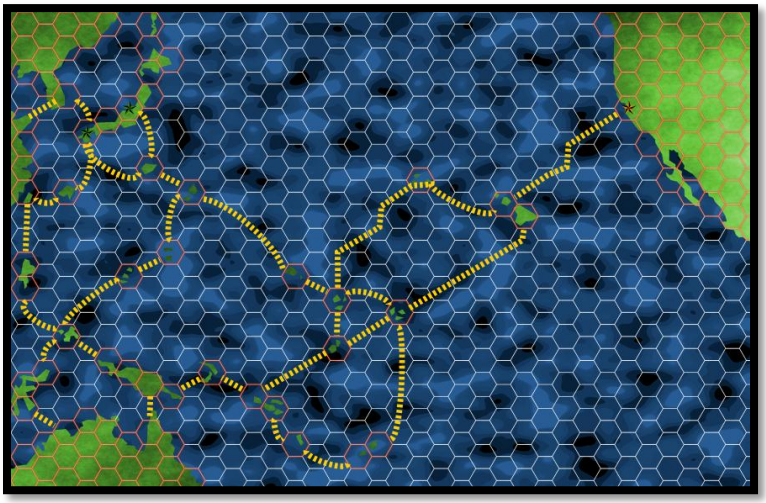
Expand The Front!



Pacific WWII Strategy

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Introduction

It’s all-out war, sir, and it’s up to you to finish it.

Command either the Japanese or American forces in the Pacific War as you decide production, manage supply lines, capture strategic islands, and fight battles.

You’re not just managing units – you’re also making sure the supplies they need get there, too. Stretch your lines too thin and they may be prey to enemy sabotage.

Push the enemy far enough back, and you can claim victory!

Setup

Expand the Front! is a 2-player game.

Note: in this manual, die notation [XdY] is sometimes used. X is the number of dice, Y is the side of each die. For example, 2d6 means 2 6-sided dice.

Contents

Expand the Front! comes with the following:

- Game Board
- 10 6-sided dice (for combat resolution)
- 2 20-sided dice (for tracking extra Production points)
- 40 Supply pawns (20 orange, 20 green)
- 20 Assault tanks (10 orange, 10 green)
- 20 Defense stations (10 orange, 10 green)
- 20 Bombers (10 orange, 10 green)
- 20 Ships (10 orange, 10 green)

Who Goes First

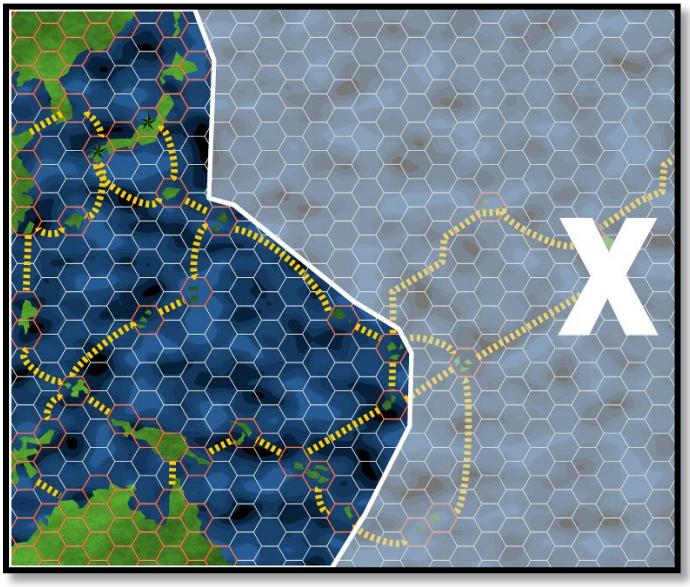
Players select sides. GREEN units are Japanese, ORANGE units are American.

The player controlling Japan always goes first.

Setting Up The Board

Japan starts with extra resources, to reflect Japan's dug-in position:

- 5 Defense stations
- 1 ship
- 3 supply



These can be placed anywhere to inside the shown area.

Once Japan has placed their units, they begin their first turn.

Turn Order

A turn consists of three phases:

- Replenishments
- Movement
- Combat

Replenishments

At the beginning of the turn, a player is granted **Production Points.**

Production Per Turn

Japan	**8**
America	**10**

These are used to buy units. Units bought are placed immediately on a **production location** (Japan has a choice of two, America has one). They can be used this turn.

Costs are as follows:

Unit	**Looks Like**	**Cost**
Supplies		**1**
Assault		**3**
Defense		**3**
Bomber		**5**
Ship		**7**

Any unspent Production Points can be saved. Mark the Production Die (the d20) to show how many are remaining. They can be used during your next Replenishment Phase.

