MIDWAY SOLITAIRE

THE JAPANESE OFFENSIVE IN THE PACIFIC, 1942

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CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

1.0 INTRODUCTION

1.1 Game Premise

Midway Solitaire is a wargame of the Campaign in the Pacific Theater of Operations (PTO) in April-June 1942. This period saw the Japanese take the offensive in two major campaigns which resulted in the battles of the Coral Sea and Midway, both of which were decided by aircraft carrier actions. In the game, the player takes command of United States Navy and Allied (USN) forces. The game system takes command of Imperial Japanese Navy (IJN) forces. You, as the USN commander, must defeat multiple IJN naval offensives while your foe has superior numbers.

1.2 Rules Advisory

This game is unique in the annals of wargames because it ties three very disparate types of games together as one cohesive experience. *Midway Solitaire* is a strategic game (featuring most of the Pacific Theater), an operational game (featuring distinct naval units and flotillas with individual air groups and unique operational capabilities), and also a dedicated solitaire game, all in one.

To seamlessly accomplish this melding of different wargame approaches, *Midway Solitaire* is a relatively complex game, procedurally speaking. However, do not be put off by that, because these rules have been very carefully arranged and organized so as to allow you to follow the procedures step by step. The Sequence of Play (6.0), if followed very meticulously, will methodically take you through all the steps of each game turn, and you'll discover that the game will hold together well and do exactly what it is supposed to do. Detail-minded players will adapt to this game very well, but casual players may have more difficulty. So, follow each rule carefully and literally, and you will discover that the game will quickly take on an interesting life of its own.

Your task, as the player, is to win the game by surmising, guessing, estimating, and judging how to prevent a Japanese victory within the framework of the solitaire mechanics. From the US perspective, you are taking on the role of Adm. Nimitz in terms of what options you have available and what decisions you can make to repel the Imperial Japanese Navy's drive across the Pacific. In this regard, it is recommended that you play at least two games and consider the first as a sort of training exercise, and then see if you can beat the system during your next game(s). The key to winning is good guesswork and properly balancing your limited assets to meet the threats that present themselves over the course of the game.

2.0 COMPONENTS

A complete game includes:

These rules
One 22 x 34" inch map
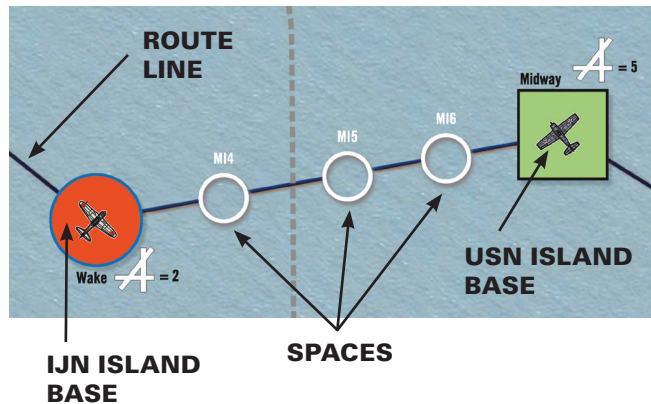One counter sheet of 176 game pieces

You'll need at least one six-sided die to play the game (although several dice of various colors will be helpful).

2.1 The Map

The map shows the Pacific Theater of operations (PTO). Various items on the map are described as follows:

Spaces: The white circles on the map are the spaces upon which game pieces, air and sea, may move during the course of a game turn. Some spaces are known as Island Bases.

Route Lines: These are the black lines connecting spaces and/or home bases together. Game pieces may only be moved on the map to other spaces via these route lines. Errata: The Terrain Key on the map incorrectly shows the route lines as a blue line.

IJN Island Bases: The red circles (Wake, Rabaul) represent Japanese island air bases. Rabaul consists of two separate red circles, both representing the same location, but are separate for purposes of defining each of the two distinct route lines (MO and SO, respectively).

IJN Home Bases: The four large uncolored boxes (two "Japan" boxes and two "Truk" boxes) represent major Japanese bases from where Japanese task forces start their operations.

Note: Home bases are printed with anchor symbols. These have no tangible meaning during play other than to identify their respective locations as a home base.

USN Island Bases: The green squares (Aleutians, Midway, Solomons, Port Moresby) represent Allied air bases. These are objectives of Japanese operations; the IJN wins the game if two USN Island Bases are captured.

USN Home Bases: The large uncolored boxes (Alaska, West Coast, Pearl Harbor, Samoa, New Caledonia, Australia) represent major U.S. bases; the IJN wins the game if one USN Home Base is captured. *Note: Home bases are printed with anchor symbols. These have no tangible meaning during play other than to identify their respective locations as a home base.*

Task Force and Air Group Boxes: These are used to display and organized air and naval game pieces.

Available, Reinforcement, Damaged, Eliminated Boxes: These are used to place and record the status of various game's pieces.

2.2 Playing Pieces

The various game pieces are defined as follows:

Task Force: When placed on the map, task force markers indicate the location of the naval units that are displayed in the same-named or same-numbered Task Force Boxes. Each task force marker and box is printed with a capacity number (printed in brackets) that indicates the maximum quantity of naval units that it may comprise.
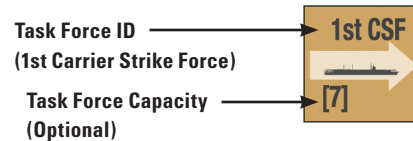
Task force markers have two sides, a front side (known as its unspotted side) and a back side (known as its spotted side) to indicate its insusceptibility or susceptibility, respectively, to attack by enemy units.

USN Leaders: USN leaders accompany task forces to enhance their capabilities (see 20.1).
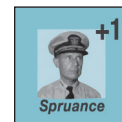
IJN Operations Markers: Operation markers are drawn randomly at the beginning of each turn to dictate which route line will be activated.

Incident Markers: Incident markers are used to denote when incidents occur as a result of task force movement (see 21.0).

Coastal Defense Unit: Coastal defense units occupy all of the island bases on the map. They provide their island base with an air basing capacity (the parenthetical number printed in the top-right corner), an anti-aircraft capability whenever bombed (the top-left number), naval combat number (middle left number) and a coastal gun capability during coastal bombardment (the bottom-left number).
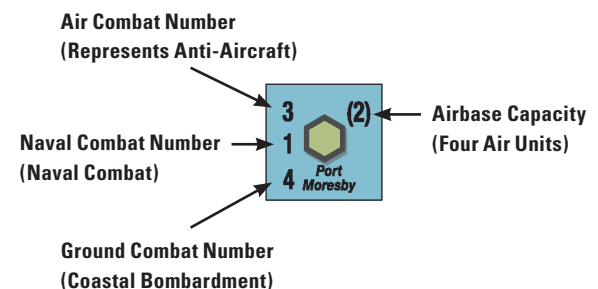
Note: Some coastal defense units have no basing capacity (for example, the Solomons = 0, meaning that it has no airbase capacity).

Errata: The Port Moresby coastal defense unit is printed with a "(2)" on the front side, but this should be a "(4)" instead. The back side is correct (2).

Air Unit: There are two basic types of air units in the game, NAC (naval aviation) and LAC (army aviation). Only NAC may be based on aircraft carriers, but they otherwise operate in the same way. Furthermore, there are two kinds of air units in the game, FTR (fighters) and BBR (bombers). Only BBR may bomb enemy surface targets.

Air Combat Number (Parenthesized: Defensive only)
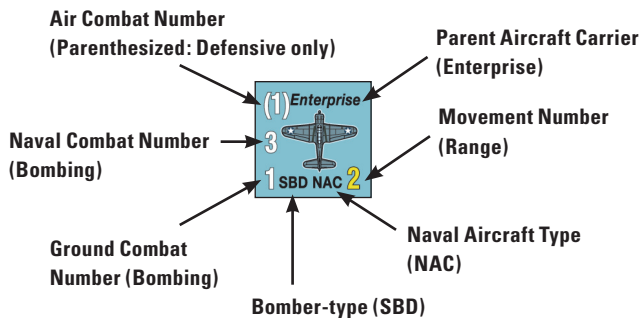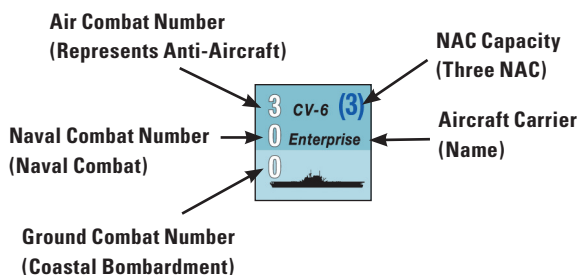
Parent Aircraft Carrier (Enterprise)

Naval Combat Number (Bombing)

Movement Number (Range)

Ground Combat Number (Bombing)

Naval Aircraft Type (NAC)

Bomber-type (SBD)

Note: Many USN bombers are printed as either SBD or TBD, but function no differently in any respect than any bomber. Their distinction is only relevant if playing optional rule 20.3.

