SEA CONTROL STEP OF BATTLE SEGMENTS (11.2.4)

[11.2.4] Sea Control
- ➢ Player with any [naval] remaining in the Sea Control Box gains Sea Control
- ➢ Remove all enemy Bombardment TFs; return in the next friendly Reinforcement Phase

LAND COMBAT STEP OF BATTLE SEGMENTS (11.2.5)

[11.2.5.1] Amphibious Landings (*if phasing player has Sea Control*)
- ➢ [land] may land only if from Bombardment TF, not damaged during this BATTLE & within 2 [hex] of any friendly Base

[11.2.5.2] Replacements → may land and augments after landing if from Bombardment TF
(*flip [land] with Strength <= Replacement in the same/adjacent land-connected [hex]*)

[11.2.5.3] Ground Support → ∑ Bombardment TFs [naval] + remaining APs; **1** [die] per point

[11.2.5.4] Check Supply (*always in supply in [home base]*)
- ➢ if a player has Sea Control it is in supply while the enemy is out of the supply, otherwise determine supply via Supply Line

[11.2.5.5] Land Combat (*not mandatory*)
- ➢ Phasing player may initiate combat if it has any full Strength [land]
- ➢ ∑ HITs = **1** [die] per **1** Strength [land] + Ground Support HITs + Strength [air] at Base (*non-phasing player only*)

[11.3.5] Land Combat Damages (*apply to non-phasing player only*)
- ➢ Phasing ∑ HITs <= Non-phasing ∑ HITs → no effect
- ➢ Phasing ∑ HITs > Non-phasing ∑ HITs → flip all [land]/[air] at Base
- ➢ Phasing ∑ HITs > Non-phasing ∑ Strength + ∑ HITs → eliminate all [land]/[air] at Base

ADMINISTRATIVE STEP OF BATTLE SEGMENTS (11.2.6)

[11.2.5.6] Occupy Base (*phasing player*)
- ➢ place Occupied Base marker if [land] in enemy/neutral Base without enemy [land]

[11.2.5.6] Return units to the Map (*resolve simultaneously*)
- ➢ [naval] & [land]/[air] in Base → BATTLE [hex]
- ➢ long range [air] → original [hex]
- ➢ [air] in Bombardment TF → BATTLE [hex] only if Base is friendly/occupied & phasing player has Sea Control (*disembarking is not mandatory*)
- ➢ other [land]/[air] → to the next friendly Reinforcement Phase

(*Proceed with the next unresolved BATTLE if any - starting from Battle Preparation Step*)

Glossary:

- [ship] Japanese Merchantman Pool Point(s)
- [oil] Japanese Oil Point(s), also Transport Rating for Japanese naval units during operational movement and reaction
- [transport] Transport Point(s), also Transport Rating for units
- [submarine] Submarine Point(s)
- [air zone] Enemy Air Zone(s) of Control
- [anchor] Home Base(s) of any nation
- [air] Air unit(s)
- [naval] Naval unit(s)
- [land] Land unit(s)
- [hex] Hex(es)
- [die] Die roll(s)
- [down arrow] Round down
- [up arrow] Round up
- [flag] Allied (side/player/nationality)
- [circle] Japanese (side/player/nationality)

EXPANDED SEQUENCE OF PLAY

(*two parts: 1st → [Japanese], 2nd → [Allied]*)

ECONOMIC PHASE (5.0)
phasing player, but only their dedicated segments

[Japanese] [5.1] Oil Transport
- ➢ up to **8** [oil] from each controlled Resource [hex]; **1** [oil] costs **1** [transport]; max transferable = ½ [ship] [down]

[Japanese] [5.2] DD Unit Transfer
- ➢ **2** [transport] per DD transferred to/from Convoy Box

Sub Warfare:
- ➢ [5.3] ASW: [Allied] may designate [naval] (*1 or more*) → **−1** per [naval]; [Japanese] may **1** [die] per DD in Convoy Box; **1** [die] costs **1** [oil]; every HIT → **−1** to [flag] [naval]
- ➢ [5.4] Sub attacks: **1** [die] per surviving [naval]; every HIT → **−2** to [ship] & [Japanese] [submarine] level

REINFORCEMENT PHASE (6.0)
phasing player

Reinforcements
- ➢ [6.1] Place new arrivals & returning units into their [anchor] (*up to stacking limits*); [air] are placed up to their max → see Reinforcement Schedule
- ➢ [6.1.1] [Japanese] may place [air] (*naval aviation only*) into Naval Aviation Box (*naval aviation [air] are used to replenish CV/CVL/BBV returning this turn*)

