

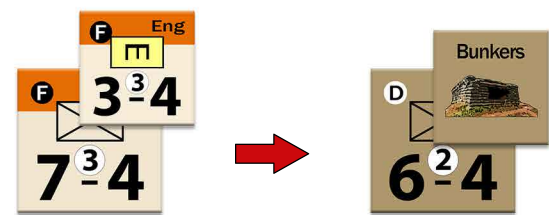
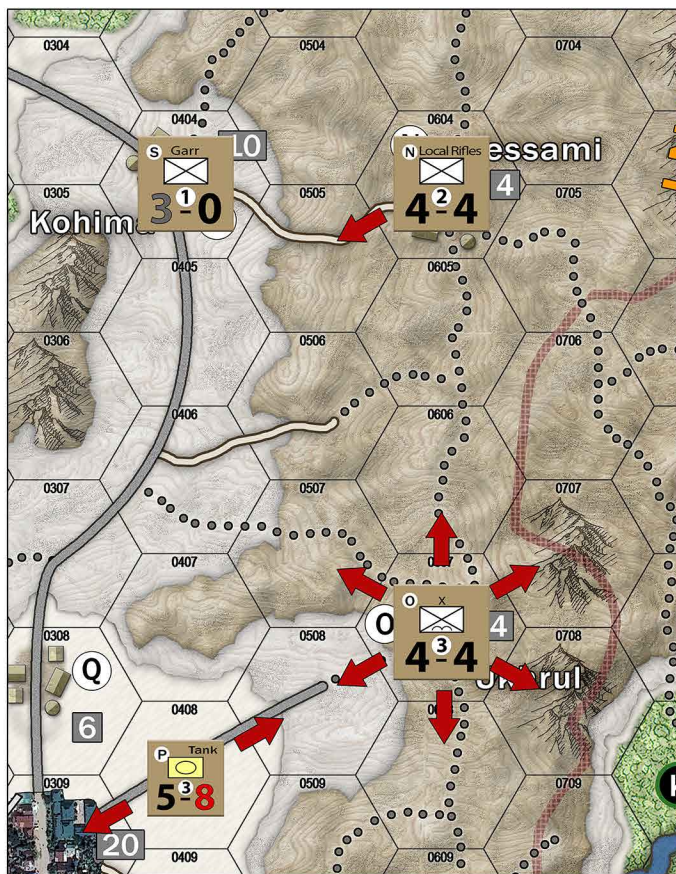
Assault	Attack	Supply Check	Reinforce-ments
Reinforce-ments	Assault	Attack	Supply Check

Nemesis has a Game Turn where both players have four phase chits each. The first phase is chosen by the player and the rest of the three are then randomly drawn. The Japanese player always starts with his/her chit followed by the chit chosen by the Allied player. They take turns drawing one of their chits until the Allied player ends the Game Turn by playing the fourth and last chit. Through this, neither player will know for sure what the next chit will be, or what chit the opponent will draw. You have to play with this uncertainty.

The number within the white circle is the quality of the unit. A quality 3 is the best and a quality 1 is the worst. The quality is the most important value in the game. The difference gives a number of combat shifts to the better unit in combat. It will affect how well you can enforce a retreat on your opponent after combat, and how well you can withstand such an enforcement in case you do not wish to retreat. It also affects your ZoC and your ability to conduct operational movement (a double movement allowance). Let me show you more about this.

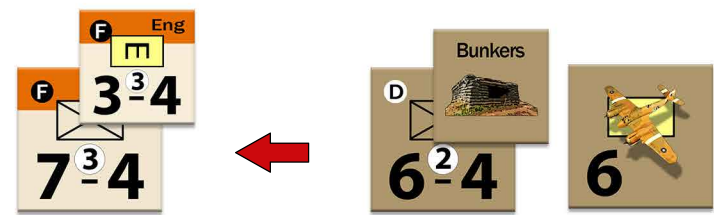
There are three different kinds of "routes": Gray roads; beige tracks; dotted paths. A quality 3 unit has a ZoC in every direction, regardless of terrain, like the para unit shown on the map. A quality 2 has a ZoC only into those adjacent hexes that are connected with the unit by a road or track (not path), like the Local rifle unit on the map. A motorized unit, like the Tank unit here, has only a ZoC like any quality 2, even if the unit has a better quality than that. Motorized units may only move along roads and tracks. It cannot have a ZoC into hexes it cannot move into. Finally, a quality 1 unit, like the garrison unit, do not have a ZoC at all. The sole purpose of ZoC is to prevent enemy operational movement (which may not start or enter your ZoC).

Quality also decides whether you may conduct operation movement. A quality 3 unit may do so in any terrain. A quality 2 unit may do so as long as the unit stays on road and/or track. A quality 1 unit may not conduct an operational movement at all.

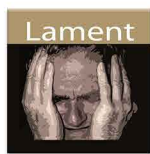


A Japanese regiment, together with an engineer battalion, attacks a British unit under a bunker. The odds ratio is 1-1. The bunker increases the quality of the defender by one, so there is no combat shift for the Japanese due to any difference in quality. But the engineer is a support unit (yellow unit background) and the side that has at least 3 more strength points among participating support units will get a combat shift. So, it becomes 2-1. If there is a retreat result and the Japanese player wishes to enforce it, then the Japanese unit may do so without

any step loss because it has a quality that is equal to or better than the defender. If the British player wishes to stay put, then one step loss taken. But no more than that since the unit's quality is equal to the attacker's (thanks to the bunker). Without the bunker, it would have cost the British two step losses to stay. One just for staying, one for having one less in quality. If it was the British unit that attacked instead, together with some air support, then the initial odds ratio would once again be 1-1. One combat shift



down due to the better Japanese quality (the bunker does not increase the quality in attack), but then one combat shift up since the British has 3 more strength points in support. So, back to 1-1. If there is a retreat, then the British would have to take a step loss to enforce the retreat, due to having one less in quality. The Japanese unit would have to take one step loss for staying but no more than that since it has a better quality (or it could just retreat).



Victory is a delicate balance between your General's optimism and the despair of his superior. The game does not have Victory Points, it has Satisfaction Points (SaP). Both sides has a General and a Superior and a Lament marker. When you conquer an objective (the number in the square on the map below), you will get those SaP and you put your flag in the hex. If the hex already has your opponent's flag, then you flip the flag into yours but you will only get half of those SaP. You move your General along a scale to keep track on the number of SaP that you have. You add a SaP when you roll well in combat or when your opponent rolls badly. You also add SaP equal to the number of your flags on the map during the Supply Check phase, after which you roll against your SaP total. If you roll equal to or less, then your Superior goes up one slot on the scale and your General is reset. Then you have the Lament marker which is moved up the scale as well. Each time you lose a unit, you add a certain number of Laments. You also add Laments equal to the number of your opponent's flags on the map during your Reinforcement phase. Each time the Lament passes 10, the Superior goes down one slot. In the end, the one with the happiest Superior wins. The number of reinforcements that the British player will be allowed to bring in depends on how many units that were lost and how many Japanese flags that were placed since the previous Reinforcement phase, and how dissatisfied your Superior is.

If you take a look at the map to the right you will see the following features: A red road: This is a railroad as well as a normal road. The black circles are setup letters which indicate where your units will be set up. The yellow/white circles are supply depots. The number in them is the supply range that they have. A dark blue border around a supply depot indicates that it is able to offer river supply, even if the road to the map edge is cut off. A light blue border means that it will be able to offer river supply as soon as the monsoon starts. Airfields, like the one at Indaw village, can only be used by the Allied player. Allied units can be moved to an airfield if it is controlled by the Allied player.