Air units are generally two-sided game pieces, meaning that their front side is their full-strength side, and their back side is their reduced side. When any air unit is "hit" during combat, it is to be flipped to its back, reduced side (or eliminated if already on its reduced side).

Naval Unit: There are four basic types of naval units in the game, CV, CVA, CVL (aircraft carriers), BB, CA, CL, DD (warships), TR (transport), and AVD (aircraft tenders). Each type of naval unit has unique ratings.

Naval units are one-sided game pieces. They are printed with a flag on their backs to indicate when they are unspotted.

Air Combat Number (Represents Anti-Aircraft)

NAC Capacity (Three NAC)

Naval Combat Number (Naval Combat)

Aircraft Carrier (Name)

Ground Combat Number (Coastal Bombardment)

2.3 Hit Numbers

The units' various factors are simply "hit" numbers, meaning that whenever a unit is attacking an enemy unit (of that combat category), a die roll that is equal to or less than that factor is a successful hit upon that enemy unit (see 17.0). Each type of combat category's hit number is explained as follows:

Air Combat Number: When participating in combat with any air units, this is the die roll number (or less) required to inflict a "hit" upon an enemy air unit. A parenthesized air combat number indicates a type of air unit that can only participate in air combat if it is attacked by an enemy FTR type of air unit.

Naval Combat Number: When participating in naval combat (or when bombing, if a bomber-type air unit), this is the die roll number (or less) required to inflict a "hit" upon an enemy naval unit.

Ground Combat Number: When a naval unit conducts a coastal bombardment, this is the die roll number (or less) required to inflict a "hit" upon an enemy coastal defense unit in that space.

Movement Number (Range): This is the maximum number of spaces that an air unit may fly to for the purpose of conducting an air strike. Naval units are moved according to different rules (see 8.0), and thus are not printed with any movement number.

NAC Capacity: The number of NAC units that can be based on this aircraft carrier.

2.4 Game Term Definitions

Route Line: One of the four route lines (AL, MI, SO, MO) that will be activated by an IJN Operations (Ops) marker drawn each turn.

IJN (Imperial Japanese Navy): General term for game-controlled forces.

IJN Operations: There are four IJN Operations that may occur during a game, known by their geographic objective code: AL (Aleutians), MI (Midway), MO (Port Moresby), and SO (Solomons).

Spotted: This refers to a task force marker which is face down.

Task Force: A naval formation which includes various ships. A task force also represents fleet logistics ships not otherwise shown in the game, but has no capabilities when it is not comprised of any naval units.

2.5 Game Scale

Each turn represents a period of activity (from one day to one week). CV, CVA, and CVL units represent one aircraft carrier. BB units represent two battleships. CA units represent two to four ships. CL units represent two to four light cruisers plus several destroyers. DD units represent four to twelve destroyers.

3.0 SET-UP
Set up the game in the following order:

Note: All air and coastal defense units are at full strength. All naval units, except the Saratoga, are undamaged.

3.1 USN Historic Set-up

Set-up these game pieces in the map locations as listed:

Aleutians Control and the Aleutians coastal defense unit:
Aleutians

Midway Control and the Midway coastal defense unit:
Midway

Solomons Control and the Solomons coastal defense unit:
Solomons

Port Moresby Control and Port Moresby coastal defense unit:
Port Moresby

USN Air Units

11AF (B-17), 11AF (B-18), 11AF (P-40): Alaska

19 BG (B-17), 11+20 (PBY): Australia

VMF 221 (F2A3), VMSB 241 (SBD), PW 2 (PBY), 7 AF Det (B-17), TS-8 (TBD): Midway

8 PG (P-39), 3 LBG (B-25): Port Moresby

USN NAC Air Units

Lexington FTR NAC: CV-2 Lexington box

Lexington SBD NAC: CV-2 Lexington box

Lexington TBD NAC: CV-2 Lexington box

Saratoga FTR NAC: CV-3 Saratoga box

Saratoga SBD NAC: CV-3 Saratoga box

Saratoga TBD NAC: CV-3 Saratoga box

Note: The Saratoga's NAC air units are not assumed to be damaged, but they are assigned to the Saratoga until the Saratoga is repaired.

Yorktown FTR NAC: CV-5 Yorktown box

Yorktown SBD NAC: CV-5 Yorktown box

Yorktown TBD NAC: CV-5 Yorktown box

Enterprise FTR NAC: CV-6 Enterprise box

Enterprise SBD NAC: CV-6 Enterprise box

Enterprise TBD NAC: CV-6 Enterprise box

Hornet FTR NAC: CV-8 Hornet box

Hornet SBD NAC: CV-8 Hornet box

Hornet TBD NAC: CV-8 Hornet box

USN Task Forces
Place all Task Forces on their un-spotted side.

Task Force-1: Pearl Harbor

Task Force-8: Alaska

Task Force-16: Pearl Harbor

Task Force-17: New Caledonia

Task Force-44: Australia

Task Force-11: West Coast

USN Naval Units
Place in Task Force boxes:

CL-8.6, DD-8.4: Assigned to Task Force-8

DD-11.4: Assigned to Task Force-11

CV-6 (Enterprise), CV-8 (Hornet), CA-16.2, DD-16.4: Assigned to Task Force-16

CV-2 (Lexington), CV-5 (Yorktown), CA-17.2, DD-17.4, Spruance: Assigned to Task Force-17

CA-17.3: Assigned to Task Force-44

CV-3 (Saratoga): In the Moderate Damage box of the West Coast Damaged/Repair Table

AVD-12: Assigned to Task Force-1

USN Reinforcements
Place in the USN Reinforcements box:

BB-4

DD-1.4

7AF (P-40)

18th BW (B-17; also represents other various types of bombers)

RAAF (Hudson)

AVD 17.9

Optional "(Opt)" Units
Place off the map if not in play (see 22.0).

3.2 IJN Historic Set-up

IJN Operations Markers
Place all IJN Op markers (including special markers; see 6.1) in a draw cup (known as the Operations Pool) to be drawn at the beginning of each game turn.

IJN Ground Units

"SO" Rabaul coastal defense unit: Rabaul (SO route)

"MO" Rabaul coastal defense unit: Rabaul (MO route)

Wake coastal defense unit: Wake

IJN LAC Units

11 Det (G4M): Wake

4 AG (G4M), Genzan (G3M), Tainan (A5M), Yokohama (A6M): "MO" Rabaul

4 AG (G4M), Genzan (G3M), Tainan (A6M): "SO" Rabaul

Note: Rabaul is featured as two distinct locations on the map, but each Rabaul space represents the same historic location during different months of 1942 (and, furthermore, the units at each Rabaul location represent various units already stationed there or brought in as reinforcements throughout the course of 1942). For all game purposes, however, treat each unit (even if identical to another unit) and space as a distinctly separate game piece and space, respectively (e.g., the elimination of the Genzan G3M bomber from the MO Rabaul space has no effect on the Genzen G3M bomber at the SO Rabaul space, even though they represent the same historic unit).

IJN Task Forces

Place all IJN Task Force game pieces on their unspotted side in the following locations:

1st CSF, Invasion MI, Main Body-A, Guard: Kyushu Japan (MI) Home Base box

2nd CSF, Invasion-AL, Main Body B: Honshu Japan (AL) Home Base box

Invasion MO, Covering: Truk (MO) Home Base box

4th CSF, Invasion SO, Support: Truk (SO) Home Base box

IJN Air Units

Shokaku FTR NAC: CVA Shokaku box

Shokaku BBR NAC: CVA Shokaku box

Zuikaku FTR NAC: CVA Zuikaku box

Zuikaku BBR NAC: CVA Zuikaku box

Akagi FTR NAC: CVA Akagi box

Akagi BBR NAC: CVA Akagi box

Kaga FTR NAC: CVA Kaga box

Kaga BBR NAC: CVA Kaga box

Hiryu FTR NAC: CVA Hiryu box

Hiryu BBR NAC: CVA Hiryu box

Soryu FTR NAC: CVA Soryu box

Soryu BBR NAC: CVA Soryu box

Ryujo FTR NAC: CVL Ryujo box

Ryujo BBR NAC: CVL Ryujo box

Junyo FTR NAC: CVL Junyo box

Junyo BBR NAC: CVL Junyo box

Shoho FTR NAC: CVL Shoho box

Shoho BBR NAC: CVL Shoho box

Zuiho FTR NAC: CVL Zuiho box

Zuiho BBR NAC: CVL Zuiho box

Hosho BBR NAC: CVL Hosho box

IJN CVA and CVL Naval Units

Place all CVA and CVL naval units face down and then mix them up. Blindly select one at a time and determine which route line each must be set up by consulting the IJN Random Deployment Table printed on the map. Once a route line is determined for each one, assign it to whatever IJN task force is already set up on that route line (i.e., place that naval unit, still face down, in that particular Task Force's IJN Task Forces display Box printed on the map).

