



©2025 All Rights Reserved SoloWarGame

The year is 1942. Japan has rapidly expanded across the Pacific, bombing Pearl Harbor, capturing key territories, and threatening to dominate Asia. The United States, determined to halt this advance, begins a daring island-hopping campaign to weaken Japan's hold and force their surrender. Can you lead the American forces to victory, or will the Japanese resistance force the United States to a negotiated settlement?

In War in the Pacific, you'll allocate limited resources to launch attacks, conduct strategic bombing, maintain supply lines, and seize key islands. Your strategy must be swift and decisive, targeting objectives like Guadalcanal, Iwo Jima, and Okinawa. As the war intensifies, you can divert critical resources to the Manhattan Project, researching and developing nuclear weapons. The race to build atomic bombs could be the key to ending the war. Can you balance the demands of the Manhattan Project with the immediate needs of your campaign?

Once you've gained a foothold, you'll face a crucial choice: invade mainland Japan in a costly land assault, or use strategic bombing and nuclear weapons to force Japan's surrender. Each option is risky as an invasion could end the war quickly, but at great cost, while bombing and nukes may hasten Japan's surrender, but could come too late.

With fast-paced dice allocation, resource management, and mounting pressure, every decision could mean the difference between victory or failure in your quest to force Japan's capitulation.



The game uses D3s for red dice and resupplying, represented by standard six-sided dice.

To determine the result, halve the roll and round up:

Rolls of 1-2 = 1, Rolls of 3-4 = 2, Rolls of 5-6 = 3



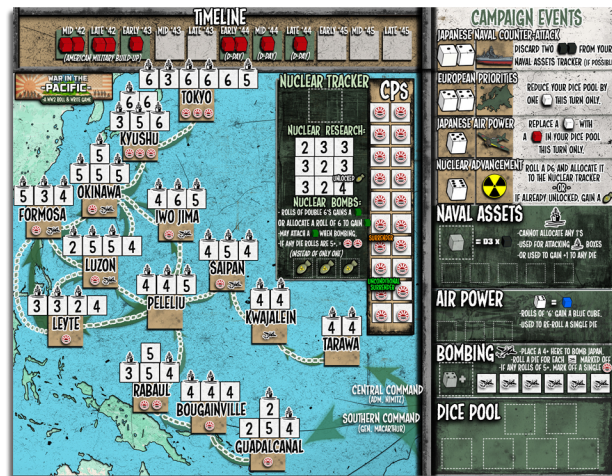
To win, you are trying to force a capitulation on the Japanese by finishing the game with at least 13 capitulation points (CPs) for a historical surrender. Achieve 17-20 CPs for a Unconditional Surrender.



You lose if you finish the game with 12 or fewer capitulation points (CPs) and fail to force a surrender on the Japanese.



- 1x Rulebook
- 1x gamesheet
- 7x white six-sided dice
- 3x red six-sided dice
- 5x black wooden cubes
- 3x blue wooden cubes
- 3x green wooden cubes
- 1x dry-erasable marker or a pen/pencil



THE GAMESHEET

The Timeline

Tracks the campaign's eleven turns with a single box being marked each turn.

The Nuclear tracker

Tracks your nuclear research and the number of nuclear bombs developed.

