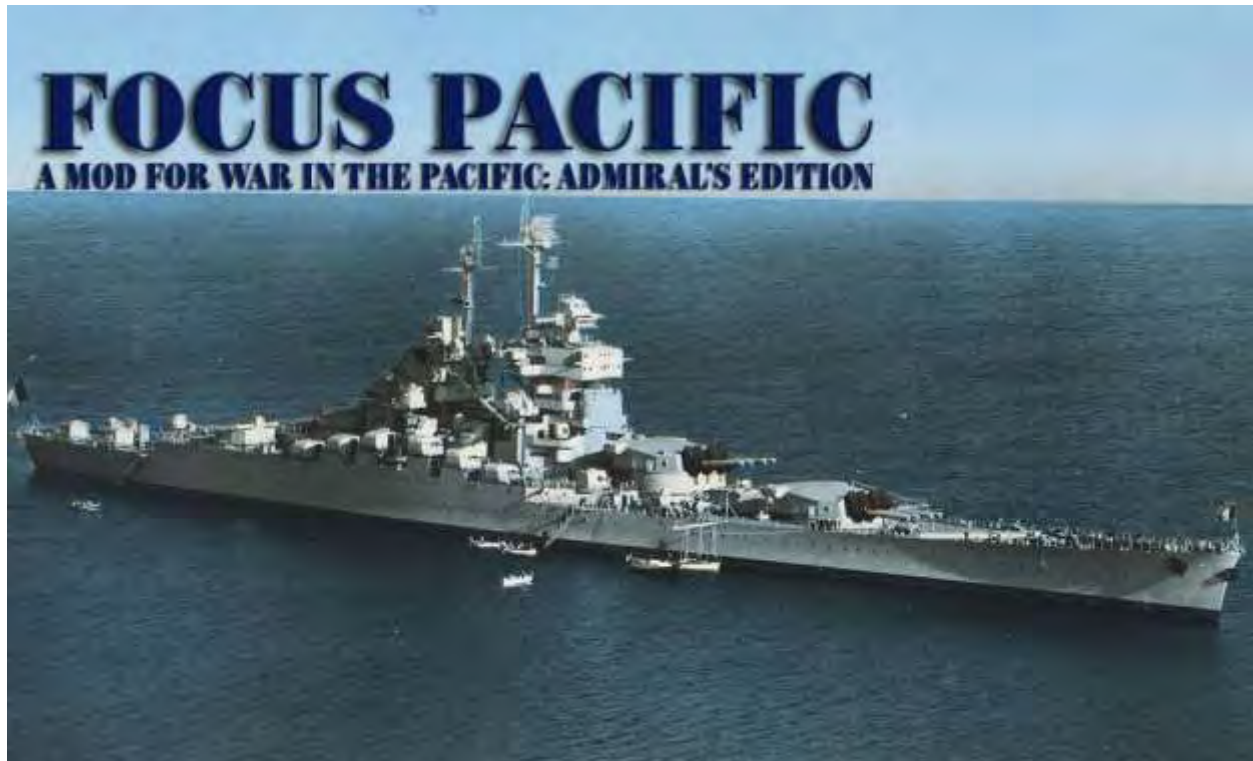




Richelieu-Class Battleship Jean Bart

What is Focus Pacific?

As war brews across the globe in the 1930's, Japan breaks the Washington Naval Treaty and begins unprecedented shipbuilding program, using stocks of steel it has quietly amassed over the past ten years. Forward thinking strategists in governments across the world turn their attention to the Pacific. The results of this focus on the Pacific theater are many, and as commander of either the Japanese or the Allies, you are in the control of forces that better prepared for the coming conflict.

Focus Pacific is modification for War in the Pacific: Admiral's Edition that significantly changes the order of battle for both the Japanese and the Allies. Focus Pacific plays very differently than stock, and players will find themselves employing new strategies and using units that are not present in the original game.

Focus Pacific is deeply non-historical, and many of the alternate history events (which are detailed in a post below) that would have had to transpire to make the changes in this mod possible are implausible at best. For many, these kind of changes are not their cup of tea. For those that are able to suspend their disbelief however, I hope that Focus Pacific provides a fun and fresh game-play experience.

Why Should I play Focus Pacific?

You should give Focus Pacific a try if you want to play War in the Pacific: Allied Edition with a twist. Many changes make some traditional and historical strategies more difficult for the Japanese player to execute in 1942, while others are easier. Meanwhile, many changes offer fresh opportunities for both players to capitalize upon.

Focus Pacific also scratches the itch for players who enjoy new toys. Whether it's in the form of a long-range strategic bomber for the Japanese in the form of the Rita/Liz, or an early-game allied twin-engine interceptor in the form of the P-50 Skyrocket, there are many new units to explore.

Focus Pacific relies on the feedback of it's players, so if you enjoy helping craft the future of a mod, Focus Pacific offers that opportunity. The mod today is vastly different than it was started over a year ago, and most of the changes were inspired by the invaluable feedback of its testers.

Two Mods in One

Focus Pacific includes three scenarios. Scenario 71 is the base Focus Pacific Scenario, and includes active Soviets. Scenario 72 is identical to 71, but does not include active Soviets. Scenario 75 is a version of Focus Pacific created by General Patton which has many balance changes compared to the original mod.

In Scenario 75, the allies are toned down a bit to give the Japanese even more of a chance to kick butt. The full change log for Scenario 75 will be posted below. Patton will continue to adapt and improve scenario 75, providing players with his own unique take on the Focus Pacific experience. Stay tuned!

Features

Focus Pacific has of thousands changes to the Japanese and Allied OOBs, most that are detailed in the following post. At it's core though, Focus Pacific is a collection of the phenomenal work of other WitP:AE community members, packaged together with its own unique changes.

Features Include:

Greatly expanded Japanese and Allied order of battle, including the French as a major player in the Pacific War.

Lots of new toys - New classes of ships and air-frames for both the allies and the Japanese.

The expanded map from DBB, featuring Chemkid's amazing Yamato Damashii map art.

Greater Allied aircraft flexibility - Juan's Allied aircraft purchase system.

A new theater of the war - Soviets are Active on Day 1.

Lend-lease aircraft system for the Soviets.

Emergency Reinforcement changes - no longer does the Japanese player have to worry about crossing the line of death.

USN Torpedo Changes - Allied commander's will have the option to refit their subs to a more reliable version of the Mk 14 torpedo.

Installing Focus Pacific

1) Create a fresh and updated install of War in the Pacific: Admiral's Edition in it's own folder in your Matrix games folder. I recommend renaming this folder to "Focus Pacific" for ease of use. Note that you must update to the newest version of WitP:AE before installing Focus Pacific.

2) Download Focus Pacific [HERE](#).

3) Run the installer. Use "Browse" to change the install folder to your Focus Pacific folder.

4) The installer will attempt to create a new folder inside your Focus Pacific folder. If you renamed your fresh install folder to "Focus Pacific", the destination folder will now read "C:\Matrix Games\Focus Pacific\Focus Pacific Release". You will need to change this manually. To do so, simply delete the "\Focus Pacific Beta" portion of the destination folder. In this example, the destination folder should read "C:\Matrix Games\Focus Pacific".

