia, if desired. Relocation occurs during the *AL* Movement & Combat phase; just pick up his marker and place it in the new location. If MacArthur is in an empty location and a *JA* unit enters it, he is immediately eliminated. MacArthur may not retreat; if the unit(s) he is stacked with retreat, he is eliminated.

## XIII. OPEN CITY OF MANILA

You may declare Manila to be an open city at the *start* of any Allied Movement and Combat phase—on turn 4 or later—by placing the Open City marker in Manila. Once it is placed, it remains in effect the rest of the game. **Effects:** Once Manila is an open city: (1) *AL* units, MacArthur, and Supply points must move out of Manila; anything remaining at the end of this AMC phase is eliminated. (2) During the AMC phase on the turn of the declaration, up to 20 Supply points may redistribute from Manila to an adjacent location (this is in addition to normal redistribution). (3) You must designate another *AL* controlled location to be the new supply hub. (4) *AL* units may not move into, through, or retreat into Manila, and Supply points may not redistribute into Manila.

For the Japanese to control Manila, they must still occupy it with a *JA* unit. Once Manila is an open city, it will indicate to the Japanese that the “end game” in the campaign has arrived, and triggers the possibility that “Skip Turn” might occur via the *Events Table* (signifying a lull in the action as preparations for the final push are made).

## XIV. SPECIAL SITUATIONS

If there are no *JA* units on the map anytime after turn 4, an Invasion phase occurs



the next turn (use turn 1 invasion procedure). If ever there are no Allied units on the map, the game immediately ends as a Japanese victory. If Corregidor is attacked by *JA* unit from Bataan, apply -1 drm (i.e. grant Corregidor the "invasion" combat drm). During play, if a situation arises where there is more than one reasonable way to interpret what should be done, resolve the issue by a friendly roll of the die.

#### XV. OPTIONAL RULES

*Variable Supply Points:* Roll 12d6, and start the game with that many Supply points.

*Better Allied Preparations:* Use one or more of the following, as desired: (1) Start the game with 80 Supply points; (2) allow free set up of all Allied units in whatever location desired; (3) treat all *Non-Regular AL* units as *Regular* units.

*Breakdown Units:* White units are Allied "breakdown" units. There are five of these. They represent portions of existing units. They function as any other unit (i.e. move, have combat, defend, normally). *Procedure:* Allow the Allied player to set up each White unit as desired, in any location, at the start of play. They are treated as *Non-Regular* units in all respects.

*Bidding:* In repeated play, bid the number of Supply points you think necessary for the Allies to win the game. If you win the game at that bid, try again with a lower bid. You may also bid for "game turns". If you find the game too difficult to win, bid fewer turns (e.g. play with seven turns, then determine victory); if you find wins coming too readily, bid more turns (e.g. play nine turns before determining victory).

*Historical Game:* You may play with these historical references. (1) Japanese start the game with Air Superiority, and retain it the entire game. (2) Japanese will invade areas North and South (one location each) on turn 1. (3) Japanese will invade area Central (two locations) on turn 4.

#### MAP LOCATION GUIDE

<i>North</i>	<i>Central</i>	<i>South</i>
1 Vigan*	7 Bayombong	13 Iba*
2 Laoag*	8 Lingayen Gulf*	14 Bataan*
3 Aparri*	9 Lingayen	15 Corregidor*
4 Tuguegarao	10 Tayug	16 Manila
5 Ilagan	11 Cabanatuan*	
6 Bontoc	12 Clark Field	
		17 Batangas*
		18 Lamon Bay*
		19 Daet*
		20 Legaspi*
		* = invasion location