IJN Invasion Naval Units

Place the following transport type naval units in the following Task Force Boxes:

TR-4, TR-5: Invasion-MO

TR-6: Invasion-SO

TR-1, TR-2: Invasion-MI

TR-3: Invasion-AL

IJN BB, CA, CL and DD Naval Units

Place all IJN BB, CA, CL, and DD naval units, as well as the three "Deception" counters, face down then mix them up. Blindly select one at a time and place it in each of the Task Forces Boxes in the apportionments listed as follows:

Two random naval units: 1st CSF

Two random naval units: 2nd CSF

Two random naval units: 4th CSF

One random naval unit: Main Body-A

Two random naval units: Main Body-B

One random naval unit: Support

One random naval unit: Guard Force

Two random naval units: Covering Force

Two random naval units: Invasion-MO

Two random naval units: Invasion-SO

Two random naval unit: Invasion-MI

One random naval unit: Invasion-AL

Note: All IJN naval units are considered unspotted until they become spotted.

4.0 STACKING AND BASING

There is no specific stacking limit in the game; any number of game pieces may occupy any particular space on the map. However, aircraft carriers and bases themselves are limited to specific quantities and types of air units that they may accommodate, and task forces are limited to specific quantities and types of naval units that they may accommodate.

4.1 Aircraft Carrier Basing Capacity

Each aircraft carrier may only accommodate a maximum quantity of friendly NAC type air units equal to that aircraft carrier's capacity value. This value is printed on each aircraft carrier game piece as a parenthetical number (and is also printed on the Carrier Air Groups Display on the map as a parenthetical number). All USN aircraft carriers have a basing capacity of "3", but IJN aircraft carriers have various basing capacities.

Note: A damaged aircraft carrier retains its full basing capacity and retains whatever NAC air units it is carrying while it is being repaired.

When the game begins, each NAC air unit is based aboard an aircraft carrier of its same name. They may be subsequently based aboard other friendly aircraft carriers if necessary (if, for example, its own aircraft carrier had been sunk), but never in excess of any other aircraft carrier's capacity value.

If it ever occurs that there are more NAC air units than available basing capacity in a space (if, for example, an aircraft carrier had been sunk), you must eliminate enough air units (of your choice) to not exceed the available basing capacity.

4.2 Basing Capacity at a Base

Each base, whether an island base or a home base, may only accommodate a maximum quantity of friendly air units (of any type) equal to that base's printed capacity value. This value is printed on the map as an airfield symbol with an equals sign (=) and either a number or the word "Unlimited". Japanese Home Bases are not printed with a capacity value, however, because no Japanese air units are set up or ever placed on any Home Base Box.

Note: NAC air units that are based aboard an aircraft carrier do not count against any base's capacity value, and vice versa.

An island base's capacity value will become eliminated if its coastal defense unit is eliminated, or reduced if its coastal defense unit is damaged. If an island base's coastal defense unit is damaged, the airbase capacity of that base is thus reduced to the parenthetical number printed on the upper right corner of that coastal defense unit's reverse side.

If it ever occurs that there are more air units than available basing capacity in a space (if, for example, a coastal defense unit has been reduced), you must eliminate enough air units (of your choice) to not exceed the available basing capacity.

4.3 Increasing USN Basing Capacity

If a USN AVD naval unit is present at any USN base, the airbase capacity there is increased by +1 (so long as that AVD naval unit is physically there). Multiple AVD naval units do not cumulatively increase any one base's airbase capacity, however.

4.4 Task Force Composition Capacity (Optional)

Task force game pieces have no capabilities other than to represent the map location of one or more friendly naval units that are organized on their side's Task Force Display. Each task force corresponds to a specific Task Force Box printed on its own side's Task Force Display; whatever naval units are in that box are assumed to be occupying their task force's location on the map.

The game's initial set-up for both sides will indicate which naval units are assigned to each task force. The player is permitted to reorganize the composition of USN Task Forces during his G-1 Organization Step (see 6.0 "(11)"), though no USN Task Force may accommodate more naval units than its composition capacity. This composition capacity is printed on each USN Task Force game piece and Task Force Box as a bracketed number. If an admiral is also present with any particular task force, that admiral's "+" rating is automatically added to that task force's bracketed composition capacity.

The composition of IJN Task Forces may never be voluntarily changed (though combat losses and scheduled reinforcements, if any, will change an IJN Task Force's composition). IJN Task Forces have no composition capacity limits; their composition is dictated by the game's initial set-up.

Naval units that have been eliminated or are presently undergoing repairs on the Repair Track do not count when considering a task force's composition capacity.

5.0 HOW TO WIN

The IJN wins the game if any IJN Task Force arrives at any of the six USN Home Base boxes (i.e., Alaska, West Coast, Pearl Harbor, Samoa, New Caledonia, Australia) and remains there until the end of the same game turn.

The IJN also wins the game is at least two USN Island Bases (i.e., Aleutians, Midway, Solomons, Port Moresby) have been captured by IJN invasion naval units

The USN player wins the game if he prevents an IJN victory.

6.0 SEQUENCE OF PLAY

Each game turn is comprised of the following steps (which must always be executed in the following order). The game ends when the last Operations (Ops) marker is drawn and played, or if the IJN achieves a victory per 5.0.

IJN PHASE

1) IJN Operations Determination Step

You must blindly draw one IJN Op marker from the Ops pool. This indicates which route line a Japanese Task Force will move along for the current IJN phase. If you drew a "Special" marker instead (CF vs NGS, Intelligence, Reinforcement, Redeploy Victory Spirit, Nagano, Yamamoto), see rule 7.1.

2) IJN Spotting Attempt Step

When one of the IJN Route Lines is activated (8.0), you must immediately conduct one spotting attempt with each IJN Task Force and/or each IJN Island Base on that route line (7.0) that is within its spotting range of any USN Task Force's (counted in terms of spaces).

Note: Individual air units within a task force or at a base do not attempt to spot. Spotting attempts are conducted by each task force and island base.

USN Bases are always considered to be spotted automatically, but a USN Task Force that is present is not spotted automatically merely because it currently occupies a base.

3) IJN Task Force Movement Step

You must now move all IJN Task Forces on that activated route line (only) per the IJN Task Force movement rules (see 8.4).

Check for possible incidents if playing with that optional rule (see 21.0).

4) USN Reaction Step

You may do EACH of the following (a and b) on the currently active route line:

a) Spotting: Each USN Task Force and Island Base may now conduct one spotting attempt (see 9.0).

Note: IJN Island Bases are always considered to be spotted automatically; if an IJN Task Force is present in that same location, it is therefore spotted automatically, too.

b) Air Strike: You may move any or all USN air units (of any type) to attack any space(s)/base(s) on the same activated route line where an IJN Island Base is or a spotted IJN Task Force is present (if within the air unit's printed range). Other IJN units present in other spaces nearby or along the way do not impede, interrupt, or intercept this movement. Resolve all combat that results from this movement (see 10.0 to 13.0).

Thereafter, all air units that had participated during this Reaction Step are returned to their bases of origin (assuming they were not eliminated). If there is insufficient basing capacity available (for instance, if a base was eliminated), the adrift air units are eliminated instead.

5) IJN Air Unit Launch Step

All IJN air units with an IJN Task Force or at an IJN Island Base within range of a spotted a USN Task Force or USN Island Base on an activated route line must now be moved (launched) to the spotted space (this also includes air units from all other IJN Task Forces or Island Bases that have air units within range on that same space, as well as those that had just participated during the above Reaction Step). Other USN units present in other spaces nearby or along the way do not impede, interrupt, or intercept this movement.

Note: Given a choice between multiple spotted USN Task Force(s) and any base amongst different spaces, the IJN air units must attack whichever one presently possesses the most USN air unit game pieces (regardless of their type or condition), or alternatively, whichever one is closest if they possess the same quantity of air units game pieces.

All USN air units there must participate in air combat. Air units with a parenthetical air combat number do not fire unless specifically attacked, but no USN air units may avoid air combat when IJN air units enter their space (representing, for example, strafing runs against their airfields, or so).

When the IJN air units arrive in that spotted space, determine what each IJN air unit will do; this is done by rolling two six-sided dice for that IJN air unit and consulting the IJN Target Determination Table (see 11.0). The IJN Target Determination Table will indicate what type of target that each IJN air unit will attack (if both a USN Task Force and Island Base are present in the space, targets at both are eligible to be attacked by this table). If the dice roll result is a particular type of target that is not present there, then the USN player must, instead, choose an alternate legal target for that IJN air unit. If the dice roll result indicates a target that has already been targeted, then that target is "doubled-up", or even "tripled-up", et cetera (see 13.0). All else being equal, you may choose whichever target you prefer. However, on occasion, there will only be one type of eligible target there, in which case that is automatically the target that must be attacked, regardless of the dice roll.