5) You should now patch Focus Pacific to get the latest updates and bug fixes.

Patching Focus Pacific

- 1) Make sure that you have Focus Pacific installed, using the instructions above.
- 2) Download the patch 1.04a [here](#).
- 3) Run the patch installer. Like the main installer, you will have to use "Browse" to manually select the destination folder.
- 4) The patcher will attempt to create a new folder inside your Focus Pacific folder. Delete that part of the path so that it only reads "C:\Matrix Games\Focus Pacific" (assuming that you have the mod installed in that location).
- 5) Download patch 1.05 [here](#).
- 6) Run the patch installer. Like the main installer, you will have to use "Browse" to manually select the destination folder.
- 7) The patcher will attempt to create a new folder inside your Focus Pacific folder. Delete that part of the path so that it only reads "C:\Matrix Games\Focus Pacific" (assuming that you have the mod installed in that location).
- 8) Run the patch installer. Like the main installer, you will have to use "Browse" to manually select the destination folder.
- 9) You're done! Run the game as normal, and select either Scenario 71, 72 or 75.

Recommended Settings:

While you can play Focus Pacific however you'd like, several design features in Focus Pacific are based around the following settings:

- Reliable USN Torpedoes: OFF - *Focus Pacific includes a system that allows the allied player to upgrade their US sub fleet to use a slightly more reliable torpedo, and relies on this setting to be OFF to work.*
- No Unit Withdrawals: ON
- Player Defined Upgrades: ON
- Realistic R&D: ON (However, Allied air-power is MUCH stronger in Focus Pacific than in stock. Players may decide to allow Realistic R&D OFF if they feel that the expanded reinforcements and better air-frames in Focus Pacific the allies receive need to be balanced by greater Japanese flexibility in their own production)
- Advanced Weather - ON
- Historical 1st turn - OFF

Recommended Focus Pacific House Rules - Scenario 71 & 72:

- The allied player will begin to receive Soviet Lend-Lease aircraft in the fall of 42 in Alaska. *These squadrons should not be used for any mission types.* Instead, they should be transferred along the historical Lend-Lease path from Alaska to Uel-Kal, Seymchan, Yakutsk, Kirensk, and finally to Krasnovarsk. There the squadrons should be disbanded, adding the Lend-Lease planes into the Soviet aircraft pool.
- Allied heavy bombers may not be based out of Soviet controlled bases.
- No Japanese warp invasions.
- No CV hunting until 12/9/41.
- On turn one, the Allied player can issue orders to any TF at sea or any Chinese LCU's/Air units, but may not create new task-forces, move non-Chinese forces or give attack orders to any non-Chinese air unit.
- Players may not buy out Infantry, Artillery or Armor to unrestricted Air HQs.

Scenario 75: Patton's Mod vs Scenario 71: Focus Pacific:

Patton's mod contains some key differences from scenario 71.

- No Allied Aircraft Purchase System
- The Lexington class carriers Constitution and United States are not present in Patton's mod. Instead, CV-4 Ranger and escorts are present in Eastern US at game start.
- Allied CD guns have been reduced by half.
- Emergency reinforcements are removed from the map, and operate like stock WitP:AE, instead of the on-map reinforcements of Focus Pacific.
- Soviet Lend-Lease squadrons have been cut by half.
- Political points have been adjusted to the RHS standard.

Patton is a key tester for the RHS team, so expect to see more of the exciting innovations that the RHS team is developing to show up in his mod.

Recommended Settings for Scenario 75:

- Advanced Weather - ON
- Torpedoes - OFF
- PDU - ON
- Historical 1st Turn - OFF
- No Unit Withdrawal - ON
- Automatic Upgrades - OFF
- Air/Ground Replacements - OFF
- Reinforcements +/- 15 Days

Recommended House Rules for Scenario 75:

- LCU's must pay PP's to cross national borders. For example, Chinese forces crossing into India or Japanese forces in China crossing over to Malaya.
- No CV Hunting until 12/9/41.
- On turn one (12/7/41) the Allied player can issue orders to any TF at sea or any Chinese LCU's/Air unit's.
- No Japanese Warp Invasions
- Strategic bombing is allowed. If you have the assets, use them.
- The Soviets are active in this scenario, but will only attack if they have been attacked three times over the course of the war or on 8/1/45. At either point the Russians will be coming.
- If the Soviets become involved in the war prior to 8/1/45, the Allied player may move allied non-combat land units (Base Forces, AAA, Engineers, and Marine Defense Battalions) to Soviet port/airbase combination locations only. Their sole purpose would be to provide support to Allied Naval and Air units which will be supporting the Soviet war effort. These support units must be 100% prepped before loading and arrive at their new base before the air or naval units they are to support. All units MUST be placed under the top level Soviet HQ (Naval units to Soviet Pacific Fleet, etc.) for the area they will be stationed in. Also, these units must stay in the prepped base. No other location may be selected unless these units move back to the National home base for those units (San Francisco for U.S. units) and prep for the new location, unless these new units are selected for an additional base. Allied Air and Naval combat units that will operate in support of the Soviet war effort do not need to return to an Allied National Base if there are still Soviet bases with Allied support units in them. Air units will need to be shipped to the new base. Flying in is not allowed per code.
- Lend-Lease airframes arrive at Fairbanks Alaska. These units must fly to a Soviet Air Field and be disbanded. This provides both aircraft and pilots for the pools. These units CAN NOT be used for any mission type other than rest.
- 4E naval attacks are explicitly allowed.

FAQ:

I hate the ground war as it is. Is there any way to play without active Soviets?

Yes, Scenario 72 is included as Focus Pacific without the day 1 active Soviets. General Patton's Mod, Scenario 75, also includes restrictions on Soviet Activation.

Can I play Focus Pacific vs the AI?

Yes, Focus Pacific uses AndyMac's Ironman AI scripts. However, on either side you have access to a greatly expanded OOB than those scripts were designed for. As such, any game vs the AI should be played on the hardest difficulty setting. Even then, the game will probably not be a significant challenge to you.

How do I use the Allied Aircraft Purchase System?

See [HERE](#)

What is this new submarine conversion for USN subs?

This lengthy conversion installs the Mk 14A torpedoes on your submarines that use the Mk 14 torpedo. This improvement to the Mk 14 has a much lower dud rate than in stock.

Why the new thread? Isn't there already one for Focus Pacific?

With the beta thread at 14 pages, it would be challenge for a new player to follow the changes and successfully install the mod with all the incremental changes. I wanted to put out a fresh thread that will have all the information on the first page. Also, because the mod is now packaged in an installer, I will be able to simply change installer download file, instead of directing the player to manually install specific files as the mod changes. At this point, while there are many known issues, the mod is feature complete.

Acknowledgements

This mod would not be possible if it wasn't for the hard work of the modders who created many of the systems, OOBs and art used in Focus Pacific, as well as testers that have patiently reported bugs (of which there are still many to find).