#### *Designer's Notes*

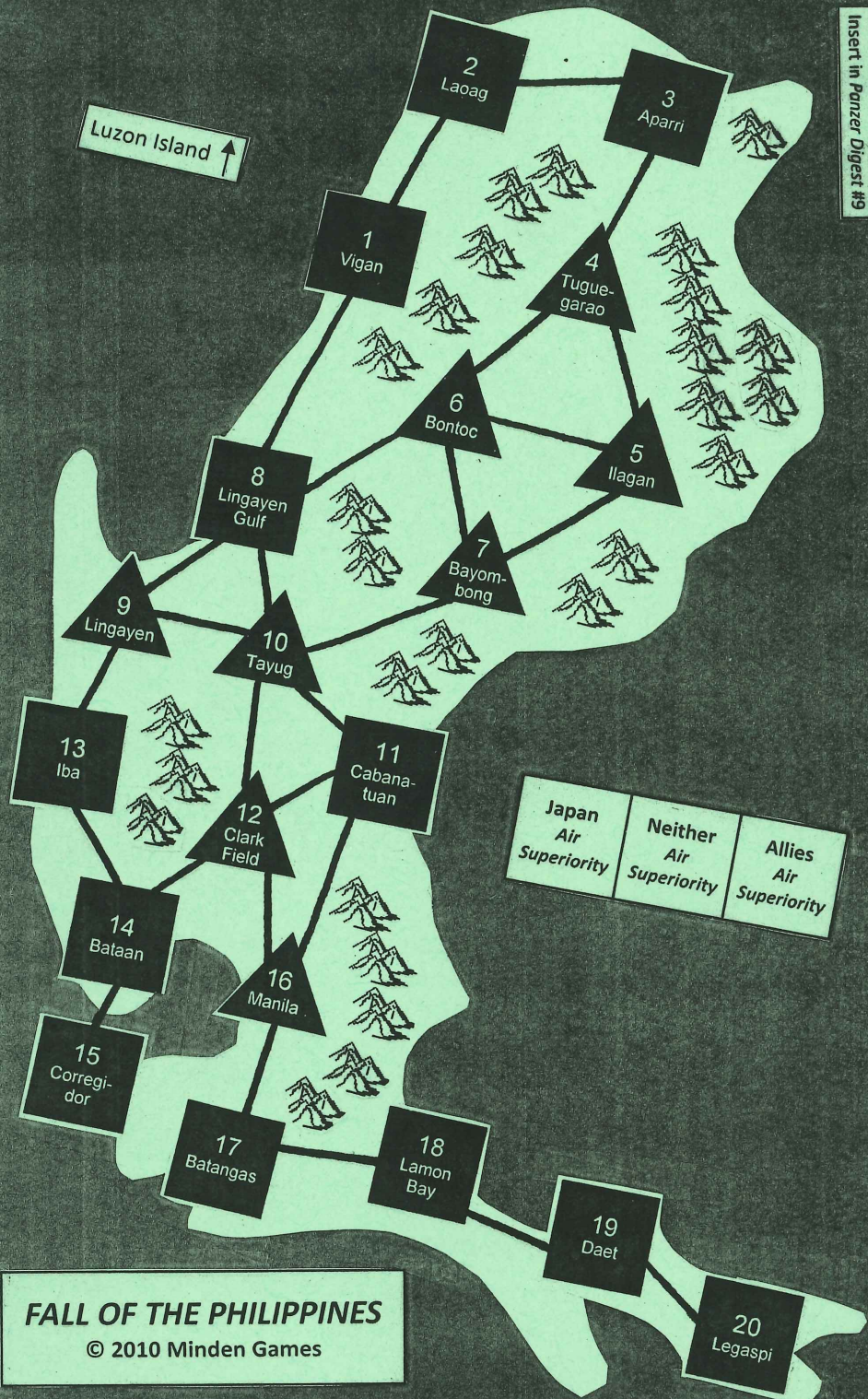
Looking at raw numbers, the Japanese should not have rolled over Luzon so readily in December, 1941. However, apart from some regulars most of the Allied formations were ill-equipped and inexperienced Filipino troops, and there were not enough supplies nor trained units to offer effective resistance. Coupled with the absence of a comprehensive Allied plan, and lack of critical air support, the Japanese advance was grinding and relentless. Manila was declared an open city on December 27 (turn 6), at which point MacArthur evacuated to Corregidor, and troops and supplies were hurriedly shifted to Bataan, where the Allies hoped to hold out until help arrived.

In the actual campaign, though Bataan held until well after this game ends, the stage had been set for an inevitable Japanese victory. In the game, an Allied "win" means their situation is not hopeless at the end of turn 8, and there is a chance that they might hold on indefinitely. An "loss" signifies that the Japanese take Luzon (including any hold outs at Bataan and Corregidor) by the time they actually did so (May 1942).

As MacArthur, you must first determine *where* you're going to fight, and then *how best* to manage your supplies as you do so, in order to have a fighting chance. There are no easy answers.

*Designer:* Gary Graber

 11th PA	 21st PA	 31st PA	 41st PA	 51st PA	 71st PA
 91st PA	 Ad Hoc	 <i>US Reg</i>	 <i>Scouts 1</i>	 <i>Scouts 2</i>	 <i>Marines</i>
 MacArthur	<b>Supply</b>	<b>Supply</b>	<b>Supply</b>	<i>Fortified</i>	<i>Fortified</i>
1  Breakdown	2  Breakdown	3  Breakdown	4  Breakdown	5  Breakdown	<i>Fortified</i>
 <i>US Reg 2</i>	 <i>Scouts 3</i>	 <i>Marines 2</i>	<b>Open City</b>	<i>Air Superiority</i>	 16th
 16th	 16th	 16th	 16th	 16th	 16th
 16th	 16th	 16th	 16th	 48th	 48th
 48th	 48th	 48th	 48th	 48th	 48th
 48th	 48th	 48th	 48th	 48th	



## FALL OF THE PHILIPPINES

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