If you are required to choose a target for an IJN air unit, you must endeavor to select a target (from among those present there) that has not yet been targeted, or a target that has only been targeted once so far if others have already been targeted twice, et cetera.

6) IJN Mutual Combat Resolution Step

For each space containing both IJN and USN air and/or naval units, execute the combat procedure now (see 13.0).

Note: If there is more than one space on an activated route line where combat is to occur, you may resolve them in any order you prefer. The outcome of a combat (such as the sinking of an aircraft carrier) does not affect a pending combat that is occurring elsewhere during this same step (such as the attack by aircraft of that sunken aircraft carrier).

Thereafter, all air units that had participated in such combat are returned to their bases of origin (assuming they were not eliminated). If there is insufficient basing capacity available (for instance, if a base was eliminated), the adrift air units are eliminated instead.

7) IJN Amphibious Assault Step

For each IJN Task Force containing a BB, CA, CL, and/or DD that is now present in any USN-controlled island base on any route line anywhere on the map, execute bombardment of any USN coastal defense unit there (see 15.2). If there is a USN coastal defense unit with a ground combat number there, it must resolve combat against any IJN BB, CA, CL, or DD naval unit.

If there is no USN coastal defense unit at that island base, no combat is resolved, and the amphibious assault succeeds automatically (assuming there is at least one Japanese TR present there; see 16.0). Flip the control marker over to the IJN side. Any USN air units at that base (that were not launched during the USN Reaction Step) are eliminated automatically.

8) Return Step

Return all aloft air units to their base(s) of origin (or an alternate base with available basing capacity if their base of origin has been eliminated).

9) IJN Morale Step

For the IJN activated route line where an IJN Task Force has moved, you must make a morale check if any IJN CVA (fleet carrier), CVL (light carrier), BB, and/or TR naval units has been damaged or eliminated during the current operation. To do so, implement the following procedure:

a) Roll one six-sided die. Add +1 to the die roll for each USN CV and/or CVL that has been sunk or damaged during this turn.

b) If the result is greater than or equal to ($\geq$) the number of IJN CVA, CVL, BB, and TR (total) naval units eliminated/damaged on that route line, then there is no effect.

c) If the result is less than the number of IJN CVA, CVL, BB and TR (total) naval units sunk/damaged, then all of the Japanese Task Forces anywhere on that same route line must be immediately returned to the home base they came from. This does not cause the loss of control

of any captured base, and nor does it automatically resurrect or repair any eliminated or damaged units.

Note: *This means you will have to keep track of which IJN CVA, CVL, BB, and TR were eliminated/damaged on each route line.*

10) IJN Logistics Step

Collect all IJN naval units (but not air units) that have been damaged (but not eliminated). Place each such naval unit on the IJN Damaged Units Box and then immediately roll one six-sided die for that unit. Consult the IJN Repair Table; any repair result immediately repairs that IJN unit (this automatically includes all of a CV's or CVL's eliminated or damaged NAC in the case of aircraft carriers) and then assigns it to an IJN Task Force.

Use the IJN Random Deployment Table to determine where a repaired IJN naval unit is assigned (i.e., it may not necessarily be assigned to the same task force it came from). Any other result remands that naval unit to the IJN Damaged Units Box.

Next, you must roll to repair any one remaining damaged (but not eliminated) IJN air unit anywhere on the map (of your choice, though it is mandatory) per the IJN Repair Table. If repaired, that particular IJN air unit is flipped back to its front side in place.

If there is no damaged IJN air unit at this time, then entirely resurrect one eliminated IJN air unit (of your choice) instead (to full strength). NAC air units may only be resurrected if its parent aircraft carrier is not damaged or sunk, and LAC air units may only be resurrected if its base of origin (where it began the game set up) is an IJN Island Base with available airbase capacity.

If there are no damaged or eliminated IJN air units, disregard this requirement at this time (eligible repairs are not saved up from turn to turn).

Note: *The IJN Logistics Step is performed irrespective of which route line is activated (i.e., an air unit that is to be repaired can be from any route line).*

USN PHASE

11) USN G-1 Organization Step

During this step, you may attempt EACH (a, b, c, d) of the following actions during this step:

a) Reinforcement: Select one USN unit from the USN Reinforcement Box and place it in the West Coast Box (although the RAAF Hudson LAC must always be placed in the Australia Box instead) if not in excess of the remaining basing capacity there.

b)Assign Naval Air to Task Force: Assign any or all USN naval units and/or NAC air units in a particular space or base (but not those in the Reinforcement Box) to any USN Task Force that is present in that same space or base (if not in excess of that task force's stacking capacity). Place those units in that task force's box on the USN Task Force Display. NAC air units must be placed aboard a USN aircraft carrier (but only if not in excess of that aircraft carrier's basing capacity).

c) Combine Task Forces: Combine two or more task forces in the same space or base into one task force (this does not combine either's stacking capacity, however). One task force therefore remains on the map (and absorbs the other's naval units, up to its stacking capacity). Any remaining empty task forces are then removed from that space or base and placed in the USN Task Forces Available Box.

d) Place New Task Force: Select any USN Task Force markers from the USN Available Task Forces Box and place it in either the West Coast, Pearl Harbor, or Australia Box (if there are any USN naval units there to be assigned to that task force, any of which can be assigned to that task force immediately, if not in excess of that task force's stacking capacity).

12) USN G-2 Intelligence Step

During this step, you may attempt EACH (a, b) of the following:

a) Spotting Attempt: Every USN Task Force and Island Base anywhere on the map is eligible to conduct one spotting attempt apiece of each space on their same route line against each space that it within its spotting range (see 9.0).

b) Perform Signals Intelligence: Roll one six-sided die. On a die roll of "6," randomly draw the next Op marker for the IJN (thus allowing you to know what operation the IJN will be conducting next turn) instead of picking an IJN Op marker during the IJN Operations Determination Step. Any other die roll ("1-5") has no effect.

If an enemy task force is spotted, it may be attacked during the next step (see step "(13)" immediately below).

13) USN G-3 Operations Step

During this step, you may attempt EACH (a, b, c, d, e) of the following:

a) Air Strike: Move any USN air unit(s) on any single route line from one (not all) particular space and/or base to attack a space with a spotted IJN Task Force or an IJN Island Base or (if it is within the USN air unit's printed movement range) on the same route line (see 9.0).

b) Move Task Force: Move one USN Task Force (or independent naval unit) from its current space or base to another space or base via a connected route line (per the naval movement rules; see 8.0).

Note: *A moving task force cannot "pick up" other task forces along the way as it moves. Two USN Task Forces can indeed be combined during the following USN Organization Step, however; see "(11)" above.*

c) Rebase Bombers: Move (rebase) any or all USN BBR LAC air units that are currently present on any base(s) anywhere on the map to any other base(s) on the map (if not in excess of basing capacity); range limits are ignored.

Note: *Airbase capacity may be temporarily ignored in those instances in which air units will be flying into the same location where other air units will be flying out (at the same time).*

d) Rebase Fighters: Move (rebase) any or all USN FTR LAC air units that are currently present on any base(s) anywhere on the map to any other base(s) on the map where a USN AVD type naval unit is currently present (if not in excess of basing capacity); range limits are ignored.

e) Rebase Naval Air: Move (rebase) any or all USN NAC air units that are currently present on any base(s) or are assigned to any aircraft carrier(s) anywhere on the map to any other base(s) and/or aircraft carrier(s) on their same route line.

14) USN Mutual Combat Step

For each space or base that contains both USN and IJN air and/or naval units, resolve combat there (see 10.0).

Note: If there is more than one space or base on a route line where combat is to occur, you may resolve them in any order you prefer. In this way, the outcome of one particular combat could affect another combat (for instance, if a task force is forced to withdraw to a space that contains a pending combat).

All air units there must participate in air combat (see 12.0) if any enemy air units are present.

All surviving bomber air units there must attempt to bomb (13.0) if any surface targets are present.

15) Return Step

Return all aloft air units to their base(s) of origin (or an available alternate base if their base of origin has been eliminated).