In no particular order, thanks to:

General Patton, who has done an incredible amount of work helping me test and improve Focus Pacific, and who has also contributed his own version of the mod

Skyland, whose concept of the French Navy in the Pacific, as well as artwork and device stats play a major part in Focus Pacific

AndyMac, whose fantastic Ironman scenario served as the starting point for the Japanese OOB

John the 3rd, whose modding work Focus Pacific borrows heavily from, especially in the inclusion of flight-deck cruisers

Chemkid, who created the wonderful Yamato Damashii map art which is packaged with Focus Pacific

Symon, creator of DBB

Andew Brown, creator of the extended map

Gary Childress, whose amazing ship artwork makes an appearance in the mod

MadmanRick, a prolific creator of plane art, making possible many of the planes in the mod

cdnice, contributing expanded Canadian naval forces

Bullwinkle, whose thoughts on different aspects of the game inspired many of the allied OOB changes present in Focus Pacific

Lowpe, HansBolter and Commander Cody, whose feedback has invaluable through this process

Lockmart Lawndart and Saros, both PBEM partners playing Focus Pacific as the Japanese.

Focus Pacific

Manual

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1. Map Changes

Extended Map

Focus Pacific features the extended map developed for the DBB Scenarios. From the DBB [site](#):

Extension of a part of the Northern map edge to extend the Arabian Sea to the edge of the Arabian peninsula, dividing the map edge zone in the Arabian Sea into two separated map edge zones that connect to the Red Sea and the Persian Gulf. This results in Aden and Abadan not being directly connected by an off-map movement link.

- Extension of a part of the Northern map edge to include the North West frontier of India.

This allows the placement of additional bases such as Quetta and Peshawar.

- Extension of the Western part of Luzon in the Philippines to provide a separate coastal hex for Subic Bay (hex 78, 76). This also results in the Clark Field hex (79, 76) becoming a land hex instead of a coastal hex. Also includes realignment of the Western coastal road between Lingayen (79, 75) and Clark Field.

- Modification of the Western coastline of Malaya creating a coastal hex for Batu Pahat (hex 49, 82). This also allows for the original Batu Pahat base to be renamed to a new base, Kluong (hex 50, 82) which is now in a land hex instead of a coastal hex. Also includes addition of a 'trail' type Western coast road from Malacca (49, 81), to Kluong (50, 82), through Batu Pahat (49, 82).

- Extension of the bottom of Bougainville in the Solomons to move the Shortland Islands into the next hex and provide a separate base for the Shortlands (hex 110, 132). This also allows the original Shortlands base to be renamed Buin.

The extended map files are included in the Focus Pacific install, and no additional setup is required. However, if you would like to play with stacking limits, another feature pioneered by the DBB team, you can replace the Focus Pacific hex files with the extended map stacking hex files, found [here](#).

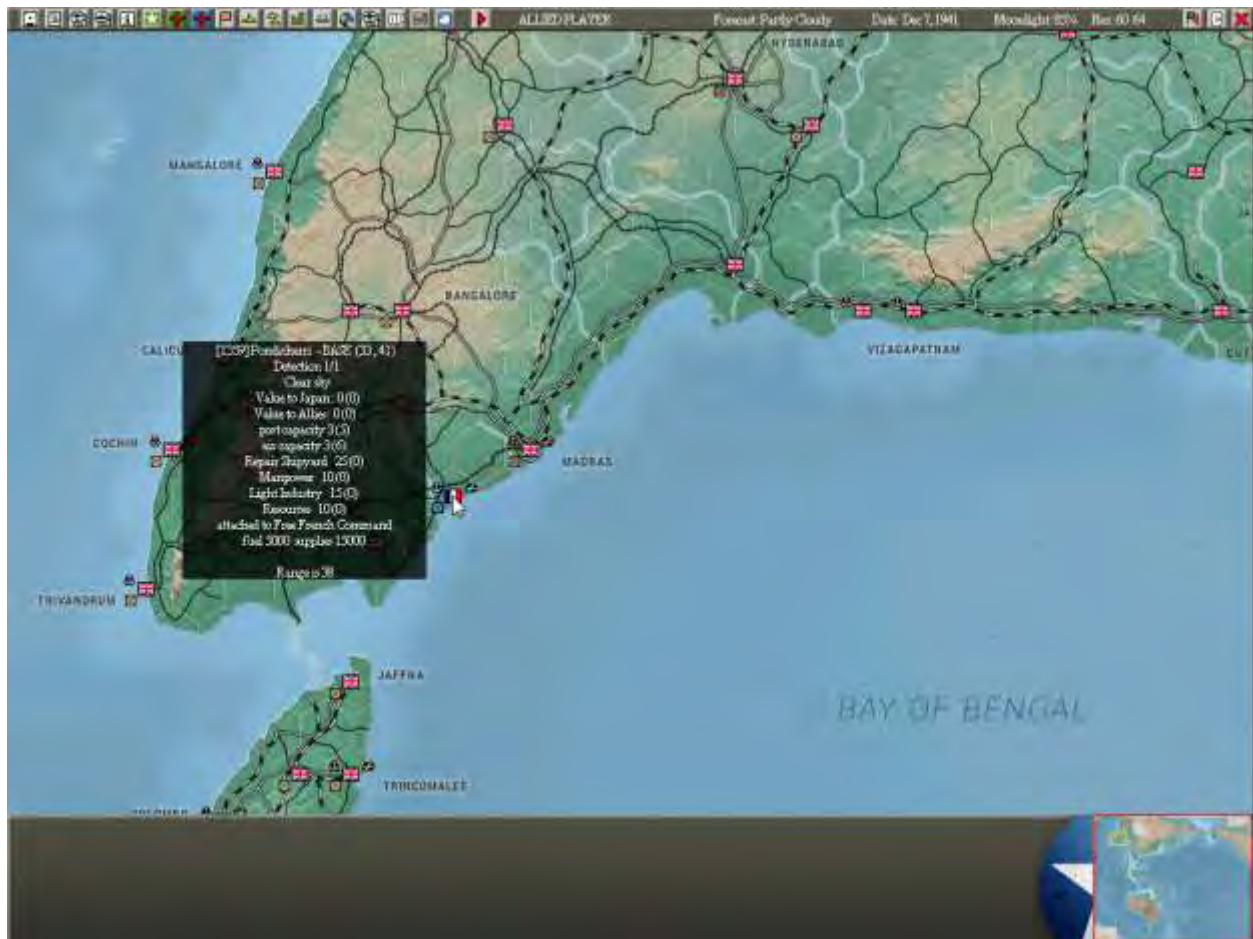
All credit for the Extended map goes to the DaBigBabes team.

Yamato Damashii - Chemkid's Mad Art



Included with your install of Focus Pacific is [Chemkid's phenomenal Yamato Damashii extended map art](#). Like the extended map, no additional set-up is required, the map will automatically work with the mod. If you haven't played with this updated art, I think you'll find it is a huge improvement over stock. If you have difficulty identifying the terrain type with the new art, you can use the hotkey "M" to easily check to see the terrain.

New Base Hex – Pondicherry



Focus Pacific includes a new base hex in India, Pondicherry. In the world of Focus Pacific, the French enclave of Pondicherry has been developed into a modest air and naval base for the Free French.

