

COMBAT TABLE

Roll the number of dice required by combat rules and apply any appropriate modifiers to each die.

Each 5 or 6 results in one HIT.

| COMBAT TYPE | APPLICABLE MODIFIERS |
|--|--|
| ASW - DD units in Convoy Escort box (5.3) | No modifiers |
| Submarine attack on merchant convoys (5.4) | +1 From Turn 6 |
| [opt] Strategic air warfare (16.1.3) | +1 [opt] Allied-controlled base within two hexes of either Japanese Home Base |
| ASW - DD units in Task Force (11.1.2) | +1 Friendly land-based air unit / carrier in hex +1 [opt] Allied unit from Turn 10 (16.1.7) |
| Submarine attack on Task Force (11.1.3) | +1 Task Force has no DD units +1 Target is an air/land unit -2 Allied Submarine Point on Turn 1 -1 Allied Submarine Point on Turns 2-5 |
| Air-to-air combat (11.2.2.2) | +1 Japanese Air Point on Japanese part of Turn 1 +1 [opt] Allied Air Point from Turn 10 (16.1.7) +1 [opt] Japanese elite Air Point (16.2.3) +1 [opt] Allied Air Point firing at Kamikaze (16.2.4) |
| Anti-aircraft fire (11.2.2.4 [a]) | +1 [opt] Allied Air Point from Turn 10 (16.1.7) +1 [opt] Allied Air Point firing at Kamikaze (16.2.4) |
| Air strike (11.2.2.4 [b]) | +1 Player has Air Supremacy +1 Target is a naval units at anchor +1 Target is air/land unit part of a Task Force +1 Japanese Air Point on Japanese part of Turn 1 -1 [opt] Target is British CV/not CVL (16.1.2) +1 [opt] Japanese elite Air Point (16.2.3) |
| Ground support (11.2.5.3) | +1 to Air Points providing Ground Support if Player has Air Supremacy |
| Land combat (11.2.5.5) | -1 Out of supply +1 [opt] US Marine unit amphibiously landing on a hex containing no friendly units (16.1.6) |

SURFACE COMBAT TABLE

Cross-index the firer's Firepower rating and the target's Defense rating to determine the To HIT number. Roll one die. If the result is equal to or greater than the To HIT number, you score a HIT.

Surface combat has no die modifiers, but see: [opt] Long Lance Torpedoes (16.2.1) and Tokyo Express (16.2.2).

Always roll one die per ship attacking.

| FIREPOWER RATING | DEFENCE RATING | | | | | |
|------------------|----------------|---|---|----|----|----|
| | 7 | 8 | 9 | 10 | 11 | 12 |
| 0 | 4 | 5 | 6 | 6* | 6* | 6* |
| 1 | 3 | 4 | 5 | 6 | 6 | 6 |
| 2 | 2 | 3 | 4 | 5 | 5 | 5 |
| 3 | 2 | 2 | 3 | 4 | 5 | 5 |
| 4 | 2 | 2 | 2 | 3 | 4 | 4 |

6* = You only score ½ HIT. Two of these combine to form a full hit. All ½ HIT markers are removed at the end of Surface Combat round.

NAVAL DAMAGE CHECK TABLE

When HITs are scored against a naval unit, use this table to determine the damage.

For each HIT, roll two dice, add any appropriate modifiers, and compare the result to the unit's Defense rating.

| MODIFIED DIE ROLL IS | |
|---|--|
| Equal to or greater than Defence rating | Unit sunk |
| Less than Defense rating | Unit damaged |
| Modifiers | +1 Air strike HIT + attacking Firepower rating for Surface combat HIT +2 Submarine attack HIT +1 Each HIT over one +1 Allied unit on Japanese part of Turn 1 |

DAMAGE AND RETURN SCHEDULE CHART

| UNIT TYPE | DAMAGED IN COMBAT | ELIMINATED IN COMBAT | DISBANDED | ALL OTHER CAUSES |
|---------------|--|---|---|------------------|
| Naval unit(s) | Re-enters (2x HITs) own turns later as reinforcement | Removed from the game | Re-enters next own turn as reinforcement | |
| Land unit(s) | | Re-enters two own turns later as reinforcement | | |
| Air unit(s) | | | Available for later use | |

ENEMY AIR ZOC EFFECTS CHART

| |
|---|
| Sea Deployment (7.1 & 13.0) |
| No effect in starting hex. The moving unit must stop when it enters Enemy Air Zone(s) of Control hex. |
| Operational (8.0) & Reaction Movement (9.0) |
| In effect in starting hex. If starting in or moving into Enemy Air Zone(s) of Control hex, the moving unit may stop or move one more hex. |

