

Tetsuya Nakamura

FIRE IN THE SKY

THE GREAT PACIFIC WAR 1941-1945

SCENARIO BOOK

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1.0 GAME SCENARIOS

SCENARIO 1 “From the Battle of the Java Sea to Japanese Surrender” (the main FITS scenario, 15 turns) is the main scenario for the game. During it players can get right into the action and strategy of the game. So it is ideal for the more competitive-minded players. Scenario 1 begins on Game Turn 2.

SCENARIO 2 “From Pearl Harbor to Japanese Surrender” (the full war, 16 turns) begins on Game Turn 1, covers the full Pacific Campaign and places extra pressure on the Japanese player. On Game Turn 1, when Scenario 2 starts, there is little for the Allied player to do. More importantly, the potential for a run of very bad luck (particularly in Singapore) could put the Japanese in a bad way right away. This could have really happened historically but can drastically affect the game.

SCENARIO 3 “From Pearl Harbor to the Battle of Midway” (the beginning, 3 turns) is a short, but very challenging scenario starting with very strong Japan trying to expand very quickly. A lot of Allied bases to capture with tight time and logistic constraints creates many interesting options for military planners. On the other hand Allies have to use their smaller but very valuable forces very precisely, so every decision is hard.

SCENARIO 4 “From Guadalcanal to Japanese Surrender” (from the middle of the war, 11 turns) and the much smaller **SCENARIO 5 “From Guadalcanal to Philippines”** (the turning point, 5 turns) have been designed to provide a shorter playing time. They start with the Guadalcanal Campaign known as the Pacific War turning point and focus on US military operations.

The last three, **SCENARIO 6 “The Guadalcanal Campaign”** (learning, Guadalcanal only, 2 turns), **SCENARIO 7 “The Battle of Midway”** and **SCENARIO 8 “Operation MI”** (learning/event, Midway campaign, 1 turn), are the shortest, and work best as learning scenarios.

2.0 SCENARIO 1

From the Battle of the Java Sea to Japanese Surrender

Designer Note: This game main scenario gets players right into the action and strategy of the game. So it is ideal for the more competitive-minded players. On Game Turn 1 of the game, when the “From Pearl Harbor to Japanese Surrender” (scenario 2) starts, there is little for the Allied player to do. More importantly, the potential for a run of very bad luck (particularly in Singapore) could put the Japanese player in a bad way right away. This could have really happened historically but can drastically affect the game.

2.1 Scenario Rules Clarification

2.1.1 Scenario Timeframe

- From: **Turn 2** (Jan-Mar 1942)
- To: **Turn 16** (Jul-Aug 1945)

2.1.2 Scenario Victory Conditions

- Standard victory conditions apply (rulebook 4.3).

2.1.3 Scenario Special Rules

- NO special rules for this scenario.

2.1.4 Using Optional Rules for the Scenario

This scenario does NOT require the use of any optional rules.

However, it is recommended that experienced players use the following optional rules:

- pro-Allies:
 - Man, those decks are really hard (rulebook 16.1.2)
 - Semper Fi (rulebook 16.1.6)
- pro-Japanese:
 - Long Lance torpedoes (rulebook 16.2.1)
 - A Divine Wind (rulebook 16.2.4).

2.2 Units Set Up

JAPAN:

At either Japanese Home Base:

- 4x [1x] CV/CVL: CV (Kaga, Akagi), CV (Shōkaku, Zuikaku), CV (Hiryū, Sōryū), CVL (Zuihō, Shōhō), [optional] CVL (Hōshō, Ryūjō) (rulebook 16.2.5)
- 5x BB: BB (Mutsu, Nagato), BB (Ise, Hyūga), BB (Fusō, Yamashiro), BB (Hiei, Kirishima), BB (Kongō, Haruna)
- 5x CA: CA (Tone CL), CA (Mogami CL), CA (Takao CL), CA (Furutaka CL), CA (Myōkō CL)
- 12x DD: 2x DD (Akizuki CL), DD (Asashio CL), 3x DD (Fubuki CL), 2x DD (Kagerō CL), DD (Hatsuharu CL), DD (Shiratsuharu CL), 2x DD (Yūgumo CL)
- 4x 4-Combat Strength land unit (2nd Division, 6th Division, 38th Division, 43rd Division)

At Formosa:

- 8x Air Strength (4x JP air units)

At Manila: (Allied controlled base)

- 1x 8-Combat Strength land unit (14th Army)

At Saigon:

- 8x Air Strength (4x JP air units)

At Singapore: (Allied controlled base)

- 1x 8-Combat Strength land unit (15th Army)

At Bangkok:

- 1x 8-Combat Strength land unit (25th Army)

At Marshall Islands:

- 2x Air Strength (1x JP air unit)

At Gilbert Islands:

- 1x 2-Combat Strength land unit (Nankai)

At Rabaul:

- 2x Air Strength (1x JP air unit)
- 1x 2-Combat Strength land unit (Ichiki)

At Wake:

- 1x 2-Combat Strength Marine land unit (SNLF)

At Brunei:

- 1x 2-Combat Strength land unit (Kawaguchi)

Bases captured by Japan:

- Wake (1VP), Gilbert Islands (1VP), Rabaul (1VP), Brunei (1VP) and Bangkok (1VP)

US:

At Pearl Harbor:

- 1x CA (New Orleans CL)
- 1x CL (Omaha CL)
- 2x DD (Benson CL)

At Midway:

- 2x Air Strength (1x US air unit)
- 1x 2-Combat Strength land unit (21st Regiment)

At Ellice Islands:

- 2x Air Strength (1x US air unit)
- 1x 2-Combat Strength land unit (8th NZ Brigade)

At Noumea:

- 1x CV (Lexington, Saratoga)
- 1x CA (Northampton CL)
- 2x DD: DD (Benham CL), DD (Farragut CL)

At Manila:

- 1x (4)-Combat Strength land unit (6th Army)

At Port Moresby:

- 1x Air Strength (1x AUS air unit)
- 1x 2-Combat Strength land unit (30th AUS Brigade)

At Guadalcanal:

- 1x Air Strength (1x US air unit)
- 1x 2-Combat Strength land unit (19th Regiment)

At Brisbane:

- 1x CL (Perth)

BRITAIN:

At Singapore:

- 1x (4)-Combat Strength land unit (Malayan Army)

At Calcutta:

- 1x 8-Combat Strength land unit (Indian Army)

At Rangoon:

- 1x 4-Combat Strength land unit (17th Division)

At Ceylon:

- 2x Air Strength (1x BR air unit)

NETHERLANDS:

At Surabaya:

- 1x CL (De Ruyter)
- 1x DD (Admiralen CL)
- 1x 4-Combat Strength land unit (ABDA)

2.3 Markers Set Up and Damaged/ Sunk Units Status

Markers and Boxes Set Up:

- Japanese Merchantmen Pool: 60
- Japanese Oil Points: 24
- Japanese Transport Points: 8
- Japanese Submarine Points: 2
- Convoy Escort box: empty
- Naval Aviation box: 2x Air Strength (1x JP air unit)

- Victory Points: 25 (for Wake, Gilbert Islands, Rabaul, Brunei, and Bangkok)
- US Transport Points: 28
- US Submarine Points: 2
- British Transport Points: 12
- Game Turn marker: Turn 2 (Japan Side)
- Uncontrolled bases: Hollandia and Lae

Damaged Units on Game Turn Track:

- Turn 4 (Jul-Sept 1942)
 - US BB (Maryland, West Virginia)
 - US BB (California, Tennessee)
 - US BB (Nevada, Oklahoma)

Sunk Units: (removed from the game)

- US:
 - BB (Pennsylvania, Arizona)
- British:
 - BB (Repulse, Prince of Wales)
 - DD (C Class)

2.4 Reinforcements Schedule

Turn 2 (Jan-Mar 1942):

- Japan
 - 2x Air Strength
- US
 - 2x Air Strength, 2 Sub Points, 28 TPs
 - 1x CV (Yorktown, Enterprise)
 - 1x CA (Portland CL)
 - 1x CLAA (Atlanta CL)
 - 1x DD (Mahan CL)
 - 1x 4-Combat Strength Marine land unit (1st Marine Division)
- British
 - 2x Air Strength
 - 1x CVL (Hermes)
 - 1x 4-Combat Strength land unit (23rd Division)

Turn 3 (Apr-Jun 1942):

- US
 - 2x Air Strength, 2 Sub Points, 32 TPs
 - 1x CV (Wasp, Hornet)

THE MAP

A	BB (Mutsu) BB (Ise) CV (Kaga) CV (Shōkaku) CV (Hiryū) CVL (Zūihō)	B	1x CA 1x CL 2x DD	C	CV (Lexington) 1x CA 2x DD	D	1x CL	E	1x CL 1x DD	F	BB (Maryland) BB (California) BB (Nevada)
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THE GAME TRACK

SEQUENCE OF PLAY

COMBAT PHASE

SCENARIO 1
From the Battle of Java Sea to Japanese Surrender

FIRE IN THE SKY
THE GREAT PACIFIC WAR 1941-1945

- 1x CA (Pensacola CL)
- 2x DD: DD (Porter CL), DD (Gearing CL)
- 1x 4-Combat Strength Marine land unit (2nd Marine Division)

■ British

- 2x Air Strength
- 1x CV (Formidable, Indomitable)
- 2x BB: BB (Ramillies, Resolution), BB (Revenge, Royal Sovereign)
- 1x CA (County CL)
- 3x DD: DD (D Class), DD (E Class), DD (G Class)

Turn 4 (Jul-Sept 1942):

■ Japan

- 2x Air Strength (may be placed in the Naval Aviation box)
- 1x BB (Yamato, Musashi)
- 1x CV (Jun'yō, Hiyō)

■ US

- 4x Air Strength, 2 Sub Points, 32 TPs
- 1x BB (North Carolina, Washington)
- 2x DD: DD (Fletcher CL), DD (Sumner CL)
- 1x 8-Combat Strength land unit (8th Army)

■ British

- 2x Air Strength

Turn 5 (Oct-Dec 1942):

■ US

- 4x Air Strength, 2 Sub Points, 32 TPs
- 1x BB (Indiana, South Dakota)
- 1x CL (Brooklyn CL)
- 2x DD: DD (Fletcher CL), DD (Sumner CL)
- 1x 4-Combat Strength land unit (25th Division)

■ British

- 2x Air Strength
- 1x CL (Danae CL)
- 1x DD (H Class)

Turn 6 (Jan-Mar 1943):