2. Air Changes

New Japanese Airframes

Mitsubishi G5N2 Liz, G5N3 Liz and G8N1 Rita



The Mitsubishi G5N3 Liz and its successor the Rita provide Japan with a long-range strategic bomber. Those that have played BTS are already familiar with this plane, and how it changes the dynamics of the war. The extended reach of this aircraft allows the Japanese player to execute the kind of strategic bombing campaign that in stock only the allies are capable of. Potential uses include basing these aircraft off the coast of Canada and executing a strategic bombing campaign of the US West Coast. It's hard to over-state the reach of these planes - the Rita has an amazing 32 hex extended range, but building 4 engine bombers is an expensive proposition for the Japanese economy.

Ki-64 Rob



Using counter-rotating propellers to propel it to 429 mph, the Ki-64 Rob is a phenomenal Japanese late-game interceptor. With an impressive service ceiling of 39,000ft, and a solid armament of 4 Ho-5 cannons, the Ki-64 Rob will make the cut for research for most Japanese players. Despite all its advantages though, the Rob does suffer from a few drawbacks - limited range compared to other Japanese fighters, a service rating of 2, and the fact that unlike most Japanese fighters, it needs two engines to produce, significantly increasing the industry cost of each aircraft.

New French Airframes of Note

The release version of Focus Pacific includes many French airframes not included in Beta. These new aircraft add more flavor and capability to the French.

Morane-Saulnier M.S.410



This maneuverable French fighter is an upgrade of the M.S.406 that the French started the war with. Despite a more powerful armament and engine plus a strengthened wing that allowed for greater wing loading, it is still outclassed by the Zero, but holds its own versus the Oscar. In Focus Pacific, the M.S.410 can upgrade to the M.S.450, which is a marked improvement. This version used a much more powerful engine with a much higher top speed. The M.S.450 also swaps the 7.5mm MAC-M39 MGs of the 410 with 20mm HS404 Cannons.

Dewoitine D.520



Perhaps the most capable French fighter, the D.520 gives the French a plane that can fight on equal terms with the Zero. Variants include the D.790, which is a carrier capable version, and the streamlined D.550.

SNCASE SE.100

The LN.401 was a French land-based dive-bomber, while the LN.42 was a planned carrier based version that would be based on the Painleve and Joffre. In Focus Pacific, the LN.42 planes make up the heart of the French carrier striking power. Two variants exist in Focus Pacific of the LN.42, one carrying a typical large bomb, while the other carries multiple smaller munitions.

Dewoitine HD-780



With the HD-780, the allies have an answer to the Japanese Rufe float fighter. While not nearly as maneuverable, the Dewoitine float fighter is an upgrade option for French ship-based float planes, allowing the allied player to use these float planes as CAP for surface TFs that don't have an aircraft carrier escort.

Breguet Br697



This French Heavy fighter is probably France's most game-changing addition to the air war in Focus Pacific. The design was based on the Br693 light bomber, but featured much more powerful engines, giving it a top speed that matched the German Bf109. With a combination of good speed and relatively good range, the Breguet 697 gives the allies a solid early game sweeper aircraft. The 697 can upgrade to the Br700 C2, which features even more powerful engines, and the heaviest armament of any fighter in the game. Durable and heavily armed, this is a plane that the Japanese player will learn to hate.

Bloch MB.162 Heavy Bomber



A French 4E bomber available in very limited quantities in Focus Pacific, the Bloch MB.162 gives the French some additional long-range striking power.

New American Airframes of Note

Boeing F8B "Five in One" Carrier Fighter-Bomber



This late game carrier aircraft has range, speed and anti-shipping punch. With a 3,000 horsepower engine propelling the aircraft to a top speed of 432mph, the F8B was formidable in the air, but even more formidable vs shipping, as it could carry a bomb load of 6,000(!)lbs. Japanese players shouldn't be too worried, as this aircraft will not make an appearance until the very end of the war.

F5F, P-50 and P-65 Skyrocket



Historically, the P-50 Skyrocket was an aircraft with a lot of potential that was never able to work out its teething problems before aircraft like the P-38 made it obsolete. In Focus Pacific, the P-50 managed to overcome its difficulties in testing, giving the USAAF a much needed high-speed, long range interceptor that along with the Br697 is a game-changer in 1942 for the allies. In Focus Pacific, the P-50 Skyrocket is assigned to 3 fighter groups, one in the Philippines, one on the Hawaiian Islands and one on the West Coast. These fighter groups, made up of well-trained pilots are still working up on December 7th, and as such don't activate until December 8th.

Lend-Lease Airframes of Note

P-40Q Warhawk



Historically, the P-40Q, which included a range of improvements over previous P-40s never got a chance to shine because by the time it was developed, planes like the P-51 and the P-50D were already rolling off the assembly lines. In Focus Pacific, while the P-40Q Warhawk never sees American service, it is exported via lend-lease to allied countries without their own aircraft program. Expect to see this capable fighter to show up above the DEI and China.

P-63D King Cobra

Expect to see this plane, which is present in stock, to see a lot more use in Focus Pacific.

Air Reinforcement Changes

Changes to Japanese Air Replacements and Starting Airgroups

In addition to normal production, Japan now receives monthly replacements of certain key air-frames. These production numbers are relatively small, but help augment Japanese production.

Japan starts the game with hundreds more aircraft than in stock. Many of these are based out of Truk, also Japan now has a much stronger air presence in Manchuria, on its border with the Soviet Union. Japanese bases on the Home Islands are also reinforced. These additional Sentais help escort Japanese shipping in the Sea of Japan, protect the Home Islands from Soviet bombers, and also allow Japan to strike Soviet coastal cities.

Additions to the Japanese Air OOB by 1945 are significant. Compared to stock, Japan has 93 more fighter groups, 4 more fighter-bomber groups, 44 more dive bomber groups, 31 more torpedo bomber groups, 39 more LB groups and 21 more patrol groups.

What's more, Japan now starts the game with a large number of additional "empty" fighter and patrol groups. They give the Japanese player the opportunity to fill these with planes of their choice if they've increased their production.

Changes to Allied Air Replacements and Starting Air-Groups

Allied aircraft replacements have been massively overhauled, resulting in much larger aircraft pools for the allied player. In stock, a savvy Japanese player can easily dominate the air game until Corsairs, Hellcats and Thud's show up in 43. Japan can still achieve air superiority, but to do so will have to expand aircraft production far past what they may be used to in stock. For the allied player, the relative abundance of air reinforcements allows them to fight over air-space and territory which would normally be conceded in stock.

Allied players will also have access to Juan's aircraft replacement mod, which gives them the option to buy out replacements of key air-frames with PP.

Across the map, the allies receive additional air-groups that will change the way the war is fought.

- In Burma, the AVG is greatly expanded, with the addition of more air-groups and base forces.
- In the Philippines, Cebu receives a naval air wing, while the rest of the country benefits from the planned P-40 groups that never made it in time historically.
- Around the Pacific, the USMC has additional fighter and dive-bomber assets
- Kwangchow, home of France's Fort Bayard, has a large concentration of French fighters
- Many more existing air-groups on the US West Coast can now be bought out with PP

3. Land OOB Changes

IJA

The base of Focus Pacific is AndyMac's Ironman scenario, and the Japanese player benefits greatly from the additions. With 40 more infantry divisions, 38 more infantry brigades, 8 more infantry regiments, 18 more battalions, 9 more armor units and 33 more engineer units, the IJA is more powerful than ever. This expansion in power is tempered by the fact that Soviets are active on day one. Much of that expanded OOB will be needed, either to invade Soviet Russia or to hang on to Manchuko if the Soviets themselves decide to invade.