16) USN G-4 Logistics Step

You may take one Logistics Action to attempt EACH (a, b, c, d, e) of the following:

a) Repair Air Unit: Select one USN air unit (of any type) already in the USN Damaged Units Box and roll to see if it is repairable now (per the USN Repair Table). If so, place that air unit (on its undamaged side) on any Damaged Repair Table (in the "3" box if a FTR type air unit, or the "4" box if a BBR, SBD, or TBD type air unit). When it is advanced to the "1" box, place it in the West Coast or Pearl Harbor Box.

b) Withdraw Damaged Air Unit: Remove one damaged USN air unit from the map and place it in the USN Damaged Units Box now.

c) Refit Eliminated Air Unit: Select one eliminated USN air unit (of your choice) in the USN Eliminated Units Box and place it in the USN Damaged Units Box.

d) Attempt to Repair Damaged Naval Unit: Select one damaged USN naval unit and roll to see it if is repairable now (per the USN Repair Table). If so, choose either the Pearl Harbor or West Coast Box and then roll another six-sided die to determine the severity of that unit's damage (from 1 to 6). If the West Coast was chosen, subtract one (-1) from that die roll. If the net die roll result is "1" or less, that unit is repaired immediately and placed into the chosen box (i.e., Pearl Harbor or West Coast).

e) Attempt to Repair Coastal Defense Unit: Select one eliminated USN coastal defense unit and roll to see it if is repairable now (per the USN Repair Table). If so, place that coastal defense unit on the Pearl Harbor Damaged Repair Table. Then roll another six-sided die to determine the severity of the damage, from 1 to 6. If that next die roll is a "1", the repair is immediate and that eliminated coastal defense unit is immediately returned to its island base.

17) End of Turn Step

Move all units that are on a Damaged Repair Table (including those just placed on a Damaged Repair Table during step "(16)" above) from their current numbered box position on the track to the next lower numbered box position on the track (e.g., from the "6" box to the "5" box). Once any unit is moved to the "1" box, it is considered to be repaired and is then placed on the map immediately (in the West Coast Box if on the West Coast Damaged Repair Table, or on the Pearl Harbor Box if on the Pearl Harbor Damaged Repair Table). NAC type air units may be placed with a friendly task force that contains its own aircraft carrier, but only if that task force is within twice the printed movement number (range) of that NAC air unit. In that case, place that NAC air unit game piece (at full strength) on the USN Carrier Air Groups Display on the map (in the particular box that corresponds to its own aircraft carrier).

End the current game turn and begin a new game turn by drawing an Ops chit from the pool (unless you already drew an Ops chit during the G-2 Intelligence Step). This will inaugurate the next game turn.

Finally, flip all spotted task forces (from both sides) to their unspotted sides.

7.0 IJN OPERATIONS

When an Operation (Op) marker is drawn from the Ops pool, the IJN Task Force(s) that are present on that Op's route line will begin their actions for that game turn. Each Op's route line is indicated by its printed route line abbreviation, explained as follows:

AL (Aleutians)
MI (Midway)
SO (Solomon)
MO (Port Moresby)

During the IJN Operations Determination Step of the IJN Phase, you must therefore activate the IJN Task Forces (and air units at island bases) that are anywhere along that operation marker's indicated route line. Follow the sequence of play in the order it is give (see 6.0).

Note: Some Op markers do not contain any route line abbreviation; those Op markers (known as special markers) will specify different activities or require the activation of multiple route lines instead (see 7.1 below).

In the event that there are two or more IJN Task Forces and/or Island Bases on the currently active route line, you must always conduct actions starting with the IJN Task Force and/or Island Base that is farthest east along that route line.

Once an Op marker has been drawn and played, it is out of play permanently and placed in the Ops Played Box (although some special markers will cause an expended Op marker to be returned to the Ops pool; see 7.1).

You are not entitled to know what Op markers are currently in the Ops pool, nor examine or keep a written record of what Ops or special markers have already been played.

7.1 Special Markers
When a special marker is drawn from the Ops pool, it is implemented according to its special instructions (although sometimes a special marker will instruct another Op marker to be drawn). The list of special markers are the effects is as follows:

CF (Combined Fleet) vs NGS (Naval General Staff): The IJN Phase immediately comes to an end. Proceed to the USN Phase and place this counter in the IJN Ops Marker (already played) Box.

Intelligence: Roll one die for each USN Task Force on any space on all route lines. On a roll of "1", flip that USN Task Force to its spotted side. Any other die roll result (2-6) is no effect. Then blindly draw a new IJN Op marker.

Nagano: Both the MO and SO Route Lines are activated. Conduct operations with all IJN Task Forces and Island Bases on both route lines normally, starting with the SO Route Line, and then the MO Route Line.

Redeploy: If the IJN controls any USN Island Bases, roll one six-sided die per each IJN Task Force that is on the same route line as that island base to determine if that IJN Task Force is redeployed to another route line, per the IJN Random Deployment Table printed on the map. If no USN Island Base is controlled by the IJN, disregard this Ops marker and redraw from the Ops pool.

Regardless of whichever route line that IJN Task Force is deployed to (even if it is the same one it is already on), it is placed into the IJN Home Base Box of that route line.

Reinforcement: Roll one die and implement the result as follows:

1-2 = Automatically repair one IJN naval unit presently in the IJN Damaged Units Box. If there is more than one IJN naval unit in the IJN Damaged Units Box, you must prioritize repairing the most valuable naval unit in the box (defined as CVA, CVL, TR, BB, CA, CL, DD in the order of most valuable to least valuable). All else being equal, you decide which naval unit is to be repaired. In either case, place that repaired naval unit in the Japan Operation MI Home Base Box.

Note: When a CVA or CVL is repaired by this special marker, all of its NAC air units are immediately returned to it at full strength (even if eliminated) automatically.

3 = Automatically resurrect one eliminated IJN NAC, if any, of your choice. Then, assign it to any known IJN aircraft carrier (with available basing capacity) of your choice. If there is no eliminated IJN NAC, disregard this special marker and redraw from the Ops pool.

4 = Automatically resurrect one eliminated IJN LAC, if any, of your choice. Then assign it to any IJN Island Base (with available basing capacity) of your choice. If there is no eliminated IJN NAC, disregard this special marker and redraw from the Ops pool.

5 = Automatically repair one reduced IJN coastal defense unit. If there is no damaged IJN coastal defense unit, disregard this special marker and redraw from the Ops pool.

6 = Automatically resurrect one eliminated IJN coastal defense unit. Then place it on its same-named island base. If there is no eliminated IJN coastal defense unit, disregard this special marker and redraw from the Ops pool.

Victory Spirit: Move all USN Task Force back one space on every route line, except those that are present on a Home Base Box.

Yamamoto: Both the AL and MI Route Lines are activated. Conduct operations with all IJN Task Forces and Island Bases on both route lines normally, starting with the AL Route Line and then the MI Route Line.

8.0 MOVEMENT
Air and naval units are the only game pieces that are capable of movement, and only within the strictures of the sequence of play.

8.1 Air Unit Movement
Air units exist on the map at bases or upon the Carrier Air Groups Display (for NAC air units that are assigned to aircraft carriers). NAC air units that are on their Carrier Air Group Display do not move, but are assumed to be with their assigned aircraft carrier wherever it moves to.

An air unit must be physically moved to participate in any attack against another space (if a spotted task force or island base is present there), but no air unit may be moved to attack a space that is further than its own printed range number (counted in terms of spaces) from its present base or its parent aircraft carrier's location. Range is always calculated to include every space towards and into the target's space (but not the space or base the air unit launches from).

Note: An air unit's range number is its maximum outward distance (returning to its launching base is automatically included as part of an air unit's range number; see 18.0).

Range limits are always ignored when rebasing an air unit (see the G-3 Operations Step). However, no air unit may ever artificially increase its range by "staging" (i.e., stopping off) at friendly bases along the way during the course of its movement to a space.

An air unit may never move off of its current route line to jump over to another route line, even if adjacent (for example, Rabaul).

8.2 Naval Unit Movement
Naval units exist on the map upon the Task Forces Display (for naval units that are assigned to task forces. Naval units that are on their Task Forces Display do not move, but are assumed to be with their assigned task force whenever it moves). Each naval unit and task force marker is to be construed as a single element when being moved, when spotted, and when engaging in combat. Naval units that comprise a task force cannot

act independently from that task force (unless separated as a separate element during a reorganization step).

> **Note:** *IJN Task Forces always move first (as per the sequence of play and the drawing of an Op marker that inaugurates a game turn).*

Naval movement must always be along a route line (no naval unit or task force may ever jump to nor be picked up to be placed on another route line than the one it's presently on), although USN Task Forces may move along route lines in between USN Home Bases and thereby get to another route line by moving to a USN Home Base that is connected to that other route line.

Naval movement is always counted off in terms of spaces. For instance, if an IJN Task Force moves two spaces from a home base, it would move to the first space closest to that home base (as its first of two moves), and then to the next space adjacent to the first one. No space may ever be skipped or jumped during naval movement; each one must be entered sequentially during the course of any movement (including air movement).

When permitted to move USN naval units and Task Force may move in any direction that you prefer. However, IJN Task Forces only ever move from west to east (toward a US Home Base).

8.3 Task Forces

Task force markers themselves have no combat strengths. They may not fire. They cannot be eliminated by enemy units. However, they are removed from the map and placed in the USN Available Task Forces Box if all naval units assigned to them are damaged and/or eliminated (but can be placed back onto the map during the G-1 Organizational Step).