■ Japan

- 2x Air Strength
- [optional] remove BB (Ise, Hyūga) (rulebook 16.2.5)

■ Allied

- all base capabilities doubled now (rulebook 15.2)

■ US

- 4x Air Strength, 4 Sub Points, 40 TPs
- 1x CL (Cleveland CL)
- 1x DD (Fletcher CL)

■ British

- 2x Air Strength

Turn 7 (Apr-Jun 1943):

■ Japan

- 2x Air Strength (may be placed in the Naval Aviation box)

■ US

- 4x Air Strength, 4 Sub Points, 40 TPs
- 1x BB (Alabama, Massachusetts)
- 1x DD (Sumner CL)

■ British

- 2x Air Strength

Turn 8 (Jul-Sept 1943):

■ Japan

- 2x air Strength

■ US

- 4x Air Strength, 4 Sub Points, 40 TPs
- 3x CV/CVL: CV (Essex, Bunker Hill), CVL (Independence, Belleau Wood), CVL (Cowpens, Princeton)
- 1x CL (Cleveland CL)
- 2x DD: DD (Fletcher CL), DD (Sumner CL)

■ British

- 2x Air Strength

Turn 9 (Oct-Dec 1943):

■ Japan

- 2x Air Strength
- [optional] BBV (Ise, Hyūga) (to Carriers w/o planes box) (rulebook 16.2.5)

■ US

- 4x Air Strength, 4 Sub Points, 40 TPs
- 2x CV/CVL: CV (Randolph, Bennington), CVL (Langley, Monterey)
- 1x DD (Fletcher CL)

■ British

- 2x Air Strength

Turn 10 (Jan-Mar 1944):

■ Japan

- 2x Air Strength (may be placed in the Naval Aviation box)
- 2x CV/CVL: CV (Ryūhō, Taihō), CVL (Chitose, Chiyoda)
- Japanese units may begin fueling in resource hexes (rulebook 15.3)
- [optional] Japan may declare Kamikaze if conditions apply (rulebook 16.2.4)
- [optional] naval AA upgrade now in effect (rulebook 16.2.6)

■ Allied

- all base capabilities tripled now (rulebook 15.2)
- [optional] radar & sonar now in effect (rulebook 16.1.7)

■ US

- 4x Air Strength, 6 Sub Points, 48 TPs
- 3x CV/CVL: CV (Intrepid, Franklin), CV (Hancock, Ticonderoga), CVL (Cabot, Bataan)
- 1x BB (Iowa, New Jersey)
- 1x CA (Baltimore CL)
- 1x DD (Fletcher CL)

■ British

- 2x Air Strength

Turn 11 (Apr-Jun 1944):

- Japan
 - 2x Air Strength
- US
 - 4x Air Strength, 6 Sub Points, 48 TPs
 - 1x CL (Cleveland CL)
 - 1x DD (Sumner CL)
- British
 - 2x Air Strength

Turn 12 (Jul-Sep 1944):

- Japan
 - 2x Air Strength
- US
 - 4x Air Strength, 6 Sub Points, 48 TPs
 - 1x CV (Antietam, Shangri-La)
 - 1x CL (Cleveland CL)
 - 1x DD (Fletcher CL)
- British
 - 2x Air Strength

Turn 13 (Oct-Dec 1944):

- Japan
 - 2x Air Strength (may be placed in the Naval Aviation box)
 - [optional] CV (Unryū, Shimano) (rulebook 16.2.5)
- US
 - 4x Air Strength, 6 Sub Points, 48 TPs
 - 1x CV (Bon Homme Richard, Boxer)
 - 2x BB: BB (New York, Texas), BB (Mississippi, New Mexico)
 - 1x CL (Cleveland CL)
 - 1x DD (Sumner CL)
- British
 - 2x Air Strength

Turn 14 (Jan-Mar 1945):

- Japan
 - 2x Air Strength
- Allied
 - all base capabilities quadrupled now (rulebook 15.2)
- US
 - 4x Air Strength, 8 Sub Points, 56 TPs
 - 1x CV (Lake Champlain, Princeton)
 - 1x BB (Missouri, Wisconsin)
 - 1x DD (Fletcher CL)
- British
 - 2x Air Strength
 - 1x CV (Victorious, Illustrious)
 - 1x BB (King George V, Duke of York)
 - 1x CL (Dido CL)
 - 1x DD (P Class)
 - naval units may arrive earlier (rulebook 15.6 British European Fleet)

Turn 15 (Apr-Jun 1945):

- Japan
 - 2x Air Strength
- US
 - 4x Air Strength, 8 Sub Points, 56 TPs
 - 1x CA (Baltimore CL)
 - 1x DD (Gearing CL)
- British
 - 2x Air Strength

Turn 16 (Jul-Sept 1945):

- Japan
 - 2x Air Strength
- US
 - 4x Air Strength, 8 Sub Points, 56 TPs
 - 1x CB (Alaska, Guam)
- British
 - 2x Air Strength

3.0 SCENARIO 2

From Pearl Harbor to Japanese Surrender

3.1 Scenario Rules Clarification

3.1.1 Scenario Timeframe

- From: **Turn 1** (December 1941)
- To: **Turn 16** (Jul-Aug 1945)

3.1.2 Scenario Victory Conditions

- Standard victory conditions apply (rulebook 4.3).

3.1.3 Scenario Special Rules

All scenario special rules are used ONLY on Turn 1:

- **Rule 1** - Japanese pre-war logistic preparations:
 - During the Japanese First (major) Operational Movement Phase (rulebook 7.0), one Task Force's naval units may spend Oil Points equal to their Transport ratings to move any number of hexes (following normal movement rules otherwise).
- **Rule 2** - Japanese surprise attacks:
 - No forces at Pearl Harbor may react on Turn 1.
 - During the Japanese part of the turn, air-to-air combat (rulebook 11.2.2.2) is not simultaneous. Rather, the Japanese player rolls first, applies their results, and then the Allied player may roll with only their surviving Air Points.
 - During the Japanese part of the turn, the Anti-Air rating of all Allied Bases is considered to be 0.
 - During the first Japanese part of the turn, Special modifiers apply to certain combat rolls and Damage Checks.

- **Rule 3** - Allies not ready for the war:
 - British units in Calcutta, Rangoon, and Ceylon may not move during Turn 1.
 - The Allies player may not perform Amphibious Landings (rulebook 11.2.5.1) during Turn 1.
- **Rule 4** - US aircraft carrier Task Force on the pre-war ordered mission:
 - The US CV Reaction Force must be placed in the Allied Reaction Phase of Turn 1 (the Japanese part of the turn). Once placed, it may move no further and will return to port during the Return to Base Phase.
 - Placement is variable and is decided by a single die roll:
 - 1 → Pearl Harbor
 - 2 → Midway
 - 3 → Wake
 - 4 → Ellice Islands
 - 5 → Christmas Island
 - 6 → Palmyra.

3.1.4 Using Optional Rules for the Scenario

This scenario does NOT require the use of any optional rules.

However, it is recommended that experienced players use the following optional rules:

- pro-Allies:
 - Man, those decks are really hard (rulebook 16.1.2)
 - Ranger to the Rescue (rulebook 16.1.5)
 - Semper Fi (rulebook 16.1.6)
 - RADAR and SONAR (rulebook 16.1.7)
- pro-Japanese:
 - Long Lance torpedoes (rulebook 16.2.1)
 - Tokyo Express (rulebook 16.2.2)
 - A Divine Wind (rulebook 16.2.4)
 - Naval AA upgrade program (rulebook 16.2.6).

3.2 Units Set Up

JAPAN:

At either Japanese Home Base:

- 3x [1x] CV/CVL: CV (Kaga, Akagi), CV (Shōkaku, Zuikaku), CV (Hiryū, Sōryū), [optional] CVL (Hōshō, Ryūjō) (rulebook 16.2.5)
- 4x BB: BB (Mutsu, Nagato), BB (Ise, Hyūga), BB (Fusō, Yamashiro), BB (Hiei, Kirishima)
- 1x CA (Tone CL)
- 2x DD: DD (Fubuki CL), DD (Kagerō CL)
- 4x 4-Combat Strength land unit (2nd Division, 6th Division, 38th Division, 43rd Division)

At Palau:

- 1x CVL (Zuihō, Shōhō)
- 1x CA (Mogami CL)
- 2x DD: DD (Fubuki CL), DD (Kagero CL)
- 1x 2-Combat Strength land unit (Kawaguchi)

At Truk:

- 2x Air Strength (1x JP air unit)

- 1x CA (Takao CL)
- 2x DD: DD (Fubuki CL), DD (Asashio CL)
- 1x 2-Combat Strength land unit (Ichiki)

At Marshall Islands:

- 2x Air Strength (1x JP air unit)
- 1x DD (Hatsuharu CL)
- 1x 2-Combat Strength land unit (Nankai)

At Iwo Jima:

- 1x DD (Shiratsuyu CL)
- 1x 2-Combat Strength Marine land unit (SNLF)

At Saigon:

- 8x Air Strength (4x JP air units)
- 1x 8-Combat Strength land unit (15nd Army)

At Formosa:

- 8x Air Strength (4x JP air units)
- 1x CA (Furutaka CL)
- 2x DD: DD (Yūgumo CL), DD (Akizuki CL)
- 1x 8-Combat Strength land unit (14nd Army)

At Hainan Island:

- 1x BB (Kongō, Haruna)
- 1x CA (Myōkō CL)
- 2x DD: DD (Yūgumo CL), DD (Akizuki CL)
- 1x 8-Combat Strength land unit (25nd Army)

US:

At Pearl Harbor: (may not react on Turn 1: scenario book 3.1.2; rule 2)

- 4x Air Strength (2x US air units)
- 4x BB: BB (Maryland, West Virginia), BB (Pennsylvania, Arizona), BB (California, Tennessee), BB (Nevada, Oklahoma)
- 1x CA (New Orleans CL)
- 1x CL (Omaha CL)
- 2x DD (Benson CL)
- 2x 2-Combat Strength land unit (19st Regiment, 21st Regiment)

CV Reaction Force: (random placement: scenario book 3.1.2; rule 4)

- 1x CV (Lexington, Saratoga)
- 1x CA (Northampton CL)
- 2x DD: DD (Benham CL), DD (Farragut CL)

At Manila:

- 2x Air Strength (1x US air unit)
- 1x 8-Combat Strength land unit (6th Army)

At Brisbane:

- 1x CL (Perth)

At Port Moresby:

- 1x 2-Combat Strength land unit (30th AUS Brigade)

At Fiji Islands:

- 1x 2-Combat Strength land unit (8th NZ Brigade)

At Samoa:

- 2x Air Strength (1x US air unit)

At Wake:

- 1x Air Strength (1x US air units)

BRITAIN:

At Singapore:

- 1x BB (Repulse, Prince of Wales)

- 1x DD (C Class)
- 1x 8-Combat Strength land unit (Malayan Army)
- At Calcutta:** (may not move on Turn 1: scenario book 3.1.2; rule 3)
- 1x 8-Combat Strength land unit (Indian Army)
- At Rangoon:** (may not move on Turn 1: scenario book 3.1.2; rule 3)
- 1x 4-Combat Strength land unit (17th Division)
- At Ceylon:** (may not move on Turn 1: scenario book 3.1.2; rule 3)
- 2x Air Strength (1x BR air unit)

NETHERLANDS:

At Surabaya:

- 1x CL (De Ruyter)

- 1x DD (Admiralen CL)
- 1x 4-Combat Strength land unit (ABDA)

3.3 Markers Set Up and Damaged/Sunk Units Status

Markers and Boxes Set Up:

- Japanese Merchantmen Pool: 60
- Japanese Oil Points: 60
- Japanese Transport Points: 60
- Japanese Submarine Points: 2
- Convoy Escort box: empty
- Naval Aviation box: 2x Air Strength (1x JP air unit)
- Victory Points: 20
- US Transport Points: 24

THE MAP

A CV (Kaga) CV (Shōkaku) CV (Hiryū) BB (Mutsu)	BB (Ise) BB (Fusō) BB (Hiei) 1x CA 2x DD	B CVL (Zuihō) 1x CA 2x DD	C 1x CA 2x DD	D 1x DD	E 1x DD	F 1x CA 2x DD	G BB (Kongō) 1x CA 2x DD	
H BB (Maryland) BB (Pennsylvania) BB (California) BB (Nevada)	1x CA 1x CL 2x DD	I 1x CL	J BB (Repulse) 1x DD	K 1x CL 1x DD	CV REACTION FORCE			L CV (Lexington) 1x CA 2x DD

SEQUENCE OF PLAY

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

COMBAT PHASE

SCENARIO 2
From Pearl Harbor to Japanese Surrender

SCENARIO 3
From Pearl Harbor to the Battle of Midway

- US Submarine Points: 2
- British Transport Points: 12
- Game Turn marker: Turn 1 (Japan Side)
- Uncontrolled bases: Bangkok, Hollandia and Lae

3.4 Reinforcements Schedule

Scenario 2 reinforcement schedule is the same as for scenario 1 (scenario book 2.4).

4.0 SCENARIO 3

From Pearl Harbor to the Battle of Midway

BY PIOTR GÓRNY

4.1 Scenario Rules Clarification

4.1.1 Scenario Timeframe

- From: **Turn 1** (December 1941)
- To: **Turn 3** (Apr-Jun 1942)

4.1.2 Scenario Victory Condition

- Standard Victory Points rules for capturing bases apply (rulebook 4.3.1).
- Additional VPs are gained or lost for every sunk or damaged aircraft carriers unit during a game:
 - Allied CV: +1 VP (sunk) or +½ (damaged)
 - Japanese elite CV: -2 VPs (sunk) or -1 (damaged)
 - Other Japanese CV: -1 VP (sunk) or -½ (damaged)
 - Japanese CVL: -½ VP (sunk)
- Add up all victory points at game end (the end of Turn 3):
 - Japanese victory if final VPs > 35
 - Allied victory if final VPs < 35
 - Draw otherwise.

4.1.3 Scenario Special Rules

- Scenario 3 uses all four special rules for scenario 2 (scenario book 3.1.3).

4.1.4 Using Optional Rules for the Scenario

This scenario requires the use of the following optional rules:

- pro-Allies:
 - Gentlemen do not read other people's mail (rulebook 16.1.1)
 - Man, those decks are really hard (rulebook 16.1.2)
 - Ranger to the Rescue (rulebook 16.1.5)
- pro-Japanese:
 - Long Lance torpedoes (rulebook 16.2.1)
 - Elite and not-so-elite pilots (rulebook 16.2.3).

4.2 Units Set Up

- Scenario 3 units set up is the same as for scenario 2 (scenario book 3.2).

4.3 Markers Set Up and Damaged/Sunk Units Status

- Scenario 3 markers set up is the same as for scenario 2 (scenario book 3.3).

4.4 Reinforcements Schedule

- Scenario 3 reinforcement schedule is the same as for scenario 1 (scenario book 2.4).

5.0 SCENARIO 4

From Guadalcanal to Japanese Surrender

BY RYSZARD JEZIORNY
AND KRZYSZTOF DYTCHAK

5.1 Scenario Rules Clarification

5.1.1 Scenario Timeframe

- From: **Turn 6** (Jan-Mar 1943)
- To: **Turn 16** (Jul-Aug 1945)

5.1.2 Scenario Victory Condition

- Standard victory conditions apply (rulebook 4.3).

5.1.3 Scenario Special Rules

- NO special rules for this scenario.

5.1.4 Using Optional Rules for the Scenario

This scenario does NOT require the use of any optional rules. However, it is recommended that experienced players use the following optional rules:

- pro-Allies:
 - Man, those decks are really hard (rulebook 16.1.2)
 - Curtis LeMay Wants to Help Win the War (16.1.3)
 - Semper Fi (rulebook 16.1.6)
 - RADAR and SONAR (rulebook 16.1.7)
- pro-Japanese:
 - Long Lance torpedoes (rulebook 16.2.1)
 - Tokyo Express (rulebook 16.2.2)
 - A Divine Wind (rulebook 16.2.4)
 - Japan AA upgrade program (rulebook 16.2.6).

5.2 Units Set Up

JAPAN:

At Yokosuka:

- 2x Air Strength (1x JP air unit)
- 1x DD (Fubuki CL)

At Kure:

- 1x CVL (Zuihō, Shōhō)
- 2x BB: BB (Mutsu, Nagato), BB (Fusō, Yamashiro)
- 1x CA (Mogami CL)
- 5x DD: DD (Hatsuharu CL), DD (Kagerō CL), DD (Fubuki CL), DD (Akizuki CL), DD (Yūgumo CL)

At Formosa:

- 1x Air Strength (1x JP air unit)

At Leyte:

- 2x Air Strength (1x JP air unit)

At Saigon:

- 2x Air Strength (1x JP air unit)

At Singapore:

- 1x Air Strength (1x JP air unit)

At Rangoon:

- 2x Air Strength (1x JP air unit)
- 1x 4-Combat Strength land unit (2nd Division)

At Burma:

- 1x 8-Combat Strength land unit (15th Army)

At Surabaya:

- 2x Air Strength (1x JP air unit)

At Marshall Islands:

- 1x Air Strength (1x JP air unit)

- 1x (2)-Combat Strength land unit (43rd Division)

At Gilbert Islands:

- 1x 2-Combat Strength land unit (Nankai)

THE MAP

A 1x DD	B CVL (Zuihō) BB (Mutsu) BB (Fusō) 1x CA 5x DD	C CV (Jun'yō) BB (Yamato) BB (Kongō) 2x CA 2x DD	D 1x CA 1x DD	E 1x CL 2x DD	F BB (California) 2x DD
G BB (Maryland) 1x DD	H 1x DD	I 1x CL 1x DD	J CV (Lexington) BB (North Carolina) BB (Indiana) 2x DD	K 1x CL 1x DD	L CV (Formidable) BB (Ramillies) BB (Revenge) 1x CL 4x DD

THE GAME TRACK

M CV (Shōkaku) 1x DD	N 1x DD	O 1x DD
P BB (Nevada) 2x CA	R 1x CA 1x CLAA	

SCENARIO 4
From Guadalcanal to Japanese Surrender

SCENARIO 5
From Guadalcanal to Philippines

FIRE IN THE SKY
THE GREAT PACIFIC WAR 1941-1945

At Truk:

- 1x CV (Jun'yō, Hiyō)
- 2x BB: BB (Yamato, Musashi), BB (Kongō, Haruna)
- 2x CA: CA (Myōkō CL), CA (Tone CL)
- 2x DD: DD (Asashio CL), DD (Shiratsuyu CL)

At Rabaul:

- 2x Air Strength (1x JP air unit)
- 1x CA (Takao CL)
- 1x DD (Kagero CL)
- 1x 8-Combat Strength land unit (14th Army)

At Lae:

- 2x Air Strength (1x JP air unit)
- 1x 8-Combat Strength land unit (25th Army)

At Hollandia:

- 2x Air Strength (1x JP air unit)

At Wake:

- 1x 2-Combat Strength Marine land unit (SNLF)

At Attu:

- 1x 2-Combat Strength land unit (Kawaguchi)

At Guadalcanal: (US controlled base)

- 1x 2-Combat Strength land unit (Ichiki)

At Malaya:

- 1x 4-Combat Strength land unit (6th Division)

Bases captured by Japan:

- Rangoon (IVP), Singapore (3VP), Bangkok (IVP), Surabaya (IVP), Brunei (IVP), Manila (3VP), Lyete (IVP), Hollandia (IVP), Lae (IVP), Rabaul (IVP), Gilberts (IVP), Wake (IVP) and Attu (IVP)

US:

At Pearl Harbor:

- 1x Air Strength (1x US air unit)
- 1x BB (California, Tennessee)
- 2x DD: DD (Fletcher CL), DD (Benson CL)
- 1x 2-Combat Strength land unit (21st Regiment)

At Midway:

- 1x Air Strength (1x US air unit)

At Ellice Islands:

- 1x Air Strength (1x US air unit)

At Noumea:

- 1x CV (Lexington, Saratoga)
- 2x BB: BB (North Carolina, Washington), BB (Indiana, South Dakota)
- 2x DD: DD (Mahan CL), DD (Fletcher CL)
- 1x 2-Combat Strength land unit (8th NZ Brigade)

At Espiritu Santo:

- 2x Air Strength (1x US air unit)
- 1x CL (Brooklyn CL)
- 1x DD (Benham CL)
- 1x 2-Combat Strength land unit (19th Regiment)

At Port Moresby:

- 1x Air Strength (1x US air unit)
- 1x 8-Combat Strength land unit (8th Army)

At Lae: (JP base)

- 1x 8-Combat Strength land unit (6th Army)

At Guadalcanal:

- 1x Air Strength (1x US air unit)

- 1x DD (Sumner CL)