Allies

To offset the Japanese OOB in Focus Pacific, the simplest thing to do is to play the version of the mod which has active Soviets on Day 1. This activation prevents Japan from moving their Manchuko AV to other theaters without risking invasion from the Soviets. It is possible to play Focus Pacific without active Soviets, but doing so frees up a lot of Japanese AV to be used around the map. The choice of which version to play is up to the players. In general, if a less experienced Japanese player is up against a more experienced Allied player, playing the Active Soviets OFF version would better balance their game. If a less experienced Allied player is up against a more experienced Japanese player, having the Soviets active would better balance their game.

The allies receive some other additions that will make Japan's task more difficult.

- Better prepared and equipped Dutch forces in the DEI
- Several French Colonial Infantry Divisions arrive through the game, as one as a mechanized infantry division
- Higher Chinese infantry squad replacement rates
- 78 more base forces than in stock, providing lots of engineering power and aviation support
- 12 more infantry divisions
- Active emergency reinforcements on day 1 (see section 6)

4. Naval Changes

Notable Japanese Additions

While Japan gets many additional ships, probably the most significant additions are to its carrier fleet, its battleship fleet, and the inclusion of select German ships.

Japan starts the game with 2 more CVs, 5 more CVLs and 5 more CVEs than in stock. One of these additional CVs starts in the KB, giving Japan even more turn one punch. The number of CVLs and CVEs gives Japan more flexibility with its carriers, giving it the ability to provide carrier support landings in multiple theaters at once.

Japan also begins the game with three additional battleships, which can be used in carrier TFs, to bombard or to create the core of deadly surface TFs. By the end of the game, Japan has a total of 10 more battleships than in stock, many of which outclass their allied counterparts until 1943-1944.

German ships make an appearance in the game, including the battleships Scharnhorst and Gneisenau and Battlecruisers Admiral Lutzow and Admiral Scheer. These ships appear in the Indian Ocean or the South East Pacific, and can wreak havoc on an allied player that hasn't escorted their shipping. Perhaps more impactful even than the capital ships are the German U-Boats. Japan receives over 20 of them through the game, and they are led by crack German captains. Japanese players should be able to use these boats to devastating effect.

Notable Allied Additions

USN

- Accelerated production of Alaska Class CBs
- Accelerate production of Midway Class CVBs
- BCs Constellation and Ranger present in game
- Additional Lexington-Class carriers Constitution and United States present in game
- Begins the game with 4 CLVs. These can undergo a lengthy upgrade to CVLs.

Britain

- Greatly accelerated production of the Audacious class aircraft carriers
- Begins the game with 4 CAVs. These can undergo a lengthy upgrade to CVLs.

France

- Much of the French Navy makes an appearance in Focus Pacific. Details can be found in Appendix B.

Netherlands

- Two Dutch Design 1047 BCs have been added to the game, the King William and the King Frederick.

Canada

- In Focus Pacific, Canada receives many additional escorts that can help the allies in 1942. See appendix C for details.

Commonwealth Nations

- Australia and New Zealand each start with a British build CAV, and in 1943, Britain, Canada, New Zealand, France and the Netherlands all receive a British designed CVL, ostensibly built in Canadian yards with U.S. assistance.

Appendix A: The Focus Pacific Order of Battle

Japanese Capital Ships

Focus Pacific	Stock	NOTES:
12/7/41	12/7/1941	Focus Pacific's increases to the Japanese fleet means that Japan has 80% more naval air-power than in stock, [1] along with a formidable force of Battleships and Cruisers. Like in stock, Japan will have the run of the seas for an extended period of time. Allied fan-boys may see this line-up and fret, but rest assured that the allies are bringing just as many new toys to the table.
8 CV	6 CV	
7 CVL	2 CVL	It's important to remember that all of these ships need to be fueled, and the Japanese player will need to balance their use of their fleet with the need for the fuel it takes to fill them.
7 CVE	2 CVE	
13 BB	10 BB	Japan's naval OOB is heavily front-loaded, which means that despite the increased allied OOB, Japan will outmatch the allies by a significant margin in 1943. Overall, like in stock Japan has the run of the seas in 1942.
6 BC	18 CA	
28 CA	24 CL	
42 CL		
1941-1942	1941-1942	
4 CV	2 CV	
8 CVL	2 CVL	
2 CVE	2 CVE	
7 BB	2 BB	
4 BC	2 CL	
1 CB	1943	
1 CA	1 CVE	
3 CL	3 CL	
1943	1944	
4 CV	5 CV	
3CVE	1 CL	
2 BB	1945	
1 CB	3 CV	
2 CA	1 CVL	
6 CL	4 CVE	
1944	Stock Totals	
7 CV	16 CV	
4 CL	5 CVL	
1945	10 CVE	
4 CV	12 BB	
1 CVL	18 CA	
4 CVE	25 CL	
1 CL		
Focus Pacific Totals		
27 CV		
16 CVL		
16 CVE		
22 BB		
10 BC		
2 CB		
31 CA		
56 CL		

Allied Capital Ships

Focus Pacific	Stock	NOTES:
12/7/41	12/7/1941	Focus Pacific's increases to the Allied fleet means that the allies have 29% more naval air-power than stock. [1] While they are still badly outclassed in 1942, the addition of allied CAVs and CLVs, along with the French Carriers Bearn, Painleve and Joffre gives the allies much needed flexibility, better air coverage of their surface TFs and the potential for hit and run carrier raids. By upgrading their CAVs and CLVs, the allies can field a carrier force, that while still inferior to Japan's, can threaten a divided KB. Japan's advantage in surface combatants in Focus Pacific may seem overwhelming, but by the end of 1942, the allies have parity with the IJN. [1] Using weighted scale of 4 points per CB, 3 points per IJN CV, 2.5 points per Allied CV (due to smaller RN carrier wings), 2 points per CVL and 1 point per CVE. [2] In addition, the allies start with two French CVs, the Painleve and the Joffre in an unfinished state. These ships take 3-4 months to repair, and are not available for the player as carriers until mid-43, and as such are not included in the 12/7/41 totals. [3] 11 of these CVLs are actually CAVs or CLVs, which only carry a very light complement of aircraft. They must be taken out of service in 1942 if the player wants to convert them to full CVLs. [4] In addition, the allies start with two French BBs in an unfinished state. Like the French carriers, they are not usable until mid 1942, and as such are reflected in that total instead of the 12/7/41 total.
5 CV [2]	3 CV	
13CVL [3]	1 CVL	
15 BB [4]	11BB	
5 BC	1 BC	
19 CA	15 CA	
39 CL	28 CL	
1941-1942	1941-1942	
9 CV	6 CV	
2 CVL	8 CVE	
8 CVE	12 BB	
12 BB	10 CA	
15 CA	10 CL	
5 CLAA	5 CLAA	
11 CL		
1943	1943	
6 CV	6 CV	
17 CVL	7 CVL	
12 CVE	12 CVE	
4 BB	3 BB	
1 BC	1 BC	
5 CA	5 CA	
2 CLAA	8 CL	
8 CL	2 CLAA	
1944	1944	
9 CV	8 CV	
3 CVL	3 CVL	
47 CVE	47 CVE	
11 BB	9 BB	
5 CB	5 CA	
7 CA	10 CL	
6 CLAA	5 CLAA	
10 CL		
1945-46	1945	
4 CVB	1 CVB	
11 CV	7 CV	
7 CVL	8 CVL	
25 CVE	25 CVE	
4 BB	3 BB	
1 CB	2 CB	
10 CA	6 CA	
4 CLAA	17 CL	
16 CL	4 CLAA	
Totals	Stock Totals	
4 CVB	1 CVB	
45 CV	31 CV	
43 CVL	19 CVL	
101 CVE	90 CVE	
50 BB	39 BB	
9 BC	2 BC	
6 CB	2 CB	
66 CA	42 CA	
96 CL	74 CL	
23 CLAA		