The CPs tracker

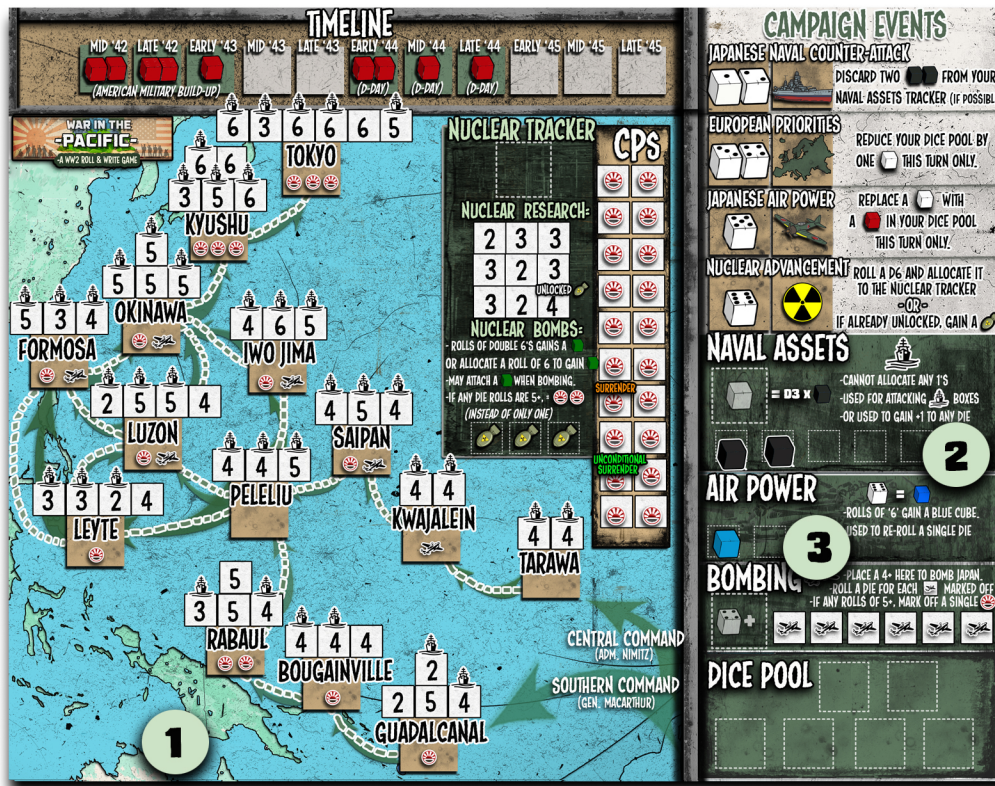
Tracks capitulation points to determine when Japan surrenders.

The campaign event chart

Determines a single event each turn that will help or hinder your campaign.

The campaign map

The campaign map displays the progression paths for each Pacific command group as they advance and capture the Japanese island chains.

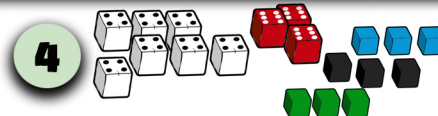


The naval assets, air power and bombing trackers

The naval assets tracker monitors your supply and naval resources (black cubes), the air power tracker tracks your air resources (blue cubes), and the bombing tracker tracks your bomber bases.

The dice pool box

The dice pool is used to keep track of your available dice for the turn.



GAME SETUP

1

Set the game sheet in front of you.

4

Place the seven white dice, three red dice and the extra black and blue cubes at the very bottom of the gamesheet.

2

3

Place two black cubes inside the "naval assets tracker" and one blue cube inside the "air power tracker" of the gamesheet.

THE GAME TURN

Each game consists of a maximum of 11 turns, with each turn having the following phases:

Campaign Phase:

- Prepare your dice pool.
- Mark off a box on the timeline.
- Roll on the campaign event chart.

American Phase:

- Roll your dice inside the dice pool
- Use your dice to attack islands on the campaign map, conduct nuclear research, bomb Japan or add naval assets.

THE CAMPAIGN PHASE

Preparing your dice pool

At the beginning of each campaign phase, place six white dice inside your dice pool on the game sheet. Dice quantities or types (red/white) may change due to timeline or campaign event effects.

Mark off a box on the timeline

Starting with the left-most box, mark off a single empty box on the timeline each campaign phase.

After marking off the last box (the 11th box) on the timeline it means it is the last turn and the game ends at the end of this turn.

During the American military build-up and D-day, some timeline boxes show red die symbols. When you cross off one of these boxes, replace the indicated number of white dice with red dice for that turn only.

Roll on the event chart

Finally, roll a single die and consult the campaign event chart. Events will either reduce your naval assets, grant you a free roll for nuclear research, add a nuclear bomb, remove a die or modify the color of a die in your dice pool for this turn only.

You may use one or more black cube to add +1 to the roll for each cube used or even use a blue cube to re-roll the die when rolling on the event chart. Discard any used cubes after modifying or re-rolling the die.