- 1x 4-Combat Strength Marine land unit (2nd Division)

- 1x 4-Combat Strength unit (25th Division)

At Brisbane:

- 2x Air Strength (1x AUS air unit)

- 1x CL (Perth)

- 1x DD (Benson CL)

- 1x 2-Combat Strength land unit (30th AUS Brigade)

At Dutch Harbor:

- 2x Air Strength (1x US air unit)

- 1x CL (Omaha CL)

- 2x DD: DD (Sumner CL), DD (Farragut CL)

At Fiji:

- 1x BB (Maryland, West Virginia)

- 1x DD (Porter CL)

BRITAIN:

At Calcutta:

- 2x Air Strength (1x BR air unit)

- 1x 8-Combat Strength land unit (Indian Army)

At Ceylon:

- 1x Air Strength (1x BR air unit)

- 1x 4-Combat Strength land unit (23rd Division)

At Bombay:

- 1x Air Strength (1x BR air unit)

- 1x CV (Formidable, Indomitable)

- 2x BB: BB (Ramillies, Resolution), BB (Revenge, Royal-Sovereign)

- 1x CL (Danae CL)

- 4x DD: DD (D Class), DD (E Class), DD (G Class), DD (H Class)

At Gangetic Plain:

- 1x 8-Combat Strength land unit (Malayan Army)

5.3 Markers Set Up and Damaged/ Sunk Units Status

Markers and Boxes Set Up:

- JP Merchantmen Pool: 54

- JP Oil Points: 12

- JP Transport Points: 24

- JP Submarine Points: 1

- Convoy Escort box: empty

- Naval Aviation box: 2x Air Strength (1x JP air unit)

- Victory Points: 37 (Wake, Gilbert Islands, Rabaul, Brunei, Bangkok, Singapore [3], Surabaya, Manila [3], Lyete, Rangoon, Hollandia, Lae, and Attu)

- US Transport Points: 2

- US Submarine Points: 2

- British Transport Points: 0

- Game Turn marker: Turn 6 (Japan Side)

- Uncontrolled bases: none

Damaged Units on Game Turn Track:

- Turn 6 (Jan-Mar 1943)

- US 1x 4-Combat Strength Marine land unit (1st Division)
 - Turn 7 (Apr-Jun 1943)
 - JP 1x CV (Shōkaku, Zuikaku)
 - JP 1x DD (Akizuki CL)
 - JP 1x 4-Combat Strength land unit (38th Division)
 - US 1x BB (Nevada, Oklahoma)
 - US 2x CA: CA (Portland CL), CA (Pensacola CL)
 - BR 1x 4-Combat Strength (17th Division)
 - Turn 9 (Oct-Dec 1943)
 - Japanese 1x DD (Yūgumo CL)
 - US 1x CA (New Orleans CL)
 - US 1x CLAA (Atlanta CL)
 - Turn 12 (Jul-Sept 1944)
 - Japan 1x DD (Fubuki CL)
- Sunk Units:** *(removed from the game)*
- Japanese:
 - CV (Kaga, Akagi)
 - CV (Hiryū, Sōryū)
 - CVL (Hōshō, Ryūjō)
 - BB (Hiei, Kirishima)
 - CA (Furutaka CL)
 - US:
 - US CV (Yorktown, Enterprise)
 - US CV (Wasp, Hornet)
 - US BB (Pennsylvania, Arizona)
 - US CA (Northampton CL)
 - US DD (Gearing CL)
 - British:
 - CVL (Hermes)
 - BB (Repulse, Prince of Wales)
 - CA (County CL)
 - DD (C Class)
 - Dutch:
 - CL (De Ruyter)
 - DD (Admiralen CL)
 - 4-Strength land unit (ABDA)

5.4 Reinforcements Schedule

- Scenario 4 reinforcement schedule is the same as for scenario 1 (scenario book 2.4), but starting from Turn 6.

6.0 SCENARIO 5

From Guadalcanal to the Philippines

BY RYSZARD JEZIorny
AND KRZYSZTOF DYTczAK

6.1 Scenario Rules Clarification

6.1.1 Scenario Timeframe

- From: **Turn 6** (Jan-Mar 1943)
- To: **Turn 10** (Jan-Mar 1944)

6.1.2 Scenario Victory Condition

- Standard victory point counting applies (rulebook 4.3.1).
- But there are special winning conditions:
 - The Allies (i.e., US) win if they get 6 VPs during this scenario.
 - Otherwise they lose.

6.1.3 Scenario Special Rules

- **Rule 1** - Game Board (The Map) parameters:
 - The Map ends at the Philippines - everything to the West of the Philippines is unavailable (including Brunei and Hainan). This also applies to forces that are deployed there.
- **Rule 2** - Japan TP constraints:
 - Japan gets 12 TPs per turn less than normal.

Designer Note: *They support the cut off part of the map.*

6.1.4 Using Optional Rules for the Scenario

This scenario does NOT require the use of any optional rules. However, it is recommended that experienced players use the following optional rules:

- pro-Allies:
 - Man, those decks are really hard (rulebook 16.1.2)
 - Semper Fi (rulebook 16.1.6)
 - RADAR and SONAR (rulebook 16.1.7)
- pro-Japanese:
 - Long Lance torpedoes (rulebook 16.2.1)
 - Tokyo Express (rulebook 16.2.2)
 - Japan AA upgrade program (rulebook 16.2.6).

6.2 Units Set Up

- Scenario 5 units set up is the same as for scenario 4 (scenario book 5.2).

6.3 Markers Set Up and Damaged/ Sunk Units Status

- Scenario 5 markers set up and damaged/sunk units status is the same as for scenario 4 (scenario book 5.3).

6.4 Reinforcements Schedule

- Scenario 5 reinforcement schedule is the same as for scenario 1 (scenario book 2.4), but only from Turn 6 to Turn 10.

7.0 SCENARIO 6

Guadalcanal Campaign

BY MUSTAFA ÜNLÜ AND ROD BAUER

Designer Note: This is a short, introductory scenario for either teaching **Fire in the Sky** or when playtime is too short for the longer scenarios. The emphasis of this scenario is on the events centered around Guadalcanal and units which participated in that campaign. Hence only a portion of the map and order of battle are in play, and the rules have been modified and/or truncated to match. In addition, the victory conditions have been revised, again, to make sure that they match the smaller scale of the scenario.

7.1 Scenario Rules Clarification

7.1.1 Scenario Timeframe

- From: **Turn 4** (Jul-Sept 1942)
- To: **Turn 5** (Oct-Dec 1942)

7.1.2 Scenario Victory Condition

- Since this is a campaign focused on specific, limited objectives, it uses a completely different set of victory conditions.
- Add up victory points at game end (the end of Turn 5) based on the list below and subtract Allied points from Japanese.
 - Japanese victory if final VP > 2
 - Allied victory if final < -2
 - Draw otherwise
- Japanese VPs:
 - Control Guadalcanal or Port Moresby → 6 VP each
 - Control any other Allied base → 3 VP each
- Allied VPs:
 - Control Rabaul → 12 VP

- Control Port Moresby → 8 VP
- Control Guadalcanal → 6 VP
- Both players VPs:
 - Sink enemy CV → 3 VP
 - Damage enemy CV → 2 VP
 - Sink enemy CVL → 1 VP
 - Sink enemy BB → 1½ VP
 - Sink enemy CA → ½ VP
 - Eliminate enemy land unit → 1 VP
 - Have the initiative at end of game → 2 VP (see Special Scenario Rule 8)

7.1.3 Scenario Special Rules

- **Rule 1** - Game Board (The Map) parameters:
 - The only map hexes in play are Kure and hexes south and east of Palau (inclusive). The border east from Palau follows the hexborder through Truk and ends at Pearl Harbor.
 - Pearl Harbor (not the West Coast) is the Home Base for US units.
 - The entire Order of Battle for both sides consists of the units specified in this scenario (6.2). Except to make changes for air units, no other unit (including reinforcements) may be used by either side.
- **Rule 2** - Sequence of play changes:
 - The game begins with the Operational Phase of the Japanese player's Turn 4 (in other words, the Japanese player has already had their First Deployment phase).
 - In addition, the following phases do not occur:
 - Allied Turn 4 Reinforcement Phase (U.S. Turn 4 reinforcements start already on the map in Pearl Harbor)
 - and Merchantman Phases on both turns. Oil, transport, and Allied submarine warfare effects have already been factored into the scenario (see Special Scenario Rule 3 & 4).
- **Rule 3** - Japanese transports:
 - Since there are no Merchantman Phases, there is no need to keep track of the Japanese Merchant Pool.
 - Oil and transport points received by the Japanese player are fixed with the sole exception that any damage which would have reduced the Japanese Merchant pool on Turn 4 instead decreases Japanese Transport and Oil Points slated for Turn 5. Similar damage on Turn 5 has no effect.
- **Rule 4** - US submarines:
 - All US submarines are assumed to be committed to attack on Japan Merchantman fleet.
 - The Allied player does not get any submarine points during the scenario.
- **Rule 5** - Japanese Deployment:

- Japanese units starting in Kure or arriving there as reinforcements must first deploy to Truk in order to enter play.

■ **Rule 6** - Japanese Naval Aviation:

- Japanese Naval Aviation is not tracked since damaged Japanese CVs will not have time to re-enter play.
- The Japanese CVL entering as a reinforcement on Turn 5 arrives with its own Naval Aviation.

■ **Rule 7** - Gilberts Japanese Air ZOC:

- Throughout the scenario, a Japanese air ZOC from Gilberts exists only for the purpose of interdiction Allied deployment and movement.

■ **Rule 8** - Initiative:

- Japan starts with the initiative.
- Once per combat round, a side with the initiative may re-roll any number of dice after a dice roll, or force their opponent to do the same.
- The initiative then passes to the other player, and may be used in the same manner, but not in the same turn.

7.1.4 Using Optional Rules for the scenario

This scenario requires the use of the following optional rules:

■ pro-Allies:

- Gentlemen do not read other people's mail (rulebook 16.1.1)
- Semper Fi (rulebook 16.1.6)

■ pro-Japanese:

- Long Lance torpedoes (rulebook 16.2.1)
- Tokyo Express (rulebook 16.2.2)
- I want it all! (rulebook 16.2.5).