TRANSPORT COST CHART

| UNIT TYPE | SEA DEPLOYMENT | ONE-HEX DEPLOYMENT | OPERATIONAL MOVEMENT | REACTION MOVEMENT | |
|------------------|---------------------------|--------------------|----------------------|-----------------------------------|-----------------------|
| Naval unit(s) | Transport Cost | TPs x 1 | no cost | Japan: OPs x 1 Allies: no cost | |
| | Movement Allowance | 1-4 hexes | 1 hex | MA hexes | ½ MA hexes (round up) |
| Air/Land unit(s) | Transport Cost | TPs x 1 | no cost | TPs x 2 | |
| | Movement Allowance | 1-4 hexes | 1 hex | 1-4 hexes | |

| ADDITIONAL COST CHART | |
|-----------------------|---|
| Japan | 1 x Oil Pt. Transport → 1 TP |
| | 1 x DD unit transfer to/from Convoy Escort box → 2 TP |
| | 1 x ASW die roll in Merchantman Phase → 1 OP |
| Allies | [opt] Strategic air warfare die roll → 1 TP (16.1.3) |

MAIN REINFORCEMENT SCHEDULE AND SPECIAL EVENTS

| TURN | JAPAN | ALLIES |
|-----------------------------------|--|--|
| TURN 2 (Jan-Mar 1942) | 2 x air | US Transport Points 28, Submarine Points 2. US: 2 x air, 1 x CV, 1 x CA, 1 x CLAA, 1 x DD, 1 x 4-marine. BR: 2 x air, 1 x CVL, 1 x 4-land |
| TURN 3 (Apr-Jun 1942) | | US Transport Points 32, Submarine Points 2. US: 2 x air, 1 x CV, 1 x CA, 2 x DD, 1 x 4-marine. BR: 2 x air, 1 x CV, BB (Ramillies), BB (Revenge), 1 x CA, 3 x DD |
| TURN 4 (Jul-Sep 1942) | 2x air (naval aviation), BB (Yamato), CVL (Junyo) | US Transport Points 32, Submarine Points 2. US: 4 x air, BB (North Carolina), 2 x DD, 1 x 8-land. BR: 2 x air |
| TURN 5 (Oct-Dec 1942) | | US Transport Points 32, Submarine Points 2. US: 4 x air, BB (Indiana), 1 x CL, 2 x DD, 1 x 4-land. BR: 2 x air, 1 x CL, 1 x DD |
| TURN 6 (Jan-Mar 1943) | 2 x air <i>[opt] Remove BB (Ise) unit from the map (16.2.5)</i> | US Transport Points 40, Submarine Points 4. All base capacities are doubled (15.2). US: 4 x air, 1 x CL, 1 x DD. BR: 2 x air |
| TURN 7 (Apr-Jun 1943) | 2 x air (naval aviation) | US Transport Points 40, Submarine Points 4. US: 4 x air, BB (Alabama), 1 x DD. BR: 2 x air |
| TURN 8 (Jul-Sep 1943) | 2x air | US Transport Points 40, Submarine Points 4. US: 4 x air, 1 x CV, 2 x CVL, 1 x CL, 2 x DD. BR: 2 x air |
| TURN 9 (Oct-Dec 1943) | 2 x air <i>[opt] BBV (Ise) as a carrier without planes if removed in Turn 6 (16.2.5)</i> | US Transport Points 40, Submarine Points 4. US: 4 x air, 1 x CV, 1 x CVL, 1 x DD. BR: 2 x air |
| TURN 10 (Jan-Mar 1944) | 2 x air (naval aviation), CV (Ryuo), CVL (Chitose). Naval units may start fueling at Resource Hex (15.3). <i>[opt] Kamikaze may be declared if conditions apply (16.2.4).</i> <i>[opt] Naval upgrade AA program is now in effect (16.2.6)</i> | US Transport Points 48, Submarine Points 6. All base capacities are tripled (15.2). <i>[opt] Radar and sonar modifiers are now in effect (16.1.7).</i> US: 4 x air, 2 x CV, 1 x CVL, BB (Iowa), 1 x CA, 1 x DD. BR: 2 x air |
| TURN 11 (Apr-Jun 1944) | 2 x air | US Transport Points 48, Submarine Points 6. US: 4 x air, 1 x CL, 1 x DD. BR: 2 x air |
| TURN 12 (Jul-Sept 1944) | 2 x air | US Transport Points 48, Submarine Points 6. US: 4 x air, 1 x CV, 1 x CL, 1 x DD. BR: 2 x air |
| TURN 13 (Oct-Dec 1944) | 2 x air (naval aviation), <i>[opt] CV Unryu (16.2.5)</i> | US Transport Points 48, Submarine Points 6. US: 4 x air, 1 x CV, BB (New York), BB (Mississippi), 1 x CL, 1 x DD. BR: 2 x air |
| TURN 14 (Jan-Mar 1945) | 2 x air | US Transport Points 56, Submarine Points 8. All base capacities are quadrupled (15.2). US: 4 x air, 1 x CV, BB (Missouri), 1 x DD. BR: 2 x air, 1 x CV, BB (King George V), 1 x CL, 1 x DD (The naval units may arrive earlier; 15.6) |
| TURN 15 (Apr-Jun 1945) | 2 x air | US Transport Points 56, Submarine Points 8. US: 4 x air, 1 x CA, 1 x DD. BR: 2 x air |
| TURN 16 (Jul-Aug 1945) | 2 x air | US Transport Points 56, Submarine Points 8. US: 4 x air, CB (Alaska). BR: 2 x air. |