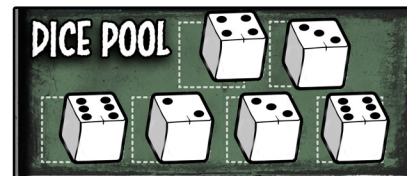
See the American phase on page 4 for more info.

THE TIMELINE

The timeline tracks the campaign from mid 1942 to late 1945. Mark off one box each turn during the campaign phase. When the 11th box is marked (the last box), the game ends at the conclusion of that turn.

American military buildup and D-Day

Several timeline boxes during the early American military buildup and around D-day in Europe contain one or more red die symbols. When crossing off any of these boxes, replace a white die in your dice pool with a red die equal to the number in the box for this turn only.



Place six white dice inside your dice pool. The number of dice or colors may change each turn depending on events or the timeline.

Mark off the left-most empty box on the timeline. Once marking off the very last box (late '45), the game ends at the end of this turn. If for example, you mark a box on the timeline that contains two red die symbols (for example early '44), you must exchange two white dice in your dicepool with red dice this turn only.



In this example, you rolled a '2' on the event chart and get the "Japanese naval counter-attack" event. This event reduces your naval assets by two. Discard two black cubes.

The "nuclear advancement" event allows you to roll an extra D6 and immediately allocate it to the nuclear tracker. If all numbered boxes marked off, instead gain a single nuclear bomb. Add a green cube to the nuclear bomb tracker.

THE AMERICAN PHASE

Rolling your dice

Roll all the dice in your dice pool. You may use the abilities below, in any order, to modify your dice either before or after allocating them to attack, for nuclear research or adding naval assets.

Red dice (D3s)

Red dice always act as D3s when rolled (see page 1 for details).

Rolling sixes (Air power and Nuclear bombs)

For each white die that rolled a natural six in the American phase, you may add one blue cube to the air power tracker.

If nuclear bombs have been unlocked through research, you can instead use two natural rolls of '6' to add a nuclear bomb (green cube) to the nuclear tracker.

Using command cubes to re-roll dice

Discard one blue cube from the command tracker to re-roll a single die (white or red). *This can be done at any time, including for rolls on the event chart. Re-rolls that roll a 6, also count as a natural 6 when using them to gain blue or green cubes.*

Naval bombardment

(Using naval assets to modify dice)

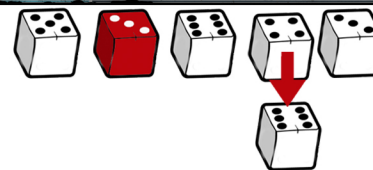
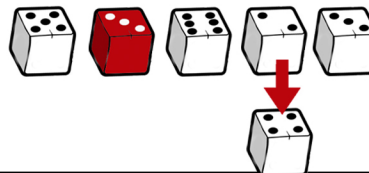
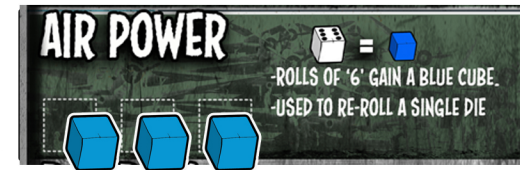
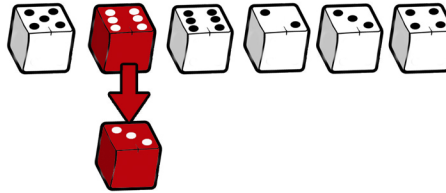
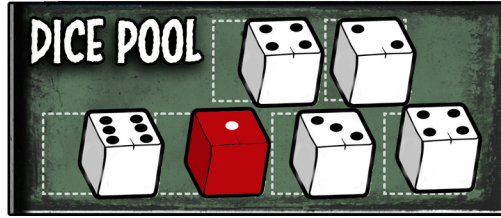
Discard one or more black cubes from the supply tracker to increase the value of a single die by +1 per cube discarded.