8.4 IJN Task Force Movement

For each activated route line, determine the movement for all IJN Task Forces that are present in any space (or IJN Home Base when their movement begins). Each task force moves separately. To determine each IJN Task Force's movement (during the IJN Task Force Movement Step), roll one six-sided die for that task force and then refer to the IJN Naval Task Force Movement Table. Next, cross-reference the die roll result with the type of task force that is to be moved; this will give the number of spaces that particular task force will move at this time.

> **Note:** *No IJN naval unit ever moves independently of its task force.*

8.5 IJN Halt

A moving IJN Task Force must halt its movement in USN Island Bases where it will attempt to destroy all USN units there. If the IJN Task Force includes any TR (transport) naval unit(s), it will attempt to capture that island base as an amphibious landing. Once either of these goals is accomplished, every IJN Task Force there (and every subsequent IJN Task Force that enters that island base) will then resume its movement normally (as of the next operation along that route line) toward a USN Home Base Box in an attempt to win the game. However, so long as a USN Island Base remains uncaptured or undestroyed, any IJN Task Force there or that subsequently enters there may not continue its movement toward a USN Home Base.

A moving IJN Task Force must also halt its movement in spaces that contain USN Task Forces or naval units (whether spotted or not) where it will attempt to spot and then destroy all USN units there. Once that goal is accomplished (or if the USN Task Force was not spotted), every IJN Task Force there (and every subsequent IJN Task Force that enters that same space) will then resume its movement normally (as of the next operation) toward a USN Home Base box in an attempt to win the game.

> **Note:** *An IJN aircraft carrier does not halt merely because it has no remaining NAC air units.*

8.6 USN Naval Movement

You may move one USN Task Force or naval unit of your choice during the USN G-3 Operations Step (if that is your choice of operations during that step). A USN Task Force or naval unit may move one or two spaces (or more if a USN admiral is present with that task force; see 20.0). You are not required to move any task force or naval unit.

8.7 USN Halt

A USN Task Force or naval unit must always halt its movement if it enters a space that contains an IJN Task Force (whether spotted or not). If it survived any combat there (or if none occurred because neither side was spotted), it may move out of that space (in any direction) as of the next operation, however.

No USN unit may ever enter any Japanese Home Base Box.

9.0 UNSPOTTED AND SPOTTED

All task forces are printed with an unspotted and a spotted side. At the beginning of the game, all task forces are automatically assumed to be unspotted and therefore cannot be attacked until becoming spotted. Furthermore, IJN Task Forces cannot be inspected (i.e., their composition of naval units cannot be examined) until becoming spotted (and only while spotted).

> **Note:** *You may always freely inspect any and all USN stacks anywhere on the map, as well as any IJN Task Force or base that participates in any category of combat.*

Bases and island bases are always considered to be spotted automatically at all times, and they may be inspected at any time. This does not suggest that any task force that is in the same space as a base is considered spotted, however. They are always considered to be separate for spotting purposes.

If a spotted task force becomes unspotted, it cannot be attacked (even if it has already been attacked), and previous spotting attempts, whether successful or not, have no effect on an unspotted task force.

9.1 Spotting Attempts

Spotting attempts may only ever be attempted by task forces or bases along their route line (even if the bases are not occupied), but only out to limited "range" of connected spaces from the spotting task force's or base's present location. All IJN Task Forces and Bases have a maximum spotting range of three spaces, whereas all USN Task Forces and Bases have a maximum spotting range of two spaces. Individual naval units that are present on the map and not assigned to any particular task force may never attempt to spot.

Exception: If there is a USN "PBY" air unit present in the same space as a USN Task Force or Base (regardless of where its based), that USN Task Force's and Base's maximum spotting range is three spaces (instead of two).

When an IJN Task Force or Base is mandated to attempt to spot (see 3.3 (5)), or when you want to attempt to spot for your own USN Task Force or Base, conduct each spotting attempt via the procedure below. Spotting attempts are only ever attempted against specific spaces, not against individual task forces or units:

Note: No units are actually moved to conduct a spotting attempt.

Roll one six-sided die for each task force and base that is attempting to spot (whether an IJN spotting attempt or a USN spotting attempt), resolved as follows:

1-3 = **Spotting succeeds**; Flip every enemy task force in that same space over to its "Spotted" side. Any individual naval unit(s) in that space are likewise considered spotted. You may examine all IJN units that are present in a spotted space.

4-6 = **Spotting fails**; No spotting occurs, and the task force or base that attempted to spot may not attack the space where the spotting attempt failed. A failed spotting attempt does not prevent any USN Task Force's entrance into that space, however.

However, each spotting attempt die roll is subject to die roll modifications by all of the following circumstances that apply:

-1 = If a USN spotting attempt is east or south of the Japanese Defense Perimeter line printed on the map.

-1 = If an IJN spotting attempt is west or north of the Japanese Defense Perimeter line printed on the map.

-1 = If the spotting attempt is conducting from and into the same space.

9.2 Automatic Spotting Attempts
Task forces that occupy the same space are always automatically spotted by the other side.

9.3 Duration of a Successful Spotting Attempt
When any task force is spotted, it remains spotted until the end of the current game turn, but is not spotted when the next operation begins.

10.0 COMBAT
Combat is mandatory whenever IJN and USN units are in the same space or base. Depending on the composition of opposing units that are in the same space or base, combat will comprise multiple categories, each of which are listed below. Whenever combat occurs, the combat categories must be strictly resolved in the order listed. If a particular combat category is not relevant (for instance, the air combat category would not be relevant if there are no air units present), then simply skip that category and proceed to the next category.

> Air Combat
> Bombing
> Naval Combat
> Coastal Bombardment
> Amphibious Landing

Many types of units are capable of combat during multiple combat categories, assuming they survive each category. For instance, a naval unit that is printed with a naval combat number and a ground combat number is eligible to participate during the Naval Combat Category and then the immediately-following Coastal Bombardment Category.

Generally, a unit is entitled to use each of its distinct combat factors (once) during each combat category in which it could be applied. No two units may ever combine their combat factors as a single attack, however, and no two different types of combat factors may ever be combined or switched (e.g., a bomber may not use its ground combat number to attack any naval unit).

10.1 Combat Restrictions
A unit with a printed combat strength of "0" may not ever have it raised to "1" or more, and a unit with a combat strength of "1" or more may never be lowered to "0" ("1" is the minimum).

11.0 IJN TARGET DETERMINATION
Combat is automatic when IJN and USN units occupy the same space or base (regardless of which side encroached that space).

You must therefore roll two six-sided dice for each participating IJN unit (in any order of present IJN units you prefer) to ascertain which present USN unit(s) will be attacked by each participating IJN unit (if otherwise eligible to attack that type of USN unit). The types of IJN units are listed as follows:

> BBR LAC (Bomber **L**and **A**ir**C**raft)
> FTR LAC (Fighter **L**and **A**ir**C**raft)
> BBR NAC (Bomber **N**aval **A**ir**C**raft)
> FTR NAC (Fighter **N**aval **A**ir**C**raft)

You simply cross-reference the dice roll result with the given IJN unit's listed type on the IJN Target Determination Table; this will indicate which present USN unit shall be attacked by that particular IJN unit.

11.1 No Such Target
If it should happen that the IJN Target Determination Table result indicates a type of USN unit that is not actually present in that space, then you must choose any alternative USN unit (that can be eligibly targeted) from among the units present. However, in such a case, you must always select a USN unit that has not yet been targeted during that combat, if possible, or whichever USN unit has been targeted the least thus far among all the targeted units. All else being equal, you may choose whichever alternative USN target you prefer.

If there is no eligible target for any particular IJN unit to attack, it does not therefore attack (but remains there and can be attacked nonetheless).

11.2 Identical Target Types
If it should happen that there is more than one of the unit types indicated by the IJN Target Determination Table result, whichever one of them is

as-of-yet untargeted, or whichever one of them has been targeted the least thus far is to be the target. All else being equal, you may choose whichever one of them you prefer, even if it is doubled up, etc.

11.3 USN Target Determination
During naval combat (14.0), USN naval units may never specifically target any Japanese CVA or CVL aircraft carrier. Notwithstanding this particular restriction, you may always choose which target each of your own units will attack, and you may also "double-up" or "triple-up," et cetera as you prefer (regardless of how many other IJN targets are present there).

12.0 AIR COMBAT
Whenever it occurs that there are opposing air units in the same space, air combat must be resolved if there is at least one FTR type air unit present. To resolve air combat, ALL of the air units from both sides that are present in that same space must be arrayed in the Battle Display Box printed on the map, and then a specific target must be selected for each FTR air unit there: The IJN Target Determination rules (see 11.0) will always determine which USN air units will be attacked by IJN FTR type air units there, although the USN player must choose the targets for each of his own FTR air units there that are not being targeted by a Japanese FTR air unit.