7.2 Units Set Up

JAPAN:

- starts with the initiative, see Special Scenario Rule 8

At Kure:

- 1x CVL (Hōshō, Ryūjō)
- 1x BB (Kongō, Haruna)
- 2x DD: DD (Akizuki CL), DD (Fubuki CL)
- 1x 4-Combat Strength land unit (6th Division)

THE MAP

A CVL (Hōshō) BB (Kongō) 2 x DD	B CV (Shōkaku) CVL (Zuihō) BB (Hiei) 2 x CA 2 x DD	C 2 x CA 1 x DD	D CV (Wasp) BB (North Carolina) 1 x CL 1 x DD	E CV (Lexington) 2 x CA 1 x CLAA 2 x DD
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SEQUENCE OF PLAY

JAPANESE PLAYER TURN

- Transport
- Reinforcement
- First Deployment
- Operational Movement

COMBAT PHASE

- Japanese Attack Segment
 - Target Determination Step
 - Launch Japanese Warfare Step
 - Attack Step
- Allied Defense Segment
 - Launch Allied Warfare Step
 - Defense Step
- Land Phase

SCENARIO 6
Guadalcanal Campaign

FIRE IN THE SKY
THE GREAT PACIFIC WAR 1941-1945

At Palau:

- 1x Air Strength (1x JP air unit)

At Truk:

- 1x Air Strength (1x JP air unit)
- 2x CV/CVL: CV (Shōkaku, Zuikaku), CVL (Zuihō, Shōhō)
- 1x BB (Hiei, Kirishima)
- 2x CA: CA (Mogami CL), CA (Tone CL)
- 2x DD: DD (Kagerō CL), DD (Yūgumo CL)
- 1x 2-Strength Marine land unit (SNLF)

At Lae:

- 1x 2-Strength land unit (Kawaguchi)

At Rabaul:

- 4x Air Strength (2x JP air units)
- 2x CA: CA (Takao CL), CA (Furutaka CL)
- 1x DD (Shiratsuyu CL)
- 1x 2-Strength land unit (Ichiki)

US:

At Pearl Harbor:

- 2x Air Strength (1x US air unit)
- 1x CV (Wasp, Hornet)
- 1x BB (North Carolina, Washington)
- 1x CL (Omaha CL)
- 1x DD (Benson CL)
- 1x 4-Strength Marine land unit (2nd Marine Division)

At Samoa:

- 1x Air Strength (1x US air unit)
- 1x 2-Strength land unit (8th NZ Brigade)

At Espiritu Santo:

- 2x Air Strength (1x US air unit)

At Noumea:

- 1x Air Strength (1x US air unit)
- 1x CV (Lexington, Saratoga)
- 2x CA: CA (New Orleans CL), CA (Portland CL)
- 1x CLAA (Atlanta CL)
- 2x DD: DD (Benham CL), DD (Farragut CL)

At Guadalcanal:

- 1x 4-Strength Marine land unit (1st Marine Division)

At Port Moresby:

- 1x Air Strength (1x AUS air unit)
- 1x 2-Strength land unit (30th AUS Brigade)

At Brisbane:

- 2x Air Strength (1x US air unit)

7.3 Markers Set Up and Damaged/ Sunk Units Status

- Japanese Merchantmen: Not used (see Special Scenario Rule 3)
- Japanese Oil Points: 18
- Japanese Transport Points: 16
- Japanese Submarine Points: 2
- Convoy Escort Box: not used (see Special Scenario Rules 2 & 3)

- Naval Aviation Box: not used (see Special Scenario Rule 6)
- Victory Points: 0 (see Scenario Victory Conditions, scenario book 6.1.2)
- US Transport Points: 26
- US Submarine Points: 0 (see Special Scenario Rule 4)
- Game Turn Marker: 4 (Japan Side)

7.4 Reinforcements Schedule

Japanese Turn 5 (Oct-Dec 1942):

- At Kure:
 - 1x CV (Jun'yō, Hiyō)
 - 1x BB (Yamato, Musashi)
 - 1x DD (Hatsuharu CL)
 - 1x 4-Strength land unit (2nd Division)
- Oil Points: 19 (see Special Scenario Rule 3)
- Transport Points: 28 (see Special Scenario Rules 3 & 4)
- Submarine Points: 2

US Reinforcements Turn 5 (Oct-Dec 1942):

- At Pearl Harbor:
 - 1x CL (Brooklyn CL)
 - 1x DD (Fletcher CL)
 - 1x 4-Strength land unit (25th Division)
- Transport Points: 32

8.0 SCENARIO 7 Battle of Midway

BY RYSZARD JEZIorny
AND KRZYSZTOF DYTczAK

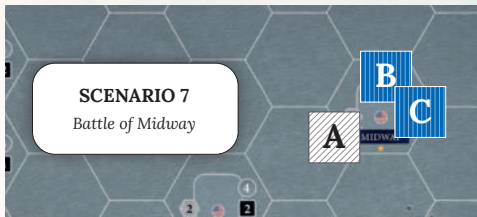
8.1 Scenario Rules Clarification

8.1.1 Scenario Timeframe

- It is only ONE battle scenario not a full turn game.

8.1.2 Scenario Victory Condition

- This scenario uses a completely different set of victory conditions.
- Add up victory points at battle end based on the tables below. Subtract Allied points from Japanese.
 - Japanese victory if final VP > 2
 - Allied victory if final < -1
 - Draw otherwise
- Both players VPs:
 - Sink enemy CV → 3 VP
 - Damage enemy CV → 2 VP
 - Sink enemy BB → 2 VP
 - Sink enemy CA → 1 VP



SCENARIO 7
Battle of Midway

First Carrier Striking Force

Task Force 16

Task Force 17

A

- CV (Kaga)
- CV (Hiryū)
- BB (Kongō)
- 1x DD

B

- CV (Lexington)
- 1x CLAA
- 1x DD

C

- CV (Yorktown)
- 1x CA
- 1x DD



8.1.3 Scenario Special Rules

- **Rule 1** - it is only a battle scenario:
 - No use of The Game Board (the Map), and the scenario starts on the Battle Board.
 - Only battle rules apply (rulebook 11.0).

8.1.4 Using Optional Rules for the Scenario

This scenario requires the use of the following optional rule:

- pro-Japanese:
 - Elite and Not-so-Elite-Pilots (rulebook 16.2.3).

8.2 Units Set Up

JAPAN:

- First Carrier Striking Force (only one Task Force):
 - 2x CV: CV (Kaga, Akagi), CV (Hiryū, Sōryū)
 - 1x BB (Kongo, Haruna)
 - 1x DD (Kagerō CL)

US:

- Task Force 16:
 - 1x CV (Lexington, Saratoga)
 - 1x CLAA (Atlanta CL)
 - 1x DD (Benham CL)
- Task Force 17:
 - 1x CV (Yorktown, Enterprise)
 - 1x CA (Portland CL)
 - 1x DD (Benson CL)

8.3 Markers Set Up and Damaged/ Sunk Units Status

- No Game Board markers are used in this scenario.

8.4 Reinforcements Schedule

- There are no reinforcements in this scenario.

9.0 SCENARIO 8
Operation MI

BY PIOTR GÓRNY

Designer Note: Operation MI is the code name of the Japanese invasion of Midway in 1942, including the diversionary attack on the Aleutian Islands. The attack culminated in an all decisive air and sea battle, the Battle of Midway. It was the turning point in the Pacific War. Scenario 8 is based on this famous military operation but slightly changed and refined to become an interesting and challenging learning or event/tournament scenario. It covers one standard game turn and using all core FITS rules to create fast paced mini-game.

9.1 Scenario Rules Clarification

9.1.1 Scenario Timeframe

- Only one but entire game turn - Turn 3 (Apr-Jun 1942)

9.1.2 Scenario Victory Conditions

- Standard victory conditions apply (rulebook 4.3.1), for this scenario a Supply Line can always be traced from US Home Base to Brisbane

- Additional VPs are gained or lost for every sunk aircraft carriers or battleships unit during a game or and every key Allied controlled Base without air units:
 - Allied CV sunk: +1 VP
 - Japanese CV sunk: -1 VP (not for CVL)
 - Japanese BB sunk: -1 VP
 - The following Allied-controlled Bases without air units: +1 VP - Dutch Harbor, Pearl Harbor, Midway and Ellice Islands
 - Japanese Merchantmen Pool <= 36: -1 VP
- Ad up all victory points at the end of Turn 3:
 - Japanese victory if final VPs > 33
 - Allied victory if final VPs < 33
 - Draw otherwise.

9.1.3 Scenario Special Rules

- Rule 1 - Game Board (The Map) parameters:
 - The only map hexes in play are hexes along the line Kure - Truk - Ellice - Christmas - the South US entry hex and all hexes on the East and North from the line.
 - Japan controls and may transport oil from all three Resource Hexes.
- Rule 2 - Units in play:
 - All air units and reinforcement markers
 - Only Japanese and US naval/land units listed below (scenario book 9.2, 9.3 & 9.4)
 - No British nor Dutch naval/land units

9.1.4 Using Optional Rules for the Scenario

This scenario requires the use of the following optional rule:

- pro-Japanese:
 - Elite and Not-so-Elite-Pilots (rulebook 16.2.3).