**This ability cannot be used to gain a blue or green cube by modifying a die to a '6' (not a natural 6).*

NAVAL ASSETS

You may allocate any die roll of 2 or higher to the naval assets tracker to gain black cubes. The number of black cubes gained is the die value's D3 result (see page 1). *The supply tracker can hold a maximum of five black cubes and any that cannot fit, must be discarded.*

Example: If you allocate a white die roll of 5, you gain 3 black cubes. Red die rolls of 1 or 2 cannot be allocated because they count as 1 after being converted to a D3.



This turn, your dice pool contains six dice, including one red die due to the "Japanese air power" event.

You roll: 6, 5, 4 2, 3, and a red 6. Since the red die is a D3, it becomes a 3 (halved and rounded up).

The roll of 6 allows you to add a blue cube to your air power tracker. However, since you already have the maximum of three, you spend one blue cube to re-roll the 2, resulting in a 4. By adjusting the order of your actions, you make a smart play and maintain three blue cubes in your tracker.

To perform a major breakthrough action requiring a roll of 6, you discard two black cubes from the naval assets tracker to modify the 4 by +2 to a 6.

You do not however, gain a blue cube from this, as only natural rolls of '6' can be used to gain blue or green cubes.

Before allocating more dice to attacks, you use your two 3s (one white and one red) to resupply your armies.

Each 3 die provides two black cubes, adding a total of four to your supply tracker, which now has almost reached its maximum of five cubes.

NUCLEAR RESEARCH

If the die value is equal to or higher than the number in the current research box, mark it off.
Progress through the tracker left to right, top to bottom.

If the die value is at least double the number in the current box, mark off that box and the next one over.

Once all research boxes are marked off, nuclear bombs are unlocked and can now be built.

After unlocking, you may build a nuclear bomb by either: Rolling two 6's (instead of gaining blue Air Power cubes), allocate a 6 to the nuclear tracker or rolling the "Nuclear Advancement" event. Each nuclear bomb built adds 1 green cube to the Nuclear Tracker.

When bombing (see "strategic bombing"), before rolling, you may decide to attach a green cube (nuclear bomb) to the Bombing Tracker from the Nuclear Tracker.

STRATEGIC BOMBING

Each time you capture an island with a bomber icon, mark one box on the Bombing Tracker.

Once at least one bombing box is marked, you may assign a single die roll of 4+ per turn, to launch a strategic bombing raid on Japan.

Using Nuclear Bombs

Before rolling, you may decide to attach a green cube (nuclear bomb) to the Bombing Tracker from the Nuclear Tracker.

If any of these dice rolls a 5+ when using a nuclear bomb, mark 2 CPs instead of 1. Even with multiple successes, only 2 CPs are marked per nuclear bombing raid. Discard the green cube after using it in a bombing raid.

NUCLEAR TRACKER



NUCLEAR RESEARCH:

	2	3
3	2	4

UNLOCKED 

NUCLEAR BOMBS:

- ROLLS OF DOUBLE 6'S GAINS A 
- OR ALLOCATE A ROLL OF 6 TO GAIN 
- MAY ATTACH A  WHEN BOMBING.
- IF ANY DIE ROLLS ARE 5+, =  

(INSTEAD OF ONLY ONE)



The current nuclear research box has a '2' inside and your '5' allocated here is more than double and so a "critical research advance" is achieved.

Several turns later, after finally finishing the nuclear research by marking off the last box and unlocking the nuclear bomb, you decide to allocate a '6' to the nuclear tracker to build a nuclear bomb. Add a green cube to the nuclear bomb tracker to show that you now have a nuclear bomb available for future use.

BOMBING



-PLACE A 4+ HERE TO BOMB JAPAN

-ROLL A DIE FOR EACH  MARKED OFF

-IF ANY ROLLS OF 5+, MARK OFF A SINGLE 










You decide to use a nuclear bomb on Japan by attaching a green cube to the bombing tracker from the Nuclear Tracker. You roll a 1, 3, 4 and 6. Luckily a '6' was rolled and the bombing was successful, and because you have a nuclear bomb attached, you mark off two boxes from the CP tracker and discard the green cube.

You decide to use a nuclear bomb on Japan by attaching a green cube to the bombing tracker from the Nuclear Tracker. You roll a 1, 3, 4 and 6. Luckily a '6' was rolled and the bombing was successful, and because you have a nuclear bomb attached, you mark off two boxes from the CP tracker and discard the green cube.