Designer's Note: Non-FTR type air units must participate in air combat even when there are no surface targets for them to bomb (regardless of which side is the encroacher). This assumes that they are being strafed at their airbase or so, not necessarily that they in the air when air combat occurs.

In cases when there are more FTR air units than targets to engage, the extra FTR air units can simply "double-up" (or "triple-up", etc.) against whatever enemy air units are present there. However, a doubling-up unit may not be changed to a different target if its initial target has been eliminated before it had a chance to attack.

12.1 Resolving Air Combat
After a target has been determined for each present FTR air unit, roll one six-sided die per each FTR air unit (one at a time): If its die roll is equal to or less than its printed air combat number, the enemy air unit it is target-ing is hit and immediately flipped to its reduced side (or is eliminated if it had already been flipped or has no reduced side).

Note: Air combat is always considered to be simultaneous, and so the reduction or elimination of a particular target has no effect on its eligibility or capability during that same air combat. A just-flipped unit must return fire with its full-strength air combat number.

12.2 Defensive Fire
After a die has been rolled for each FTR air unit, now roll one six-sided die for every other type of air unit there that is printed with a parenthetical air combat number (one at a time), but only if that air unit was specifically at-tacked by an enemy FTR air unit (but regardless if that air unit had been hit or not by that enemy FTR air unit's attack). If an air unit with a parentheti-cal air combat number is attacked by multiple enemy FTR air units, it is entitled to one die roll per each enemy FTR that has attacked it. If its die roll is equal to or less than its printed parenthetical air combat number, the enemy FTR air unit that attacked it is hit and immediately flipped to its reduced side (or is eliminated if it had already been flipped or has no reduced side).

12.3 Break-off
After each eligible air unit has rolled a die during air combat, the USN player must decide whether he wants to continue air combat or "break-off". If he chooses not to break-off, all of his air units simply remain there (even if they are only bombers). If he chooses to break-off, he must immediately return all of his air units to their bases of origin, and so no USN bombers, if any, "get through" (12.5). If any IJN BBR air units remain there after a break-off, they must attempt to bomb whatever USN surface target(s) are there, if any (see 13.0).

IJN FTR air units only break-off when there are no remaining USN air units present in that same space or base, and IJN BBR air units only break-off if there are no USN surface targets present in that same space or base. In either case, such IJN air units are then immediately returned to their base(s) of origin.
If no break-off occurs, air combat must then continue by repeating 11.0 and 12.1 above, although the opportunity to break-off will occur again after each eligible air unit has rolled a die during air combat.

12.4 Returning to Base
After an air unit breaks-off, it is then returned to its base of origin at this time. See 18.0 below.

12.5 Getting Through
Any BBR, SBD, and/or TBD that was not eliminated and did not break-off will therefore remain in that space during the following Bombing Step (see 13.0 below) to bomb any surface targets there.

13.0 BOMBING
Whenever it occurs that any BBR, SBD, and/or TBD air unit(s) are present in the same space as any enemy surface targets (i.e., naval units or a coastal defense unit at an island base), and assuming they were not eliminated during any air combat there (see 12.5), they will attempt to bomb the surface target(s) there. To resolve bombings, all of the bombing air units and surface targets that are present in that same space must be arrayed in the Battle Display Box printed on the map. If IJN BBR air units are bombing, consult the IJN Target Determination rules (see 11.0) to ascertain each BBR air unit's target. If USN BBR, SBD, and/or TBD air units are bombing, they may target any present enemy surface targets of the player's choice.

It is perfectly legitimate for bombing air units to "double-up" (or "triple-up", etc.) against whatever enemy surface targets are present there. However, a doubled-up unit may not then be changed to a different target if its initial target had been eliminated before it had a chance to attack.

13.1 Resolving Bombing
After a target has been determined for each present bombing air unit, roll one six-sided die per each such air unit (one at a time): If its die roll is equal to or less than its printed naval combat number (if bombing a naval unit) or less than its printed ground combat number (if bombing a coastal defense unit), the enemy surface target is hit and immediately subject to a Hit Table result (see 17.2).

Exception: A coastal defense unit is reduced instead when it is hit (or eliminated if already reduced).

13.2 Anti-Aircraft Fire

After a bombing die has been rolled for each bombing air unit, now roll one six-sided die for each surface target that is printed with an air combat number (but only once per surface target), even if that surface target was not specifically attacked by an enemy BBR, SBD, and/or TBD air unit (and regardless if any surface target had been hit or not by any enemy bomber's attack).

Exception: A coastal defense unit's anti-aircraft is only rolled when it is specifically attacked.

If a surface target's die roll is equal to or less than its printed air combat number, one enemy bomber is immediately hit and reduced (or eliminated if already reduced) of your choice.

13.3 Returning to Base

After each bomber has completed its bombing attack and also undergone any resulting anti-aircraft fire, it is then returned to its base of origin at this time (assuming it was not eliminated). See 18.0 below.

14.0 NAVAL COMBAT

Whenever it occurs that there are opposing naval units in the same space, naval combat must be resolved if at least one naval unit with a printed naval combat number is present there. To resolve naval combat, ALL of the naval units that are present in that same space must be arrayed in the Battle Display Box printed on the map. The IJN target determination rule (11.0) must then be consulted to determine which type of USN naval unit that each present IJN naval unit must target during that naval combat.

If the IJN target determination procedure specifies a type of USN naval unit that is not present, you must select an alternate USN naval unit (of your choice) there to be targeted by that IJN naval unit. If the IJN target determination procedure specifies a type of USN naval unit that has already been targeted by an IJN naval unit, it simply becomes targeted again (In this way, it is possible for multiple IJN naval units to target the same USN naval unit during the same naval combat, and may not target a different USN naval unit even if their original target had already been sunk in the meantime).

Next, after the targets have been determined for each of the present IJN naval units there, whatever USN naval units were not targeted, if any, may now be assigned to target any of the IJN naval units there of your choice.

Exception: USN naval units may only ever target IJN CVA or CVL (aircraft carrier) naval units if there are no other types of IJN naval unit present during that same naval combat.

14.1 Resolving Naval Combat

After a target has been determined for each present naval unit, roll one six-sided die per each naval unit: If its die roll is equal to or less than its printed naval combat number, the enemy naval unit it is targeting is hit and immediately subject to a Hit Table result (see 17.2).

> *Note: Naval combat is always considered to be simultaneous, and so the damage or elimination of a particular target has no effects on its eligibility or capability during that same naval combat.*

14.2 Retreat Determination

If, after naval combat, both sides have naval units remaining in a space, one of the two sides must withdraw their entire naval force. If the battle occurred west of the Japanese Defense Perimeter Line, the USN side must withdraw (in totality); if the battle occurred east of the Japanese Defense Perimeter Line, the IJN side must withdraw (in totality).

To withdraw, move all of the withdrawing naval units (as a task force) one space towards a friendly home base. If that space is also occupied by enemy task force, its withdrawal stops and naval combat must then begin there immediately, as well.

15.0 COASTAL BOMBARDMENT

Whenever it occurs that there are naval units in the same space as an enemy coastal defense unit, and assuming the naval units had already survived any naval combat there (see 14.0), a naval bombardment must be resolved if at least one naval unit with a printed ground combat number is present. To resolve naval bombardment, all of the naval units that are present in that same space must be arrayed in the Battle Display Box printed on the map.

15.1 Resolving Coastal Bombardment

Roll one six-sided die per each naval unit (one at a time): If its die roll is equal to or less than its printed ground combat number, the enemy coastal defense unit is hit and immediately reduced (or eliminated if already reduced).

15.2 Coastal Guns

After a die has been rolled for each bombarding naval unit, now roll one six-sided die for the coastal defense unit (regardless if that coastal defense unit had been hit or not by that enemy naval unit's attack). If a coastal defense unit is bombarded by multiple enemy naval units, it is entitled to one die roll per each enemy bombarding naval unit (but not other naval units). If its die roll is equal to or less than its printed ground combat number, that bombarding enemy naval unit is immediately subject to a Hit Table result (see 17.2).

15.3 Airbase Damage

If a coastal defense unit is reduced, the airbase capacity at that island base is also reduced (see the airbase capacity number printed on the upper right corner of the coastal defense unit's reverse side). If a coastal defense unit is eliminated, any landed air units at that same island base are also eliminated.

15.4 Remaining on Station

If a coastal defense unit survives all bombardment in its space, the enemy bombarding naval units also remain in that space until activated to move again during a subsequent operation.

16.0 AMPHIBIOUS LANDING

Whenever it occurs that any IJN transport (TR) naval unit(s) are present in the same space as a USN Island Base that does not contain any coastal defense unit, that island base immediately becomes captured by the IJN. In such a case, flip that island base's control marker over to its back side to indicate that it is now controlled by the IJN side.