9.2 Units Set Up

JAPAN:

At Yokosuka:

- 1x Air Strength (1x JP air unit)
- 1x BB (Hiei, Kirishima)
- 1x CA (Tone CL)
- 3x DD: DD (Akizuki CL), DD (Hatsuharu CL), DD (Shiratsuharu CL)

At Kure:

- 1x CVL (Zuihō, Shōhō)
- 1x CA (Takao CL)
- 1x DD (Fubuki CL)
- 1x 4-Combat Strength land unit (2nd Division)

At Truk:

- 1x Air Strength (1x JP air unit)
- 2x CV: CV (Kaga, Akagi), CV (Hiryū, Sōryū)
- 1x BB (Kongō, Haruna)
- 2x CA: CA (Mogami CL), CA (Myōkō CL)
- 2x DD: DD (Fubuki CL), DD (Kagerō CL)
- 1x 2-Combat Strength land unit (Ichiki)

At Paramushiro:

- 1x Air Strength (1x JP air unit)

At Wake:

- 1x Air Strength (1x JP air unit)
- 1x 2-Combat Strength land unit (SNLF)

At Gilbert Islands:

- 1x Air Strength (1x JP air unit)
- 1x 2-Combat Strength land unit (Nankai)

US:

At Pearl Harbor:

- 1x Air Strength (1x US air unit)
- 2x CV: CV (Lexington, Saratoga), CV (Yorktown, Enterprise)
- 3x CA: CA (New Orleans CL), CA (Northampton CL), CA (Portland CL)
- 1x CLAA (Atlanta CL)
- 3x DD: DD (Benham CL), DD (Benson CL), DD (Mahan CL)

At Dutch Harbor:

- 1x Air Strength (1x US air unit)
- 1x DD (Farragut CL)

At Midway:

- 1x Air Strength (1x US air unit)
- 1x 2-Combat Strength land unit (21st Regiment)

At Ellice Islands:

- 1x Air Strength (1x US air unit)
- 1x 2-Combat Strength land unit (8th NZ Brigade)

9.3 Markers Set Up and Damaged/Sunk Units Status

Markers and Boxes Set up:

- Japanese Merchantmen Pool: 40
- Japanese Oil Points: 12
- Japanese Transport Points: 16
- Japanese Submarine Points: 0
- Convoy Escort box: empty
- Naval Aviation Box: 2x Air Strength (1 JP air unit)
- Victory Points: 33 (for Wake, Gilbert Islands, Rabaul, Brunei, Rangoon, Bangkok, Singapore [3], Surabaya, and Manila [3])
- US Transport Points: 19
- US Submarine Points: 2
- British Transport Points: not used
- Game Turn Marker: Turn 3 (Japan Side)
- Uncontrolled bases: none

Damaged Units on Game Turn Track:

- Turn 3 (Apr-Jun 1942)
 - JP 1x 2-Combat Strength land unit (Kawaguchi)
 - US 1x 8-Combat Strength land unit (6th Army)



THE MAP	A	B	C
	BB (Hiei) 1 x CA 3 x DD	CVL (Zuihō) 1 x CA 1 x DD	CV (Kaga) CV (Hiryū) BB (Kongō) 2 x CA 2 x DD
	D	E	F
	CV (Lexington) CV (Yorktown) 3 x CA 1 x CLAA 3 x DD	1 x DD	CV (Wasp) 1 x CA 2 x DD

9.4 Reinforcement Schedule

Scenario 8 schedule is the same as for Scenario 1 (scenario book 2.4), but only Turn 3 is used (copied below)

Turn 3 (Apr-Jun 1942):

- US
- 2x Air Strength, 2 Sub Points, 32 TPs
- 1x CV (Wasp, Hornet)
- 1x CA (Pensacola CL)
- 2x DD: DD (Porter CL), DD (Gearing CL)
- 1x 4-Combat Strength Marine land unit (2nd Marine Division)

10.0 EXAMPLE OF PLAY

BY PIOTR GÓRNY

Designer Note: The following example of play has been prepared to show in detail different aspects of the game, its components and rules, in the most enjoyable way. It recreates selected historical decisions, events, plans, military operations and battles of the Great Pacific War as close as possible in the universe of the Fire in the Sky game. This example is NOT a guide for the best game strategy. Some historical decisions cannot be easily recreated and described in game terms, so they may be mediocre or even worse when used in the game.

10.1 Preparation for Play

Historical Note: On 7 December (8 December in Asia/West Pacific time zones) units of the Imperial Japanese Navy and Imperial Japanese Army launched simultaneous surprise attacks on Australian, British, Dutch and US forces.

The locations of this first wave of Japanese attacks included Hawaii (Pearl Harbor), Malaya, Guam, Wake Island, Hong Kong, and the Philippines. Japanese forces also simultaneously invaded and conquered Thailand. The Great Pacific War has broken out. Japanese military progress was very quick and its troops are still hungry for the next victories...

For the following example of play, the main **Fire in the Sky** game scenario 1 “From the Battle of the Java Sea to Japanese Surrender” is used (scenario book 2.0) without any special rules (rulebook 16.0). The example covers one entire turn (i.e., Turn 2) from both Japanese and Allied perspectives. Units and markers have been set up according to the scenario description and all Japanese Naval and Land units allocated for Home Bases have been placed into KURE. The game is ready to start (rulebook 4.1).

10.2 Japanese part of Turn 2

10.2.1 Japanese plans

The military situation at the start of 1942 year created a lot of options for Japan to continue its successful offensive.

Historical main Japanese objectives are:

■ [A] MANILA

- Strategic objective:
 - Defeat last US and Philippine defenders and conquer Luzon Island (the key island of the northern part of the Philippines)
- Game objective:
 - Capture MANILA (3 VPs)

Historical Note:

Related historical events → Philippines Campaign:
 – Battle of Bataan Peninsula (8th January - 10th April 1942)
 – Battle of Corregidor Island (10th April - 6th May 1942)

■ [B] SINGAPORE

- Strategic objective:
 - Finalise the conquest of Malaya and capture the main British East-Asian Base
- Game objective:
 - Capture SINGAPORE (3 VPs and Resource Hex)

Historical Note:

Related historical events → Malayan Campaign:
 – Battle of Muar (14th - 22th January 1942)
 – Fall of Singapore (6th - 15th February 1942)

■ [C] RANGOON

- Strategic objective:
 - Create a bulwark to protect Malaya and cut the overland supply line to China (i.e., Burma Road)
- Game objective:
 - Capture RANGOON (1 VP)

Historical Note:

Related historical events → Burma Campaign:
 – Battle of Sittang Bridge (19th - 23th February 1942)
 – Fall of Rangoon (3rd - 8th March 1942)

■ [D] SURABAYA

- Strategic objective:
 - Capture the Dutch East Indies and its rich oil refineries
- Game objective:
 - Capture SURABAYA (1 VP and Resource Hex)

Historical Note:

Related historical events → Dutch East Indies Campaign:
 – Battle of Balikpapan (23rd - 24th February 1942)
 – Two Naval Battles of the Java Sea (25th February and 1st March 1942)
 – Battle of Java (28th February - 12th March 1942)

■ [E] PORT MORESBY

- Strategic objective:
 - Create a position to threaten Australia and cut the lifeline between the United States and Australia
- Game objective:
 - Capture PT. MORESBY (1 VP)

Historical Note:

Related historical events → New Guinea Campaign:
 – Capture of the port of Tulagi, near Guadalcanal (3rd May 1942)
 – Naval Battle of the Coral Sea (4th - 8th May 1942)

10.2.2 Japanese Economic Phase

[Oil Transport - rulebook 5.1] With captured BRUNEI (Resource Hex) and with 8 TPs (Transport Points) remaining Japan can increase its oil reserve.

■ Transport 8 Oil Points from BRUNEI:

- Japanese Oil Points: 24 → 32
- Japanese Transport Points: 8 → 0.

Designer Note: Oil was a critical Japanese war logistic constraint.

[DD Units Transfer - rulebook 5.2] Japan has not decided to support its merchant fleet. Every Japanese TP is needed to continue the offensive.

- No actions at all.

Designer Note: The Pacific war was different to the Atlantic in terms of sea supply transport challenges and tactics. Convoys are used very seldom; most ships traveled alone for long distances.

10.2.3 Japanese Reinforcement Phase

[Units Reinforcement Segment - rulebook 6.1] There are very few Japanese reinforcements on Turn 2, so there's not much to do.

- Place one new 2-Strength air unit into KURE [scenario book 2.4; Turn 2]
- No other actions.

Designer Note: The huge difference between Japanese and US technology, economy and manpower was well known before the war and taken into account when creating strategy plans for the Pacific War Theatre.

[Submarine and Transport Reinforcement Segment - rulebook 6.2] This is a small “technical” game phase representing key aspects of the Pacific war economy.

- Japanese Transport Points: 0 → 60 (i.e., to current Merchantmen Points)
- Japanese Submarine Points: 2 → 2 (reset to 2, in fact no change at all).

[Replacements Segment - rulebook 6.3] There is no Japanese reduced-strength land unit on the map, now. So there's no need to place replacement markers this turn.

- No actions at all.

THE MAP

A

BB (Mutsu)
BB (Ise)
CV (Kaga)
CV (Shōkaku)
CV (Hiryū)
CVL (Zuihō)

BB (Fuso)
BB (Hiei)
BB (Kongō)
5 x CA
12x DD

B

1 x CA
1 x CL
2 x DD

C

CV (Lexington)
1 x CA
2 x DD

D

1 x CL

E

1 x CL
1 x DD

THE GAME TRACK

F

CV (Yorktown)
1x CA
1x CLAA
1x DD

G

CVL (Hermes)

Designer Note: *The Pacific is huge, so during the war the challenge was not to train new troops but to transport them by sea from forming camps to destination points.*

10.2.4 Japanese First (major) Deployment Phase

This game phase represents a set of military preparations aimed at reaching the best positions before launching direct attacks against enemy bases. Both aspects are covered: visible relocation of units, but also logistics, not easily visible in terms of the game. In the case of the Pacific, most deployments were done by sea transport [Sea Deployment - rulebook 7.1] and obviously constrained by the number of available merchant ships [Transport Points - rulebook 3.3.6]. Short range unit deployments, mainly using local means of transport, were also used during military preparations, especially for land operations [One-hex Deployment - rulebook 7.2].

All unit deployments grouped by Japanese objectives for Turn 2:

- [A] MANILA
 - No deployments needed
- [B] SINGAPORE
 - No deployments needed
- [C] RANGOON
 - the first 2-Strength air unit from SAIGON to BANGKOK by one-hex deployment (no TPs used)
 - the second 2-Strength air unit from SAIGON to BANGKOK by one-hex deployment (no TPs used)
 - 8-Strength land unit (15th Army) from BANGKOK to RANGOON (the British controlled base) by one-hex deployment along the land connection (no TPs used)
- [D] SURABAYA
 - CVL (Zuihō, Shōhō) from KURE to PALAU by sea transport (2 TPs used, details described below):
 - only 1 deploy step, 4 hexes long
 - Transport Rating of CVL is 2
 - finally 2 x 1 → 2 TPs used
 - DD (Fubuki CL) from KURE to PALAU by sea transport (1 TP used)
 - CA (Myōkō CL) from KURE to HAINAN by sea transport (2 TPs used)
 - CA (Tone CL) from KURE to HAINAN by sea transport (2 TPs used)
 - DD (Kagerō CL) from KURE to HAINAN by sea transport (1 TP used)
 - DD (Shiratsuyu CL) from KURE to HAINAN by sea transport (1 TP used)
 - 4-Strength land unit (38th Division) from KURE to HAINAN by sea transport (4 TP used, details described below):
 - only 1 deploy step, 4 hexes long

- Transport Rating of 4-Strength land unit is 4
- finally 4 x 1 → 4 TPs used
- All unit deployments for the SURABAYA objective → summary 13 TPs used

■ [E] PT. MORESBY

- 2-Strength air unit from KURE to RABAU by sea transport (4 TPs used, details described below):
 - 1st deploy step, 4 hexes long from KURE to TRUK
 - 2nd deploy step, 4 hexes long from TRUK to RABAU
 - Transport Rating of 2-Strength air unit is 2
 - finally 2 x 2 → 4 TPs used
- CV (Shōkaku, Zuikaku) from KURE to TRUK by sea transport (4 TPs used):
- CA (Takao CL) from KURE to TRUK by sea transport (2 TPs used)
- DD (Hatsuharu CL) from KURE to TRUK by sea transport (1 TP used)
- CA (Furutaka CL) from KURE to TRUK by sea transport (2 TPs used)
- DD (Fubuki CL) from KURE to TRUK by sea transport (1 TP used)
- DD (Kagerō CL) from KURE to TRUK by sea transport (1 TP used)
- 2-Strength land unit (Kawaguchi) from BRUNEI to TRUK by sea transport (2 TPs used, details described below):
 - only 1 deploy step, 4 hexes long
 - Transport Rating of 2-Strength land unit is 2
 - finally 2 x 1 → 2 TPs used
- All unit deployments for the PT. MORESBY objective → summary 17 TPs used
- Total summary of all unit deployments → 30 TPs.