[6.2] Reset Sub & TPs
- ➢ [Japanese] [naval] → 2; [Allied] [naval] → see Reinforcement Schedule
- ➢ [Japanese] [submarine] → [transport]; Britain [submarine] → **12**; [Allied] [submarine] → see Reinforcement Schedule

[6.3] Place Replacement Markers into their [anchor] (*not subject to stacking limits*)

[6.4] Off-map movement
- ➢ [Allied] may move from Off-map Box to connected enemy-free friendly Base

FIRST (MAJOR) DEPLOYMENT PHASE (7.0)
phasing player

[7.1] Sea deployment (*[transport] required*)
- ➢ Move up to **4** [hex] from friendly to enemy-free friendly Base: cost [naval]/[air]/[land] → **1x** [transport]
- ➢ [naval]/[air]/[land] must stop upon entering [air zone]; may not cross impassable hexsides
- ➢ This movement may be repeated except entering [air zone]

[7.2] One-hex deployment (*no cost, but cannot combine with sea deployment*)
- ➢ [naval]/[air] only to an adjacent friendly Base; [naval] may not cross impassable hexsides
- ➢ [land] only via land connections & not from one enemy-occupied [hex] to another one

[7.3] [3.3.1] Apply stacking limits

[3.3.9] Flip [land] with Strength <= Replacement in the same/adjacent land-connected [hex]
(*any time during the deployment phase*)

OPERATIONAL PHASE (8.0)
phasing player

[8.1] **Operational movement** ([fuel]/[air] *may be required*)
- ➢ Only TF may move; TF = **max 4** [ship] & **max 1** [carrier]/[troops] from the same [base]
- ➢ TF moves up to their slowest unit ([carrier]/[troops] → **4**) and may not cross impassable hexsides
  ([troops] *from TF may amphibious assault only within 2* [base] *from any friendly Base*)
- ➢ TF may end movement to the same [base] it started
- ➢ TF entering [anchor] can either stop or move **1** [base] more; move only up to **1** [base] if started in [anchor]
- ➢ TF defends only with own units & TF [carrier] has no [anchor]

Cost of operational movement
- ➢ [8.2] [8.3] [red] [US] [carrier]/[troops] → **2x** [air]
- ➢ [8.4] [red] [ship] 0-4 [base] → **1x** [fuel] ; [red] [ship] 5+ [base] → **1½ x** [fuel] ([fuel] *per TF*); [US] [ship] → **no cost**

REACTION PHASE (9.0)
non-phasing player

[9.0] **Reaction** - the same as operational movement except
- ➢ Only [ship] may react & must end their movement in enemy-occupied [base]
- ➢ [ship] from Off-map Box may not react
- ➢ Reacting TF can only move up to **½** [fuel] its slowest unit

AIR COMMITMENT PHASE (10.0)
phasing player

[10.0] **Air Commitment** for incoming BATTLE
- ➢ Phasing [carrier] committed (*not moved*) to own or adjacent [base]
- ➢ Non-phasing [carrier] always committed to own [base]
- ➢ [carrier] may not attack enemy [troops] without own [troops]

COMBAT PHASE (11.0)
both players

See separate **Combat Sequence of Play**

RETURN TO BASE PHASE (12.0)
both players

[12.1] **Return to base**
- ➢ Return [ship] moved as a part of TF into [anchor] ([red] *may select either Kure or Youkasuka;
  BR return to SINGAPORE until conquered by Japan*)

[12.2] **Change Base control** (*if any*)
- ➢ Eliminate [ship]/[troops] under Occupied Base marker
- ➢ Change control for Bases with Occupied Base markers & adjust VPs (+/-)

[12.3] [3.3.1] **Apply stacking limits**

SECOND (MINOR) DEPLOYMENT PHASE (13.0)
phasing player

[13.0] **Second operational movement** - the same as operational movement except
- ➢ One-hex deployment is not allowed
- ➢ [carrier]/[troops] moved as a part of TF may not deploy

END PHASE (14.0)
phasing player

[13.0] **Remove all Replacement markers**

[13.0] **May disband units**
- ➢ [ship]/[troops] return as reinforcements in the next friendly Reinforcement Phase
- ➢ [carrier] return to the force pool