> *Note: The game does not include any specific amphibious marine units. The mere presence of an IJN transport naval unit presumes that amphibious ground units have been landed.*

IJN control of any island base permanently disallows any USN air unit to be based there, and also contributes to the game's victory conditions (see 5.0). An island base, once captured by the IJN, can never be recaptured.

If an IJN transport type naval unit is present in the same space as a USN Island Base that contains a coastal defense unit, no amphibious landing is conducted, and that island base does not become captured by the IJN. This circumstance does not affect the IJN transport naval unit(s) there, and they will be compelled to move out of that space (leaving it uncaptured) if that same route line is activated during a subsequent operation per 6.0 normally.

17.0 WHEN A UNIT IS HIT
A unit is only "hit" during combat by a specific enemy unit that had attacked it. Multiple hits by multiple enemy units are compounding. However, air, naval, and coastal defense units are affected differently when hit, explained as follows:

17.1 Air Units
When any kind of air unit is hit during air combat or by anti-aircraft, it is immediately reduced (i.e., flipped to its back side) or eliminated if already reduced (or only a one-sided air unit).

17.2 Naval Units
When any kind of naval unit is hit during naval combat or by bombing, naval combat, or by coastal guns, it is not necessarily damaged or sunk automatically. Instead, you must roll one more die per each hit and consult a Hit Table printed on the map (the IJN Attacking USN Naval Units Table if a IJN naval unit is hit, or the USN Attacking IJN Naval Units Table if an USN naval unit is hit). If that die roll result is "Miss", there is no effect and the "Hit" is disregarded (as if it had not been a hit in the first place). If that die roll is "Damaged", the hit naval unit is considered damaged and will be placed in the Damaged Box, but only after any other pending hits are resolved (and only if that naval unit is not sunk by a subsequent hit). If that die roll is "Sunk", the hit naval unit is considered eliminated and must be immediately placed in the Eliminated Box, disregarding any other pending hits.

> *Note: Multiple damage results against the same naval unit have no additional effect (i.e., there are no levels of damage, and repeated damage results are not translated into a sunk result or an elimination).*

Of course, a sunk result supersedes any other results, although any other pending hits are never redirected to any other units; they are disregarded as overkill.

Damaged aircraft carriers do not lose their basing capacity, though they are removed from playing area of the map to be repaired and cannot launch any aircraft until repaired.

17.3 Coastal Defense Unit
When a coastal defense unit is hit by a bombing or bombardment, it is immediately reduced (i.e., flipped to its back side) or eliminated if already reduced. If a coastal defense unit is reduced, the airbase capacity at that island base is reduced (see 4.0). If a coastal defense unit is eliminated, no air units may be based at that island base ever again. Any aloft air units that been flown from that base will be eliminated when required to return to base (unless an alternate base is available to them; see 18.0).

18.0 AFTER THE BATTLE
After all five categories of combat have been concluded, return all surviving naval units to their side's Task Force Display, and return all surviving air units to their bases of origin.

An air unit may not return to an alternate base except when its own base is sunk, damaged, or destroyed, although no air unit may return to any alternate base that is beyond its printed range (counted from the air unit's present location). In such a case, an air unit must return to the closest alternate base available (that has available airbase capacity).

> *Note: If there are two or more equally-close alternatives, you choose amongst them (even for IJN air units).*

Eliminated units must be placed in their respective Eliminated Box.

19.0 IJN REPAIRS
During the IJN Logistics Step, you must attempt to repair damaged IJN units, explained as follows:

> *Note: The IJN Logistics Step is performed irrespective of which route line is activated (i.e., an air unit that is to be repaired can be from any route line).*

19.1 Repairing IJN Naval Units
Roll one six-sided die for each IJN naval unit that is presently in the IJN Damaged Units Box and then consult the IJN Repair Table. Any successful repair result immediately repairs that IJN naval unit (any other results remands that naval unit to the IJN Damaged Units Box). Once repaired, it must then be immediately assigned to an IJN Task Force per the IJN Random Deployment Table (i.e., it is not necessarily assigned to the same task force it came from).

19.2 Repairing IJN Air Units
Roll one six-sided die for one (only) damaged IJN air unit (whether an LAC or NAC air unit) that is present on any route line of your choice, if any, and then consult the IJN Repair Table. A successful repair result immediately repairs that IJN air unit in place (i.e., where it is currently present). No more than one IJN air unit may ever be repaired per IJN Logistics Step, however.

If there is no damaged IJN air unit, then you must, instead, resurrect any one eliminated IJN air unit (of your choice) and either place it with its same-named parent aircraft carrier (if it is an NAC air unit) or its island base or origin (if it is an LAC air unit).

> *Note: If there are no damaged or eliminated IJN air units, disregard this requirement at this time (eligible repairs are not saved up from turn to turn).*

20.0 SPECIAL UNITS

20.1 USN Leaders
The USN has two leaders (Spruance, Fletcher), or optionally three leaders (if using the Halsey leader). A USN Leader must be assigned to a specific task force , not an individual unit, but no more than two USN Leaders may be assigned to the same task force. It always moves with that task force, and is eliminated if that task force is eliminated. A leader can be assigned to a different task force during the USN G-1 Reorganization Step.

Leader Effects on Movement: If a USN Leader starts a USN Movement Impulse assigned to task force, then that task force increases its movement by one point (or two in the case of Halsey, if in play).

Leader Effects on Combat: If a leader is assigned to a task force which includes USN carriers, then any single SBD or TBD assigned to that task force will have its naval combat number increased by one (or by two in the case of Halsey, if in play). A leader does not affect air combat, bombardment, or naval combat, however.

20.2 USN DDs
USN DDs automatically incur a +2 die roll penalty to the spotting attempt of the task force they are with.

20.3 TBD and SBD Bombers
USN NAC bombers are specifically differentiated as either a TBD (torpedo bomber) or an SBD (dive bomber). These aircraft function like normal bombers in every respect. However, if both a TBD and an SBD attack the same IJN naval unit during the same combat, the SBD's naval combat number is increased by +1.

20.4 Optional Units
The units marked "Opt" are only applicable when playing with rule 22.0.

21.0 INCIDENTS (OPTIONAL)
Whenever any task force or a separate naval unit moves on a route line and ends its movement in a space, you must immediately roll one six-sided die to determine if any incident has occurred. If that die roll is "6", roll another die and consult the Incident Table printed on the map to ascertain what specific incident occurs in that specific space.

> *Note: Do not make incident checks for task force/naval units that end their move in a home base, or those that are compelled to move back to a previous space after inconclusive naval combat.*

21.1 Incident Procedure
Consult the Incident Table. Roll one die. Cross reference that die roll with the Event Column to determine the result, as follows:

21.2 Incident Explanations

Calm Seas (USN or IJN): Nothing happens.

Submarine (USN or IJN): Roll one six-sided die, resolved as follows:

1 = One aircraft carrier of your choice, if any is present*****, is damaged.

2 = One BB of your choice, if any is present*****, is damaged.

3 = One CA, CL, or DD of your choice, if any is present*****, is damaged.

4 = One AVD or TR of your choice, if any is present*****, is damaged.

5 = No effect.

6 = No effect.

**If no such naval unit is present, the result is "No effect" instead.*

Surprise Attack (IJN): Add one more movement to the task force's movement result

Weather (USN or IJN): Neither side may conduct any spotting attempt nor launch any air missions into or from the space where the weather incident has occurred for the remainder of this phase.

22.0 OPTIONAL UNITS
The game includes six optional game pieces that you may include to explore alternative history circumstances. Generally speaking, the balance of the game favors the Japanese side (most standard games will result in an IJN victory); the inclusion of each additional USN unit listed below increases the chances of a USN victory minimally (collectively, they will increase the odds of a USN victory by about 20% if the IJN 26th AG is not included as well). You should feel free to use any combination of these optional units as you prefer, though they are all ahistorical inclusions to some degree. These optional units are listed as follows:

Admiral Halsey (Halsey was hospitalized in early 1942 and was out of action until later that year; this optional unit assumes that Halsey had remained in command). Set-up Halsey with any task force of your choice.

BB-1, BB-3, DD-1.5 (these units represent much of the fleet that was destroyed during the air raid at Pearl Harbor; these optional units presume that the attack at Pearl Harbor had not been a total surprise and therefore far less effective). Set-up these units in the Pearl Harbor Base Box.

SB2 NAC (this represents air units that were historically destroyed at Pearl Harbor; this optional unit presumes that they largely survived the Japanese attacks at Pearl Harbor). Set-up this unit in the Pearl Harbor Base Box.

IJN LAC 26th AG (this unit did not appear until October of 1942, but was not a dedicated fighter unit until later in the war; this optional unit assumes that it was pressed into service as a fighter unit much earlier). Set-up this unit at the Wake Island Base.