Designer Note: *During the Dutch East Indies Campaign (objective [D] SURABAYA), Japan had strong strategic naval reserves close to the war theatre: a carriers task force and a battleships task force, although not used in the battles. They are not represented in this example. It is obvious that good planning has to be followed by effective preparations for military actions. Large areas like the Pacific check it very quickly, and in the Fire in the Sky game, too.*

10.2.5 Japanese Operational Movement Phase

All units are on their entry positions for attack. Some land units have got into enemy bases during the previous phase or even a turn before, but a lot of units, including all naval, need to move by sea to reach enemy bases.

Task forces are formed now and used during this sea move into enemy bases [Task Forces - rulebook 8.1] and also for upcoming battles. For Japanese naval

THE MAP

A CV (Akagi) CV (Hiryū) BB (Mutsu) BB (Ise) BB (Fusō) BB (Hiei) BB (Kongō) 1x CA 6x DD	A¹ 2x CA 2x DD	A² CVL (Zuihō) 1x DD	A³ CV (Shōkaku) 2x CA 3x DD	B 1x CA 1x CL 2x DD	C CV (Lexington) 1x CA 2x DD	D 1x CL	E 1x CL 1x DD
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THE GAME TRACK

F CV (Yorktown) 1x CA 1x CLAA 1x DD
G CVL (Hermes)

SEQUENCE OF PLAY

COMBAT PHASE

Reinforcements to KURE & next via TRUK

THE END OF FIRST DEPLOYMENT PHASE
Japanese preparation for attacks

units, an operational movement is constrained not only by movement allowance but also by stored oil [Oil Points - rulebook 3.3.7].

All unit operational movements grouped by Japanese objectives for Turn 2:

- **[A] MANILA**
 - No operational movement needed
- **[B] SINGAPORE**
 - No operational movement needed
- **[C] RANGOON**
 - No operational movement needed
- **[D] SURABAYA**
 - The first task force consists of CVL (Zuihō, Shōhō) and DD (Fubuki CL) from PALAU to SURABAYA (3 OPs used, details describes below):
 - 4 hexes long
 - Transport Rating of CVL is 2
 - Transport Rating of DD is 1
 - multiply by 1 for short distance (up to 4 hexes)
 - finally $(2 + 1) \times 1 \rightarrow 3$ OPs (Oil Points) used

- The second task force consists of two CAs (Myōkō CL & Tone CL), two DDs (Kagerō CL & Shiratsuyu CL) and 4-Strength land unit (38th Division) from HAINAN to SURABAYA (6 OPs & 8 TPs used, details described below):
 - 4 hexes long
 - Transport Rating of CA is 2
 - Transport Rating of DD is 1
 - multiply by 1 for short distance (up to 4 hexes)
 - finally $(2 + 2 + 1 + 1) \times 1 \rightarrow 6$ OPs used
 - Transport Rating of 4-Strength land unit is 4
 - multiply by 2 for land units during Operational movement
 - finally $4 \times 2 \rightarrow 8$ TPs used
- All unit operational moves for the SURABAYA objective \rightarrow total of 9 OPs & 8 TPs used
- **[E] PT. MORESBY**
 - The third task force consists of CV (Shōkaku, Zuikaku), CA (Takao CL) and DD (Hatsuharu CL) from TRUK to PT. MORESBY (7 OPs used)

- The fourth task force consists of CA (Furutaka CL), two DDs (Fubuki CL & Kagerō CL) and 2-Strength land unit (Kawaguchi) from TRUK to PT. MORESBY (4 OPs & 4 TPs used)
- All unit operational moves for the PT. MORESBY objective → total of 11 OPs & 4 TPs used
- Total of all unit operational movements → 20 OPs & 12 TPs.

Designer Note: The operational movements into PT. MORESBY enter 1 or even 2 enemy Air ZOCs depending on the exact path taken, but they cannot prevent this move because even these 2 enemy Air ZOCs are next to each other [rulebook 8.0, 1st paragraph, 3rd bullet].

10.2.6 Allied Reaction Phase

Naval war is full of maneuver. You are never sure where the enemy naval units are, whether far away or very close, especially during night actions. This phase is a chance to see this maneuver aspect and

highlight the important role of key bases with naval units allocated to them for defending large areas. Reaction is like operational movement and uses task forces, too [Reaction Phase - rulebook 9.0].

There are only 3 Allied Bases with naval units that can be used for reactions:

- **SURABAYA**
 - The first task force consists of CL (DeRuyter) and DD (Admiralen CL) to SURABAYA
- **NOUMEA**
 - The second task force consists of CV (Lexington, Saratoga), CA (Northampton CL) and two DDs (Farragut CL & Benham CL) to PT. MORESBY
- **BRISBANE**
 - The third task force consists of CL (Perth) to PT. MORESBY.

Designer Notes: There are two key historical decisions behind this: first to defend the Dutch East Indies with all available units and, second, to stop Japan on their way to cut Australia - US

THE MAP

A CV (Akagi) CV (Hiryū) BB (Mutsu) BB (Ise)	BB (Fusō) BB (Hiei) BB (Kongō) 1x CA 6x DD	A¹ 2x CA 2x DD	A² CVL (Zuihō) 1x DD	A³₁ CV (Shōkaku) 1x CA 1x DD	A³₂ 1x CA 2x DD	B 1x CA 1x CL 2x DD	C CV (Lexington) 1x CA 2x DD	D 1x CL	E 1x CL 1x DD
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F CV (Yorktown) 1x CA 1x CLAA 1x DD	G CVL (Hermes)
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THE END OF AIR COMMITMENT PHASE
Japanese forces approaching and Allied reactions

SEQUENCE OF PLAY

JAPANESE PLAYER TURN

- Transport
- Submarine
- Dive Deployment
- Operational Movement
- Allied Reaction
- Air Commitment
- Combat

COMBAT PHASE

- Submarine Attack Support
- Target Determination Step
- Launch Carrier
- Launch Ship
- Administrative Step

THE GALE TRACK

communication lines. Allied naval units react for no cost, so no TPs are used at all.

10.2.7 Japanese Air Commitment Phase

The last decision before the battles start is committing air units [Air Commitment Phase - rulebook 11.0]. In the case of this scenario, all commitments are obvious. All air commitments grouped by Japanese objectives for Turn 2:

- [A] MANILA
 - Four 2-Strength air units from FORMOSA
- [B] SINGAPORE
 - Two 2-Strength air units from SAIGON
- [C] RANGOON
 - Two 2-Strength air units from BANGKOK
- [D] SURABAYA
 - No air commitments at all
- [E] PT. MORESBY
 - Two 2-Strength air units from RABAUL.

Designer Note: Long range air commitments (i.e., to the next hex) are always safe (i.e., no losses), and so should be used when possible.

10.2.8 Submarine Attack Segment of the Japanese Combat Phase

Now all is ready for close combat. The Great Pacific War had air, land and naval (surface and submarine) combat. The game simulates all these types of combat, starting from submarine actions [Submarine Attacks Segment - rulebook 11.1].

Designer Note: The Japanese used their submarines as tactical battle weapons to attack Allied combat naval units (i.e., task forces). For the Allies the situation was different; most submarines were used to attack Japanese supply lines (i.e. merchants).

Submarine targets determination [Target Determination Step - rulebook 11.1.1]:

- (t1) Japanese target → the first (Dutch) task force (1x CL & 1x DD) at SURABAYA
- (t2) Japanese target → the second (with the US carrier) task force (1x CV & 1x CA & 2x DD) at PT. MORESBY
- (t3) Allied target → the first (with the land unit) task force (2x CA & 2x DD & 4-Strength land unit).

Designer Note: The last Allied Submarine Point will be used later in the turn.

Submarine attacks resolution [Anti-Submarine Warfare Step & Submarine Torpedo Attack Step - rulebook 11.1.2 and 11.1.3]:

■ (t1) Japanese target (1x CL & 1x DD):

- Allied ASW die roll
 - 1 DD in the task force
 - No applicable modifiers
 - One die roll: 2 → no success
- Japanese attack die roll
 - CL chosen as a target
 - No applicable modifiers
 - One die roll: 3 → no success

■ (t2) Japanese target (1x CV & 1x CA & 2x DD):

- Allied ASW die roll
 - 2 DDs in the task force
 - One modifier: friendly land-based air unit/carrier in hex (+1)
 - Two die rolls: 4 + 1 = 5 & 3 + 1 = 4 → one success
 - No Japanese attack allowed

■ (t3) Allied target (2x CA & 2x DD & 4-Strength land unit):

- Japanese ASW die roll
 - 2 DDs in the task force
 - One applicable modifier: friendly land-based air unit/carrier in hex (+1)
 - Two die rolls: 1 + 1 = 2 & 6 + 1 = 7 → one success
 - No Allied attack allowed
- Summary of submarine attacks:
 - Japanese Submarine Points 2 → 0
 - Allied Submarine Points 2 → 1
 - No successful attacks and no losses.

Designer Note: A successful submarine attack is rare but usually very painful.

10.2.9 First part of Battle Segments of Japanese Combat Phase - three simple land battles

Every battle is resolved individually [Battle Segments - rulebook 11.2]. Because of distances in the Pacific, it is not possible to change your mind in the last seconds and redeploy units. But there are still lots of options to decide on during a battle.

