

6. US National Guard

After The Imperial Japanese Navy attacked Pearl Harbour in 1941, the USA increased the amount of troops in the National Guard.

Attack: -

Defense: -

Move: -

Cost: -

Maximum on game board: see below

Enter game from: see below

Once in the game the US player receives at no cost:

- 6 infantry units
- 2 fighter units

This happens the first time Japan unprovoked attacks any US units, original US territory/island, ANZAC or UK units or territories/islands.

The National Guard units must be placed immediately after Japan's combat movement – in *Western United States* before any combat occurs.

The National Guard operates under normal rules for each type of unit.



Important:

If the US player declares War on Japan or attacks any Japanese units first, then the US player does not get the free National Guard units.

If UK or ANZAC unprovoked declares War on Japan or attacks Japanese units or territories/islands, the US still receives the National Guard units if Japan (unprovoked by the USA) attacks any US units or territories/islands.

RULES CLARIFICATION

7. Carrier Based Fighter Aircraft



During the heavy fighting in The Pacific Theatre both Japan and USA depended on their aircraft carrier based fighters.

Attack: 3

Defense: 4

Move: 3

Cost: 6

Maximum on game board: 8 per Nation

Enter game from: *Game start (Early 1940)*

Japan and USA can each have a maximum of 8 Carrier Based Fighter Aircraft units on the game board including the 2 Carrier Based Fighter Aircraft units they each get in round *Late 1942* (see: Section II, §2: *Increased Ship Building* rule).

They must be produced in *Japan* and in *Western United States* respectively.

These fighters can only take off from and land on undamaged Aircraft Carriers. They each cost 6 IPC to produce and have a limited range of 3 spaces. They operate under fighter plane rules.



When produced, they must be placed directly on an undamaged Aircraft Carrier that is present in the SZ adjacent to the factory site.

This Aircraft Carrier can be produced on a previous turn or on the same turn as the Carrier Based fighter.

Japanese and US Carrier Based fighters can only perform missions from the North to the South in The Pacific and Indian Oceans including the coastal territories and islands – these operations extend as far West as the East Coast of Africa