

**OFFENSIVE [7.2] (▲ active player; ▼ inactive player):**

**I.1) ▲ Activate 1 HQ**

**I.2) ▲ Activate # SUPPLIED units in HQ's Act. range (HQ's bot-left) [7.21];** incl Air Units in China in Kunming, not B29

**Base # = OPS # (top-left)/Logistic (card text)** if Offensive triggered by OC/EC

**Extra # = Efficiency (HQ's bottom right)** rating can be modified

-1 if **US/Joint** HQ cannot trace supply to east map edge for Ultimate Supply Source (**min 0**) [6.11, 6.25]

If **Jap** activating units in Burma/N.India/Ceylon: check if Jap controls Rangoon & if Bridge over Kwai event

-1 if neither true (**min 0**); 0 if either true; +1 if both true [13.79]

**Jap** HQ can't activate both Army & Navy units if Inter-Service Rivalry [14.2]; also max ½(↑) ASP

**Allied** HQ can't activate both US Army (**green**) & US Navy (**blue**) units if Inter-Service Rivalry [14.1]

Also all US Army (green) land & air units auto-delayed & War in Europe rolls -1

**Commonwealth** HQ can't activate US Land / US Naval / Dutch; **US** HQ can't activate CW / Dutch [6.12]

**Activation Range [6.3]:** not via water if non-neutralised EZOI / land if enemy land/air unit; ok via impassable

**II) ▲ Activated units move, incl to attack opposing units [7.23] (1 unit/stack at a time) → see MOVE**

**III) ▲ Declare Battle Hexes [7.24] (mx 1 per OC, no limit EC, min 1 enemy unit; not in Land China)**

Must declare each hex with 1+ activated unit → all units there must participate in that Battle

May declare any hex within carrier/air unit Air Rng, if that unit doesn't participate in another Battle hex

Assign activated unit(s) to Battles (**each mx 1 Battle**); EXC „(“ air not if used extended move [8.31]

**IV) ▼ Play „Weather” Reaction Card (JP #19 Weather; #22 Weather; #64 Weather);** used ASP returned [errata]

**V) ▲ Implement Pre-Reaction Bonus (EC offensive only, e.g. AP #28 Operation Cascade)**

**VI) ▼ Roll for Special Reaction [7.27] (if captured unoccupied city/port/airfield/resource in reactive HQ Rng+ZOI)**

Reaction may Roll for Intercept (**not if enemy entered by Land Move only**) for any hexes, 1 at a time:

-2 1+ activated unit moved from/through/into inactive ZOI, even neutralised [7.25E]

a. # > OC/EC Intercept value (**Active Offensive's card top**) OR natural „9” → no effect

b. # <= OC/EC Intercept value & no „9” → mark as Battle hex; any active units must switch to that Battle

**VII.a) (if 0 Battle Hexes) ▼ may play Attack Reaction card (e.g. Submarines, Kamikaze), go to XIII.2**

**VII.b) (if 1+ Battle Hexes) default Intel „Surprise Attack”, ▼ either [7.25] (can't do both, unless card allows)**

A) Play Reaction card (**any # Reaction cards with „Intelligence: Ambush > Intercept [5.32A]”**)

B) Roll for Intercept (**not if enemy played EC and states „Intelligence: Surprise Attack”**) → D10 (0=“0”):

-2 1+ activated unit moved from/through/into inactive ZOI, even neutralised [7.25E]

a. # > OC/EC Intercept value (**Active Offensive's card top**) OR natural „9” → no effect

b. # <= OC/EC Intercept value & no „9” → change **Intel: Intercept**

**OPT: Interception Table [c3I Mark Simonitch variant]: additional DRMs & more gradual reaction:**

-2	Reaction by the Allied Player		
-2	Enemy EC (not OC)		
1 OP	2 OP	3 OP	<b>Active Player's Ops card</b>
n/a	n/a	1-	<b>Intel: Intercept; Reaction move using „3” OP</b>
n/a	1-	2-3	<b>Intel: Intercept; Reaction move using „2” OP</b>
1-	2-3	4-5	<b>Intel: Intercept; Reaction move using „1” OP</b>
2-4	4-5	6	<b>Intel: Intercept; Reaction Player can't move but may activate Air units in range</b>
5-9	6-9	7-9	<b>Reaction Failed, surprise attack</b>

**VIII.1) (if Intel „Intercept”/„Ambush”) ▼ Activate 1 HQ (1+ Battle hex in it's Activation Range)**

**VIII.2) (if reacting) ▼ Activate # SUPPLIED units in HQ's Act range [7.26]; B29 only if attacked**

**Base # = Active card's OPS # (top-left)/Reactive card's Logistic (card text)** if Offensive triggered by OC/EC

**Extra # = Efficiency (HQ's bottom right)** rating can be modified, as per active player's

**VIII.3) (if reacting) ▼ Activated units move & must participate in any 1 Battle [7.26] (1 unit/stack at a time)**

All reacting units move using Active card's OPS, but must participate in Battle; use mx 1 ASP

Reacting Air/Carrier units in Battle hex may move away but must remain in Range to Battle hex

**IX) ▼ may play Attack Reaction cards**

**X) ▲ ▼ may play post-reaction bonuses & pre-battle Attack Reaction cards**

**XI) ▲ ▼ Resolve Battles (1 at a time, for each Battle hex) → see BATTLE**

**XII) ▲ ▼ may play post-battle Attack Reaction cards**

**XIII.1) ▼ Post Battle Movement (PBM), then XIII.2) ▲ Post Battle Movement (PBM) → see MOVE**

**XIV) ▲ ▼ Emergency Naval/Air Move (if required)**

HQs in enemy-Controlled hex → next turn [6.14] (**EXC. ABDA / Malaya removed from game instead**)

Inactive naval units in now-enemy Port → „teleport” to any own port within 10 hexes, else KIA [8.22]

Inactive air units in now-enemy Airfield → „teleport” to any own airfield in extended range, else KIA [8.32]

**XV) Verify Stacking [8.24,34,48] = mx 3 land+air units [8.34,48], 6 naval units [8.24], 1 HQ [6.11]**

Owner removes excess → **SUPPLIED** as next turn Reinforcements; else eliminated