Japanese Non capital ships

Focus Pacific	Stock
317 DD	237 DD
27 TB	13 TB
232 E	205 E
160 PB	117 PB
169 SC	169 SC
114 ML	98 ML
245 SS	184 SS
37 SST	37 SST
89 SSX	89 SSX
38 AMC	12 AMC
24 CM	28 CM
36 DMS	23 DMS

Allied Non-Capital Ships

Focus Pacific	Stock
629 DD	541 DD
266 DE	264 DE
23 PG	15 PG
77 PF	73 PF
34 KV	32 KV
12 PC	12 PC
124 SC	124 SC
32 ML	32 ML
414 SS	396 SS
18 AMC	12 AMC
16 CM	16 CM
19 DM	19 DM
27 DMS	27 DMS

Appendix B: The Focus Pacific Free French Navy

For reasons detailed in the post below, Focus Pacific features the bulk of the French Navy operating in the Pacific Theater.

Carriers

On December 7th 1941, France operates four carriers, the CVL Bearn and its sister ships, which carry the Bearn's historical complement of SBC4 Helldivers and Buffalos that it picked up from the East Coast before France's surrender. France also starts the game with two unfinished carriers, the Joffre and the Painleve. These two fast carriers only support a relatively small complement of aircraft, but are fast enough to be labeled CVs. These unfinished carriers begin the game at Tahiti, and must sail to Pearl or the West Coast to receive the necessary upgrades to make them fully operational. For the Joffre this is about 30 days, but for the Painleve, which was not as far along in its construction, it's a full four months before it will be ready for service.

Late 42 brings the completion of an additional Joffre-class carrier, and in mid-43 the final member of its class.

In early 43, France receives two more carriers, the Lyon and the Lille, which are both based on the Alsace class battleship hull. These are fast, capable carriers that will add a potent addition to the allied carrier force.

Later in the war, France receives the Colossus Class CVL Arromanches as lend-lease from Britain, and in 1944 receives the Casablanca class CVEs Le Charme and Libre.

A Note on French Carrier Groups

By the United States' entry into WWII in December of 41, French pilots had been fighting for two years. French carrier pilots are much more experienced than their allied counterparts, and the sighting of French carriers should give the Japanese player pause.

Battleships and Battlecruisers

France starts the game with some powerful capital ships, though the allied player will have to wait patiently to bring them all to bear. Two of them - the Gascoigne and Clemenceau, are, like the Joffre-class fleet carriers, incomplete at game start, and will have to make their way to a large friendly port that can finish outfitting them, a process that will take 3-5 months. These ships were envisioned as the next development of the Richelieu class, and featured a more traditional mounting of their primary armament compared to the Richelieu's all-forward design.

The Dunkerque and the Strasbourg Battlecruisers, however, are ready for action on day one. With good speed, powerful armament and fantastic range, these may find their way into allied surface TFs or Air Combat TFs.

Also in the game are the old, WWI era battlewagons Lorraine and Provence. Slow and outdated, they make a good escort for CVE groups or for shore bombardment, but are woefully inadequate in surface engagements.

Late in the war, France receives four capable battleships - the Alsace, Normandie, Flandre and Bourgogne.

Cruisers

12/7/1941

CA Duquesne

CA Tourville

CL Gloire

CL George Leygues

CL Montcalm

CL Dougay-Trouin

CL Lamonte-Piquet

CL Jean de Vienne

1942 Reinforcements

CA St. Louis

CA Henri IV

CA St. Estephe

CA Charlemagne

CA Cote du Beaune

CA Medoc

CA Foch

CA Suffren

CA Dupleix

CA Algerie

CA Colbert

CL Marseille

CL De Grasse

CL Chatearenault

CL Guichen

CL Conde

CL Gambetta

1943 Reinforcements

CA Cote du Nuit

CL Latouch-Treville

1944 Reinforcements

CA Brennus

CA Charles Martel

CA Vercingetorix

Destroyers

France starts with 22 destroyers, many of them quite capable. Of special interest are the Morgador and Desaix class destroyer-leaders, which feature an incredible top speed and powerful armament.

France also receives additional escorts in the form of 13 La Fier class TBs.

Appendix C: Additional Canadian Surface Forces

Cruisers

CL Birmingham

CL Lowestoft

Destroyers

14x Admiralty S Class

1x Admiralty Leader Scott Class

1x Admiralty Leader V Class

6x Wickes Class

3x Clemson Class

Submarines

7x S class Electric Boat

Appendix D: The Alternate History of Focus Pacific

(I had worked out a much more thoroughly researched and planned version of events, but I have lost those notes. What follows is a quick and dirty alternate timeline of how the world of Focus Pacific came to be.)

1922

Negotiations on the Washington Naval Treaty stall. The signatories eventually come to a compromise, but the result is a weaker treaty than what was signed historically. Key differences include the US keeping all six of their six planned Lexington battle-cruiser hulls, finishing four of them as carriers and two as battle-cruisers, and the provisions for flight-deck cruisers, which both the UK and the US pursue. The carrier tonnage of the treaty also allows France to lay down four additional Bearn-class carriers.

1930

Japan embarks on an ambitious modernization program, encouraging their armament and aircraft manufacturers to adopt assembly-line techniques. Along with the modernization of their manufacturing techniques, Japan begins to quietly amass large quantities of steel.

1934

Japan gives formal notice that it will terminate its participation in the Washington Naval Treaty, and immediately thereafter embarks on ambitious ship-building program with the intention of matching the combined naval power of Great Britain and the United States.

The scope of what Japan is attempting to do stuns other nations that have an interest in the Pacific, the Dutch, British, Americans and French all begin to invest in arming their territories there.

1935

Oil is discovered on northern Sakhalin, under Soviet control. Japan begins to look North as well as South as an option to fuel their growing war machine.

1937

With Japan's invasion of China, France sees the threat of not only Germany invading France, but also the threat of Japan invading French Indochina and eventually threatening French Caledonia and even French Polynesia. With that in mind, French warships and base forces are dispatched to French Indochina, New Caledonia and to French Polynesia.

Due to the difficulty supplying their forces half a world away, France encourages the development of light industry in French Indochina, Pondicherry and French Polynesia, as well as expanding the ports, airfields and shipyards in their territories.