Movement

You can move each of your units each turn. All units can move over water (it is assumed they are being transported). All units except ships can move over land.

You can move as many of your own units onto a single tile as you wish.

You can move your units onto a tile with enemy units in it. This will initiate a combat during the **Combat** phase. This counts as attacking, so **you must consume a supply on the same tile as the unit's original position** when doing so.

Unit	Looks Like	Move (Regular / Supply Route)
Supplies		1 / 2
Assault		1 / 2
Defense		1 / 2
Bomber		1 / 2
Ship		1 / 2

Supply Routes

The dashed-yellow marks on the map indicate supply routes. These are the most efficient way to travel. **If neither the beginning nor end point of a supply route are under enemy control** (they have units are on the land

points), you **gain a movement bonus**. Any unit whose entire movement is along such a supply route has gains the movement bonus shown in the movement table.

Land

The red tiles are considered land. The Ships cannot move onto land. Most units, however, need to be on land to initiate attacks.

Ships

Because of their size, Ships take up two tiles. When moving a ship, first move the front of the ship the number of tiles it can move, then rotate it in any direction you wish. **Movement on ships is always determined from the front.**

Combat

After movement, resolve any combats. Any friendly units in the same tile as an enemy unit are in combat. Defense stations, Bombers, and Ships have range and can decide to attack enemy units within a certain distance of them.

Landed Units

Units **in the water** are being transported and are normally **not able to attack or counterattack**. The exceptions to this are Ships. Ships can always attack and defend while in water.

Assault tanks, Defense stations, and Bombers cannot defend or attack while in water. They must be on land to attack. Assault and Defense units can attack enemy units if they *move* onto land during their movement, however.

Using Supplies

To start a combat, a unit must have a friendly supply in the same tile. This is consumed when the unit attacks. Normally, this occurs before the unit moves into a space occupied by an enemy. If several units are attacking, each one consumes supplies.

A unit defending does not use supplies.

A unit attacking an enemy supply unit does not consume supplies.

Resolving Combat

For each unit, the attacking player decides which unit they are attacking. All targets are decided before rolling. An attacker can pair multiple units against one defending unit.

Roll a d6 for each attacking unit. If it equals or matches the number required for its target, turn the enemy unit on its side. It still gets to counterattack but will be removed at the end of the combat phase.

Die # Required	Assault	Defense	Bomber	Ship
Assault VS.	3+	4+	2+	-
Defense VS.	4+	4+	2+ / 4+ if counter attack	5+
Bomber VS.	3+	3+	2+	3+
Ship VS.	5+	5+	4+	4+

If the defending unit is capable of doing so, it can counterattack after the attacker's roll. Roll a d6, subtract 1 from the result, and look on the attacking table to see if the attacker is destroyed.

Note that a defending unit which has already been turned on its side (destroyed by the attacking unit) can still counterattack; it is only removed at the end of combat.

Unlike attacking, **counterattacking never uses supplies.**

Counter-Attacks?	Assault Defends	Defense Defends	Bomber Defends	Ship Defends
Assault Attacks	Yes	Yes	No	-
Defense Attacks	Yes if on same tile	Yes	No	Yes
Bomber Attacks	No	Yes	No	No
Ship Attacks	No	Yes	No	Yes

An attack continues until all the attackers or defenders have been eliminated. If, after a round, there are still units on both sides remaining in the tile, remove any units destroyed in the initial attack. The attacker can reassign targets and roll again. This does not use up additional Supplies.

Supplies

Representing the ammunition, food, fuel, and repair parts required to wage a war, Supplies are a necessary component of your assaults. They cannot attack and are easily destroyed.

An attacking unit can select a Supplies unit as its target. The **attack is automatically successful** and destroys the supplies without having to roll. Attacking a Supplies unit does not consume supplies by the attacking unit.

Assault Tanks

Representing the infantry and assault weapons responsible for capturing ground, Assault units are used to capture islands.

They gain strength in groups: if the number of Assault units **attacking** a single tile is greater than the number of enemy units, they each get +1 to their combat roll. For example, if 3 Assault units attack a single tile containing an enemy Bomber and 2 Defense stations, they get no bonus. If 4 attack, they will each get +1 to their roll.

This bonus does not apply when Assault units are defending and counterattacking.

Defense Stations

Representing anti-aircraft guns and artillery, Defense stations are used to defend islands.