[13.0] [4.3.1] **Adjust VPs** (+/-), then check Automatic Victory
- ➢ [red] turn 1+: **+2 VPs** if no Supply Line from [US] [anchor] to BRISBANE
- ➢ [red] turn 4+: **-1 VPs** if MANILA/SINGAPORE not captured (*each*)

COMBAT SEQUENCE OF PLAY

(two segments: one for [sub], multiple for BATTLEs)

SUBMARINE ATTACK SEGMENT (11.1)

[11.1.1] **Target Determination** (*both players, phasing first*)
- ➢ May designate [sub] to TF (*max 1 per TF*) → **-1** per [sub]

[11.1.2] **ASW** (*only for attacked TF containing DD*)
- ➢ **1** [die] per DD in TF; HIT → lose designated [sub]

[11.1.3] **Submarine Attack** (*with surviving* [sub])
- ➢ May target any unit in TF; **1** [die] per TF; [ship]/[carrier] HIT(s) → resolve damage now
- ➢ Every HIT to [red] [carrier] at sea → **-2** [red] [ship] additionally

BATTLE SEGMENTS (11.2)

[11.2] **Resolve BATTLEs** sequentially (*phasing player decides order*)

BATTLE PREPARATION STEP OF BATTLE SEGMENTS (11.2.1)

[11.2.1] **Prepare for the BATTLE** (*resolve simultaneously*)
- ➢ TFs → Carrier or Bombardment TF Box
- ➢ [carrier] from adjacent [base] → Long Range Air Box
- ➢ Other [ship]/[carrier]/[troops] → Ship at Anchor or Air/Land at Base Box

AIR COMBAT STEP OF BATTLE SEGMENTS (11.2.2)

[11.2.2.1] **Calculate AP** (*Air Points*) (*resolve simultaneously*)
- ➢ CV/CVL from TF & [carrier] from Base (*excl. committed to adjacent* [base]) → **1x** Air Strength
- ➢ Long range [carrier] → **½ x** Air Strength [fuel]

[11.2.2.2] **Air-to-Air Combat** (*resolve simultaneously*)
- ➢ **1** [die] per AP; every HIT → **-1** AP
- ➢ more APs (if tied, randomly determine winner through **1** [die]) → Air Superiority
- ➢ only one side has APs → Air Supremacy = Air Superiority & [die] modifier

[11.2.2.3] **Determinate targets** (*both players, player without Air Superiority first*)
- ➢ Designate remaining APs to a Base or to TFs

[11.2.2.4] **Resolve Air Strikes** sequentially (*phasing player decides order*)
- ➢ [a.1] Calculate AA (*Anti-Aircraft*): TF → total [ship] ; Base → ½ Base Air Capacity [fuel]
- ➢ [a.2] AA Fire: **1** [die] per **1** AA; every HIT → **-1** AP
- ➢ [b.1] Designate remaining APs: TF → [ship]; Base → [ship]/[carrier]/set aside for Ground Support
- ➢ [b.2] Air strike: **1** [die] per AP; [ship]/[carrier] or [troops] at sea HITs → resolve damage now
- ➢ [b.3] [troops] land HITs → lost if >= Combat Strength, damaged if >= ½ Combat Strength
- ➢ [b.4] Replacements HITs → lost if >= ½ Combat Strength
- ➢ [b.4] Every HIT to [red] [carrier]/[troops] at sea → **-2** [red] [ship] additionally

SURFACE COMBAT STEP OF BATTLE SEGMENTS (11.2.3)

[11.2.3] **Assign naval units** (*both players, player without Air Superiority first*)
- ➢ May move [ship] from Bombardment TFs to Sea Control Box

[11.2.3] **Surface Combat Rounds** (*resolved round by round, only* [ship] *at Sea Control Box*)
- ➢ [a] Form Combat Groups → player without Air Superiority lines up [ship] ,
  then opponent pairs with own [ship]; any unmatched [ship] are then paired by the owner
- ➢ [b] Declare Withdrawal (*both players, without Air Superiority first*) → withdrawing [ship]
  may not fire; return in the next friendly Reinforcement Phase; non-withdrawing [ship]
  may only fire if their targets have lower Movement Allowance
- ➢ [c] Fire Combat (*resolve simultaneously*) → [ship] may only target matched units;
  1 [die] per [ship] only; HIT(s) → resolve damage now
- ➢ [d] End of Round → remove **½** HITs
(Proceed with the next Surface Combat Round if both sides still have [ship] *in Sea Control Box)*