It becomes apparent to the French Air Council that domestic manufacturers can not equip the Armée de l'Air with enough airframes. In addition to contracting other countries to produce foreign designed aircraft to help fill the void, French Aircraft manufacturers are encouraged and subsidized to license their designs to foreign manufacturers, especially in the US. American companies begin manufacturing French aircraft, some of which make their way to bases in French Indochina, New Caledonia, Pondicherry and French Polynesia.

With the success of the air program, France also looks to the U.S. to augment their ship-building, contracting with US ship builders to produce some of their vessels.

Officers of the Dutch army and navy meet to discuss the threat of Japan in the Dutch East Indies. The conclusion of the meetings is that the Dutch are woefully under-prepared to defend their colonies, even with US and British assistance. As a result of these talks, the Dutch begin building two modern battle-cruisers and a squadron of modern destroyers, all of which arrive in the the DEI in the fall of 1941. They also lay plans for the modernization and mechanization of their ground forces. As was the case historically, the Dutch leaders see France as Germany's target and don't make the necessary preparations in Europe until too late.

1938

France begins retrofitting their aging Bearn-class carriers to contemporary naval standards, and rushes production on their two Joffre class fleet carriers.

1939

America's eventual entrance to WWII seems inevitable. Aircraft factories and shipyards ramp up production, which have already expanded considerably to fill French orders.

1940

In June, Japan invades Northern French Indochina. During the invasion, French intelligence obtains documents that were to be presented at the Konoe Cabinet in Japan later that year that listed French Polynesia as one of Imperial Japan's eventual targets. This information is made known to French naval command, including Admiral Marcel-Bruno Gensoul.

In July, British Captain Cedric Holland gives the French fleet under the command of Admiral Marcel-Bruno Gensoul at Mers-el-Kebir an ultimatum to surrender their ships, sail to Martinique for internment, or be fired upon (Operation Catapult). In tense negotiations, Britain agrees to let France evacuate the bulk of its fleet, naval personnel and naval aviation assets to French Polynesia as an alternative to Martinique. The agreement allowed the British to achieve their goal of removing French naval forces that might fight for Vichy France from the Atlantic, Med and Suez, and gave an opportunity for the French Navy to maintain their autonomy and still defend French colonies. This precedent from what came to be called the Mers-el-Kebir accords is honored for the remaining French Naval forces in the Western Hemisphere.

French carriers Joffre and Painleve are launched along with the battleships Gascoigne and Clemenceau. Unfinished, they sail to Tahiti to join the bulk of the French Navy and to avoid capture by the Germans.

Later in July, France signs the Armistice, while the French Bearn-class carriers are docked on the East Coast picking up their order of Curtiss P-36s, SBC Helldivers and Brewster Buffalos. The precedent set by Admiral Gensoul at Mers-el-Kebir allows the Bearn carriers to avoid internment at Martinique and instead sail to French Polynesia to join the French fleet. As a whole, the French fleet survives the Armistice nearly intact.

French Polynesia, New Caledonia, Chad, the French Congo and Cameroon, join the Free French along with France's Indian colony, Pondicherry. The French navy, now mostly operating in the Pacific, joins the Free French forces. Free-French naval command transfers to Tahiti. Unable to participate in the Atlantic due to the accords, the Free French navy dedicates itself to the Pacific. Seeing an opportunity to help counteract the growing threat of Japan in the Pacific, the US assists the Free French in building Tahiti into a modern naval station. The Free French nickname the naval base "La Petite Toulon", after

the original home port of many of the ships now docked at this new berth.

The U.S. allows aircraft manufacturers to continue their French contracts, but with the airframes delivered to the Free French colonies. Free French colonies around the world receive deliveries of aircraft.

1941

Free French ships, including the Bearn, support Free French operations off the coast of Equatorial West Africa, French Somaliland and Madagascar. With British and Commonwealth support, Free French forces continue to build up infrastructure in the Pacific and Pondicherry India.

In July, Japan invades South Indochina with 140,000 troops. While French forces in French Indochina were nominally under Vichy control, the remaining French forces there choose to evacuate to Free-French held Noumea and join the Free French.

The US War Dept. moves up the timeline for reinforcing the Philippines, and men, aircraft and material arrive in the fall of 41.

Frustrated with Operation Typhoon's stalled offensive against Moscow, Germany encourages Japan to attack the Soviet Union in the East, and Japan plans a surprise attack on the key Soviet port of Vladivostok along with Pearl Harbor. Germany pledges to help support Japan's war in the east as well. German Q ships, u-boats and surface combatants begin to run British blockades and enter the Indian Ocean.

December 7th, The United States enters the war. Desperate for naval strength in the Pacific, the United States offers to finish the construction of the carriers Joffre and Painleve, as well as the other hulls that had been laid down in US shipyards.

Appendix E: Some tips for new Focus Pacific players

Japan

You will lose more planes than in stock. This is to be expected. You will need to boost your production above stock levels.

Kwangchowwan is more vulnerable than it may seem at first. It is a tough nut to crack by air, but vulnerable by land or sea.

The Dutch are much better prepared for a fight in Focus Pacific. If you need oil fast, Sakhalin may provide a better option than cracking Palembang.

Dutch naval guns play a larger role in Focus Pacific. Ensure that your invasion TFs include some heavier firepower to suppress them.

The Soviet Union is scary, but their southern bases are almost entirely dependent on their rail-link to the North. Also, keep in mind their naval bases for your turn one strikes.

You have production facilities in Manchuko that are in range of Soviet bombers. Make sure they are protected.

Keep your eye on the bottom left hand corner of the map - you will have German ships that spawn there after rounding the Cape of Good Hope.

The allied player's ability to strike your ships from the air is much greater than in stock. Air-cover for any invasion TF is a bigger priority in the early game than you may be used to.

Allies

You start the game with a lot more carrier air power than in stock, use this to your advantage. However, Zeroes will still eat Buffaloes for lunch.

Take a good look at your French aircraft. There are some in there that provide you with some additional early-game options, including more recon, float fighters and float TBs.

The Dutch receive some great ground reinforcements in early 42 if they can hold on to the DEI long enough to use them. Keep them in mind before deciding whether to leave the theater.

The Liz and Rita open up more of your bases to bombing than in stock. Keep in mind that range when assigning CAP.

Patch Notes 1.04a 8/2/16

Balance Changes

Japanese Air

Japan now starts with several more Home Island airbases built to 2+. New JNAF base units start in Akita and Sapporo. Each of these bases now supports two new Zero squadrons. Updated 7/4

Harbin now starts with two additional Oscar Ic squadrons. Updated 7/4

Japanese Economy

Additional tweaks have been made to Japanese resource production, further increasing the time the Japanese player has before the resource situation on the Home Islands becomes dire. This should give the Japanese player the time to begin serious resource importation efforts.

Resources themselves have been re-allocated significantly. 85% of Japan's starting resource needs can be met by the Home Islands and from importing from existing territories. However, Japan will need to move quickly to find sources for the other 15%. *Credit to Peever for resource planning*

Japanese Aircraft Production

Japan now receives organic replacements of the G5N2 Liz, G5N3 Liz and G8N1 Rita.