They can attack like Assault units by moving onto land controlled by the enemy, but can also attack units **one space away** if they are **currently landed** and **did not move this turn**. Only enemies that also have ranged attacks will be able to counterattack (Defenses and Ships).

When defending, any Defense stations that are not specifically attacked but on the contested tile may counterattack the enemy unit of their choice. For example, if 2 Assault units attack and island with 3 Defense stations, the remaining Defense station can attack one of the Assault units during counterattacks.

Bombers

Representing the heavy bomber planes that required large airports, Bombers are your main tool to soften up nearby islands and eliminate

Bombers **consume 2 supplies** to attack. They can attack any tile within **4 tiles** of their position. If they can follow a supply route to their target, they can extend their range an extra **2 tiles**.

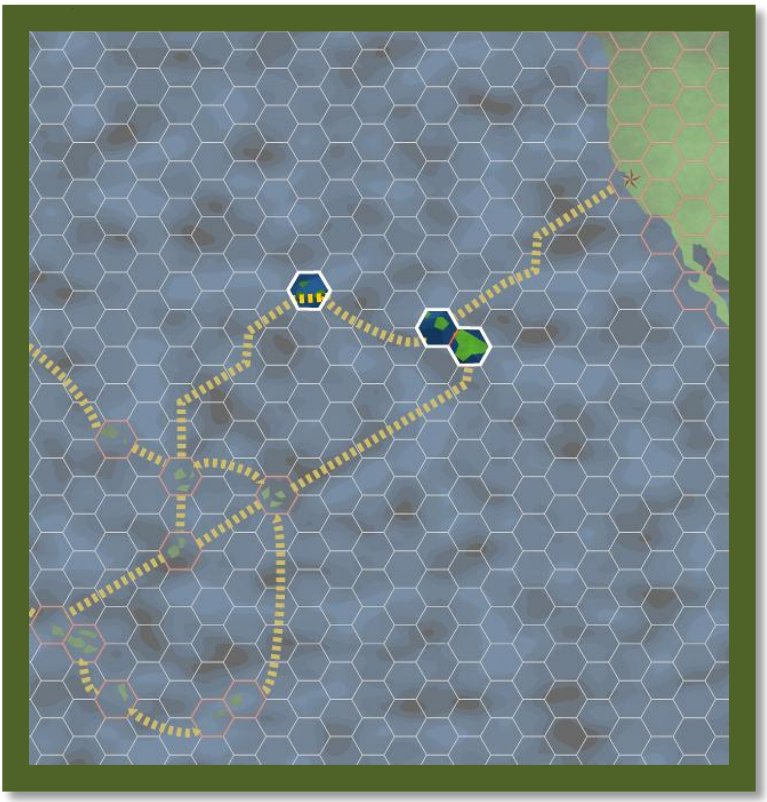
Ships

Representing task groups of destroyers, carriers, and submarines, Ships are used mainly to harass enemy supply lines and transported units. They can also be used to bombard weakly defended islands.

Ships can always attack while in the water. They cannot travel on land. A ship can attack **one space away if they did not move** this turn. Only units that have ranged attacks will be able to counterattack (Defenses and Ships).

Victory

The game is over when a player has achieved their **victory conditions**. Check for this at the end of each player's turn.



Japan needs to control (have units on) the 3 highlighted tiles (Hawaii and Midway).

America needs to control (have units on) 2 of the 4 highlighted tiles (Korea, Shanghai, Okinawa, Iwo Jima)

Quick Reference

Production Per Turn

Japan	8
America	10

Unit	Looks Like	Cost	Move (Regular / Supply Route)
Supplies		1	1 / 2
Assault		3	1 / 2
Defense		3	1 / 2
Bomber		5	1 / 2
Ship		7	1 / 2

Die # Required	Assault	Defense	Bomber	Ship
Assault VS.	3+	4+	2+	-
Defense VS.	4+	4+	2+ / 4+ if counter attack	5+
Bomber VS.	3+	3+	2+	3+
Ship VS.	5+	5+	4+	4+

Quick Reference (cont).

Counter-Attacks?	Assault Defends	Defense Defends	Bomber Defends	Ship Defends
Assault Attacks	Yes	Yes	No	-
Defense Attacks	Yes if on same tile	Yes	No	Yes
Bomber Attacks	No	Yes	No	No
Ship Attacks	No	Yes	No	Yes

Unit	Special
Supplies	-
Assault	+2 for each other Assault attacking the same tile
Defense	Range 1 attack if stationary
Bomber	2 supply to attack. Range 4, +2 if following a single supply path
Ship	Range 1 attack if stationary