ATTACKING ISLANDS

Campaign map and command group paths

The campaign map features two command groups—Central, and Southern, each with arrows and dotted lines indicating their progression paths. To advance along a path, you must capture Islands by marking off all the numbered boxes above them and unlocking the next island in that path. *Guadalcanal, and Tarawa are considered unlocked at the start of the game.*

Attacking islands



To attack an island, assign one die from your dice pool at a time to an island on the map that is already unlocked. If the die value matches or exceeds the number in the current box (starting with the top row, left to right), above the island, mark the box off. *You may attack the same island several times during a turn or divide your dice to attack along both command group's paths.*

Major breakthroughs

When allocating a die to attack an island: If the die value is at least double the number in an island's current box, mark off that box and the next box over in line, no matter the value.)

Capturing islands and gaining CPs



Once all numbered boxes above an island are marked off, the island is captured. Mark off the large beige island box and mark off one box on the CP tracker for each rising sun icon in the captured island box. In addition, if a bomber icon is present, also mark off a box on the bombing tracker. The next island in the command group's path is now considered unlocked.

Sea transport, logistics and escort duties

Before marking off a box with a naval icon (ship icon), discard one black cube. If you cannot discard a black cube, the box cannot be marked off and the attack is cancelled. **This rule also applies to major breakthroughs (see above).*

ENDING THE GAME

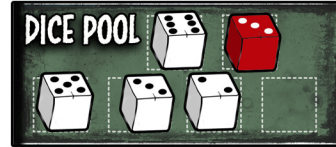
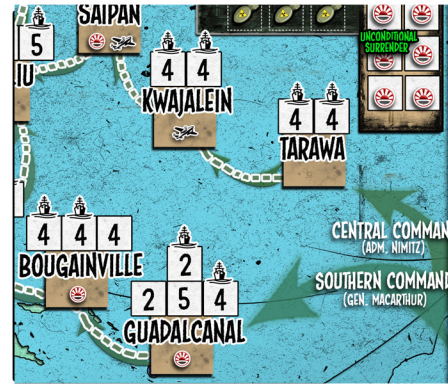
After marking off the 11th and final box on the timeline, the game ends at the conclusion of this turn.

Winning the game

Count up all your marked off CPs on the CP tracker. If you have at least 13 capitulation points (CPs), you win the game with a historical outcome. Achieve 17-20 CPs for an unconditional surrender, in which case the Japanese emperor is deposed, put on trial and Japanese aggression is curbed for the next 150 years.

Losing the game

You lose if you finish the game with 12 or fewer capitulation points (CPs) and fail to force a surrender on the Japanese. The Japanese hang on to eventually sign a conditional surrender with the allies and gain some concessions such as captured islands in the Pacific.



You roll your dice pool:
6, 5, 3, 2, and a red 6
(converted to 3).



Guadalcanal is now fully marked off and is thus captured and grants you one CP to mark off on the CP tracker. Capturing Guadalcanal also unlocks the next island along Southern command's path, which is Bougainville.

At the start of the game, Southern command begins with the island of Guadalcanal unlocked. To advance, attack and mark off all four boxes above Guadalcanal. Once completed, mark off the island itself to unlock Bougainville. Meanwhile, Central command starts at Tarawa. After capturing Tarawa, you can progress to the island of Kwajalein.

This turn you decide to allocate a '2' and '5' to Guadalcanal:
Use the 2 to mark off the value of the 2 in the first box, which costs you 1 black cube. Next you allocate the 5 to the next box allowing you to conduct a major breakthrough and mark off the 5 box as well which costs no black cubes. Finally, you decide to use a black cube to add +1 to your 3 die, which becomes a 4. You allocate this die to Guadalcanal to match and mark off the final 4 box in Guadalcanal which costs another black cube.

HARD & EASY MODES



Hard Mode: In case you wish to have a much more difficult challenge, start the game with *no blue cubes* in the air power tracker and *no black cubes* in the naval assets tracker.



Easy Mode: to make the game less challenging and easier, start the game with *three black cubes* and *two blue cubes* in the respective naval assets and air power trackers.