Adjusted Tojo replacements so the Ki-44 IIa receives 20 a month, not the prototype model.

Changed Japanese upgrade paths to make a little more sense.

Japanese Aircraft

Japan now receives an IJA version of the Liz, the Ki-85.

Japan can now build the Oscar Ki-43d, which mounts two center-line cannons, starting in January 1942.

Soviet Air Experience Adjustment

Many of the Soviet fighter squadrons at Vorishlov and Vladivostok had experience levels that were too high, making them far too deadly. This has been adjusted. These squadrons aren't pushovers, but they are now vulnerable to sweeps.

Japanese Navy

Japan now starts with additional DMS ships.

Japan begins the game with 15 additional sub chasers.

Japan begins the game with additional LSDs, increasing their early-game amphibious capability, and also ensuring they still have some amphibious capability once their bonus wears off.

To allow Japan to import the huge quantities of resources that they will need to fee their war effort, Japan receives 70 additional high capacity xAKs.

French Navy

Additional French naval assets have been added in the form of sub-chasers and some older destroyers along with the mine-laying cruiser Pluton. The AV Gauchet has been moved from Kwangchowan to Tahiti.

French Leaders

France had a significant shortage of both naval and air leaders. They now have 20+ additional leaders of each type of varying quality.

Dutch Navy

It always struck me as strange that the Java-class Dutch cruisers had no options for modernization. They now have an option to convert to CLAAs.

The Netherlands also receive the third planned ship of the class - the Celebes.

Dutch mine-layers carry far fewer mines in game then they were able to historically. This has been fixed.

US Navy

The US begins the game with the USS Jupiter, a small seaplane carrier.

US Aircraft

The US receives two additional aircraft - the Wildcatfish and SeaDevastator, float versions of their respective air-frame. A squadron of each begins the game on the USS Jupiter.

Added a torpedo bomber variant of the P-38 based on historic capability. Three squadrons of this plane arrive in Hilo in 42.

Art Changes

French Ship Art

La Feir Torpedo Boats, De Grasse cruisers, Alsace battleships and St. Louis cruisers all have new, better art, thanks to Cardas

Map Changes

Buin and Shortlands

Buin has been added as a base in Shortland's former position. Shortland has been moved south.

Bug Fixes

Aircraft armament placement

Many aircraft had incorrect armament placement in their extended range configuration. Known

instances of this have been fixed.

French Cruiser Armament

Some French cruisers had incorrect armament - a relic of when I first started the mod and didn't understand how the game handled ship guns. Known instances have been fixed.

Incorrect Aircraft Upgrades

Some Dutch and French planes were upgrading to the wrong models. This has been fixed.

Fuchin Base Force

Fuchin starts without a Japanese force in it - it shouldn't. It now should start with a Japanese border fort unit. It looks like this may have been a legacy bug from stock. This will prevent the base from auto-flipping.

Patch Notes 1.03 6/18/16

Balance Changes

Japanese Economy

Japanese resource production has been greatly increased, primarily in Manchuko, Hokkaido and Korea. The Japanese player also starts with a significantly higher Heavy Industry pool than in stock, allowing for more flexibility in early expansion.

Light Industry on the Home Islands has been reduced slightly, freeing up those resources for more efficient use in Heavy Industry.

Thanks to Peever, Lokasenna and others for their help with their insight into Japanese industry.

Japanese Starting Political Points

Japan begins the game with much higher political point values, allowing them greater flexibility in buying out units on the Home Islands for use in additional invasions.

Air Model Changes

Some air-frames now have lower service ceilings, including the Oscar and the P-50.

Soviet Armor Production

Soviet armor production has been extended so key vehicles do not stop production in March of 1942, but those vehicles have also had their per-month production reduced:

BT-7 - Reduced to 55 to 70 per month, removed end date

T-26S - Reduced to 60 from 80, removed end date

T-38 Tankette - Reduced to 12 from 16, removed end date.

Several Soviet heavy tanks were also present as devices, but with no production. That has now been fixed, and some Soviet heavy tank models now receive replacements - but in very small numbers.

Thanks to HansBolter for noticing the end-date on the tank production.

Bug Fixes

Art

Missing atopalpa files have been added, thanks to the generous work of Cardas. Planes like the MS.410 should now appear in game. Some French ship transparencies have also been improved, but may still need some work.

Missing credits image has been returned to the game.

Ordinance Positioning

Many planes had incorrect settings for the position of their bombs and droptanks in their extended range device data. These have been fixed. Thanks to blueskywhitesun and others for the catch.

Guam Base Prep

Units on Guam were preparing for other bases. They now prepare for Guam as intended. Thanks again to Bluesky.

French Destroyer Upgrade Issue

Desaix-Class destroyers lost maneuverability with their upgrade. This has been fixed. Thanks to BillBrown.

Nagasaki/Sasebo POrt Build Size

The port build size field was set to zero instead of 6, this has been fixed and the port has been to restored to a size 6 build size.
Thanks to Peever for the catch.

US Bomber Squadron Fielding Incorrect Planes

A single U.S. B-25 squadron inexplicably was flying Dutch B-25s. The squadron now flies their intended B-25Cs. Thanks to Patton for the Catch.

Patch Notes 1.01 6/10/16

This patch brings Focus Pacific (Scenarios 71 & 72) to version 1.01 and Patton's Mod (Scenario 75) to version 1.3.

Bug Fixes (All Scenarios)

- 1) The Amagi Class Battlecruisers had a rack of torpedoes installed in the place of their port AA battery. This has now been fixed, and the Amagi class BCs have their AA suite restored.
- 2) Desaix Class destroyers didn't start the game with enough reloads. They are now topped off and ready for the fight.
- 3) Both the Algerie and Suffren class cruisers were missing half of their forward armament. They now have the correct amount of guns.

Feature and Balance Changes (All Scenarios)

- 1) Japan now starts the game with more aircraft production of key airframes by expanding aircraft factory sizes at bases around the empire. Aircraft affected include the Zero, Jake, Oscar Ia and Ic, Val, Betty, Kate, Nell and Jake. This will allow the Japanese player to reach higher production numbers earlier in the war, as well as reduce the total number of HI points to bring production to that level.
- 2) Increased Home Island starting resources, but not resource generation.
- 3) Resource generation has been increased at bases all around the Home Islands, allowing Japan to import more resources. Resource generation has been bumped in Hokkaido, Sakhalin, Manchuko, Occupied China, unoccupied China, the Philippines and the DEI.
- 4) To ensure that Japan has enough shipping to import these resources, Japan now starts with additional xAKs.
- 5) Increased manpower production.

Feature and Balance Changes, Scenarios 71 & 72 only

France starts the war with some additional xAKs, xAPs and minesweepers.

Feature and Balance Changes, Scenario 75 only

- 1) Adjusted a few LCU's to locations that are more historical:
 - a) 24th ID fully at Pearl Harbor
 - b) 25th ID, 34th Reg. at San Francisco, the rest at Pearl Harbor
 - c) Adjust the Americal Div starting locations and dates
- 2) Added a little naval support to select British and Dutch base forces
- 3) Removed Allied Aircraft Purchase system bases, as Scenario 75 doesn't use the aircraft purchase system.
- 4) Added Prince Rupert RCN base force