Three of the five battles are very simple (i.e., “only land battles with limited air support”) and can be resolved using only a few steps of the battle segment without using the Battle Board at all:

■ [A] Battle of MANILA:

- Calculate Air Points of Air Combat Step
 - Only Japanese air units (4x 2-Strength from FORMOSA) → Japanese AIR SUPREMACY
 - Air Points → multiply by ½ for Long Range Air → 8 x ½ = 4
- Air Strikes of Air Combat Step
 - Anti-Aircraft Fire (Allied)
 - MANILA Anti-Aircraft Rating = 4
 - No applicable modifiers
 - Four die rolls: 4 & 2 & 1 & 3 → 0 HIT
 - No change to attacking Japanese Air Points

- Air Bomb and Torpedo Strike
 - No strikes → all Japanese Air Points designated for Ground Support
- Sea Control Step
 - No naval units → no Sea Control
- Ground Support of Land Combat Step
 - Japanese 4x Air Points
 - One applicable modifier: Japanese has Air Supremacy (+1)
 - Four die rolls: $2 + 1 = 3$ & $5 + 1 = \underline{6}$ & $1 + 1 = 2$ & $3 + 1 = 4$ → 1 HIT
- Supply Check of Land Combat Step
 - Japanese supply line exists (KURE - FORMOSA - MANILA) → the unit is supplied
 - Allied supply line is cut (the closest supplied friendly base is PT. MORESBY, unfortunately 5 hexes away → the unit is out of supply)
- Land Combat of Land Combat Step
 - Attacker (Japan):
 - 8-Strength land unit (14th Army)
 - No applicable modifiers
 - Eight die rolls: 2 & $\underline{5}$ & $\underline{5}$ & 1 & 3 & $\underline{6}$ & 1 & 1 → 3 HITS
 - Total: 1 (from Ground Support) + 3 = 4 HITS
 - Defender (Allies):
 - (4)-Strength land unit (6th Army)
 - One applicable modifier: out of supply (-1)
 - Four die rolls: $3 - 1 = 2$ & $5 - 1 = 4$ & $6 - 1 = \underline{5}$ & $2 - 1 = 1$ → 1 HIT
 - Total: 1 HIT
 - Loses:
 - Japan → none
 - Allies → the land unit (6th Army), as initially reduced, is eliminated and placed into the Turn 3 box (Apr-Jun 1942) on the Game Turn Track
- Administrative Step
 - No Allied land units → OCCUPIED BASE marker is placed into MANILLA under the Japanese unit
- **Japanese victory**

■ [B] SINGAPORE

- Calculate Air Points of Air Combat Step
 - Only Japanese air units (2x 2-Strength from SAIGON) → Japanese AIR SUPREMACY
 - Air Points → multiply by $\frac{1}{2}$ for Long Range Air → $4 \times \frac{1}{2} = 2$
- Air Strikes of Air Combat Step
 - Anti-Aircraft Fire (Allied)
 - SINGAPORE Anti-Aircraft Rating = 4
 - No applicable modifiers
 - Four die rolls: 1 & 1 & 1 & 4 → 0 HIT
 - No change to attacking Japanese Air Points
 - Air Bomb and Torpedo Strike
 - No strikes → all Japanese Air Points designated for Ground Support
- Sea Control Step
 - No naval units → no Sea Control

- Ground Support of Land Combat Step
 - Japanese 2x Air Points
 - One applicable modifier: Japanese has Air Supremacy (+1)
 - Two die rolls: $5 + 1 = \underline{6}$ & $6 + 1 = \underline{7}$ → 2 HITS
- Supply Check of Land Combat Step
 - Japanese supply line exists (KURE - FORMOSA - HAINAN - SAIGON - SINGAPORE) → the unit is supplied
 - Allied supply line is cut (the closest supplied friendly base is RANGOON, unfortunately the line enters an enemy Air ZOC in MALAYA) → the unit is out of supply
- Land Combat of Land Combat Step
 - Attacker (Japan):
 - 8-Strength land unit (15th Army)
 - No applicable modifiers
 - Eight die rolls: 3 & $\underline{6}$ & 2 & $\underline{6}$ & 1 & 4 & 4 & 4 → 2 HITS
 - Total: 2 (from Ground Support) + 2 = 4 HITS
 - Defender (Allies):
 - (4)-Strength land unit (Malaya Army)
 - One applicable modifier: out of supply (-1)
 - Four die rolls: $6 - 1 = \underline{5}$ & $5 - 1 = 4$ & $6 - 1 = \underline{5}$ & $3 - 1 = 2$ → 2 HITS
 - Total: 2 HITS
 - Loses:
 - Japan → none
 - Allies → the land unit (Malaya Army), as initially reduced, is eliminated and placed into the Turn 3 box (Apr-Jun 1942) on the Game Turn Track
- Administrative Step
 - No Allied land units → OCCUPIED BASE marker is placed into SINGAPORE
- **Japanese victory**

■ [C] RANGOON

- Calculate Air Points of Air Combat Step
 - Only Japanese air units (2x 2-Strength from BANGKOK) → Japanese AIR SUPREMACY
 - Air Points → multiply by $\frac{1}{2}$ for Long Range Air → $4 \times \frac{1}{2} = 2$
- Air Strikes of Air Combat Step
 - Anti-Aircraft Fire (Allied)
 - RANGOON Anti-Aircraft Rating = 2
 - No applicable modifiers
 - Two die rolls: 4 & 2 → 0 HIT
 - No change to attacking Japanese Air Points
 - Air Bomb and Torpedo Strike
 - No strikes → all Japanese Air Points designated for Ground Support
- Sea Control Step
 - No naval units → no Sea Control
- Ground Support of Land Combat Step
 - Japanese 2x Air Points
 - One applicable modifier: Japanese has Air Supremacy (+1)

Battle of the Java Sea
 Japanese Objective
 [D] SURABAYA



1st Surface Combat Round
 - Fire Combat just before
 damage resolution

2nd Surface Combat Round
 - Fire Combat just before
 damage resolution



- Japan has to gain sea control so → move 2x CA & 2x DD into Sea Control Box

• **1st Surface Combat Round:**

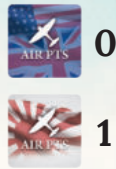
- [a] Combat Groups Forming
 - Starting with lining up Dutch units
 - Japan decided to match own 2x CA with enemy CL and 2x DD with DD
- [b] Withdraw Declaration
 - No actions
- [c] Fire Combat (one die roll per every naval unit)
 - Japanese CA (Myōkō CL) to CL (DeRuyter)
 - Firepower rating 1
 - Defense rating 8
 - One die roll: 4 → 1 HIT
 - Japanese CA (Tōne CL) to CL (DeRuyter): 4 → 1 HIT
 - Dutch CL (DeRuyter) to CA (Myōkō CL): 2 → no success
 - Japanese DD (Kagerō CL) to DD (Admiralen CL): 3 → no success
 - Japanese DD (Shiratsuyu CL) to DD (Admiralen CL): 2 → no success
 - Dutch DD (Admiralen CL) to DD (Kagerō CL): 5 → 1 HIT.

- [c] Fire Combat (continued with damage resolutions)

- Dutch CL (DeRuyter) 1st HIT
 - One applicable modifier: Surface combat hit (+ attacking Firepower rating) → (+1)
 - Sum of two die rolls: 1 + 3 + 1 (from Firepower) = 5 → damaged
- Dutch CL (DeRuyter) 2nd HIT: 6 + 3 + 1 (from Firepower) = 10 → sunk
 - → it is removed from the game
- Japanese DD (Kagerō CL) HIT:
 - One applicable modifier: Surface combat hit (+ attacking Firepower rating) i.e. (+0)
 - Sum of two die rolls: 2 + 2 + 0 (from Firepower) = 4 → damaged
 - → placed into the Turn 4 box (Jul-Sep 1942) on the Game Turn Track
- [d] End of the Round
 - No actions
- **2nd Surface Combat Round:**
 - [a] Combat Groups Forming
 - Only one Dutch unit
 - All available Japanese units match it
 - [b] Withdraw Declaration
 - No actions
 - [c] Fire Combat (one die roll per every naval unit)

Battle of the Java Sea
Japanese Objective
[D] SURABAYA

End of Amphibious Landing of Land Combat Step
Japanese still have support for upcoming land battle.



- Japanese CA (Myōkō CL) to DD (Admiralen CL): $3 \rightarrow$ no success
- Japanese CA (Tone CL) to DD (Admiralen CL): $2 \rightarrow$ no success
- Japanese DD (Shiratsuyu CL) to DD (Admiralen CL): $5 \rightarrow$ 1 HIT
- > Dutch DD (Admiralen CL) to DD (Shiratsuyu CL): $4 \rightarrow$ no success.
- [c] Fire Combat (continued with damage resolutions)
 - Dutch DD (Admiralen CL) HIT: $4 + 5 + 0$ (from Firepower) = $9 \rightarrow$ sunk
 - \rightarrow it is removed from the game
- [d] End of the Round
 - No Dutch units \rightarrow the end of this surface round

■ **Sea Control Step:**

- Japanese naval units remaining in Sea Control box \rightarrow Japanese Sea Control established

■ **Land Combat Step:**

- Amphibious Landings
 - 4-Strength 38th Division moved from Japanese Bombardment Task Force box to Japanese Land at Base box
- Replacements:
 - No actions.

• Ground Support

- 1 Japanese Air Points
- One applicable modifier: Player has Air Supremacy (+1)
- One die roll: $5 + 1 = 6 \rightarrow$ 1 HIT

• Supply Check

- Japanese Sea Control \rightarrow the Japanese unit is supplied & the Dutch unit is out of supply

• Land Combat

- Attacker (Japan):
 - 4-Strength land unit (38th Division)
 - No applicable modifiers
 - Four die rolls: $4 \ \& \ 6 \ \& \ 4 \ \& \ 5 \rightarrow$ 2 HITS
 - Total: 1 (from Ground Support) + 2 = 3 HITS
- Defender (Allied):
 - 4-Strength land unit (ABDA)
 - One applicable modifier: out of supply (-1)
 - Four die rolls: $4 - 1 = 3 \ \& \ 3 - 1 = 2 \ \& \ 1 - 1 = 0 \ \& \ 1 - 1 = 0 \rightarrow$ no success
 - Total: 0 HITS
- Loses:
 - Japan \rightarrow none
 - Allied \rightarrow the land unit (Dutch ABDA), because it has no reduced side, is eliminated and \rightarrow it is removed from the game because there's no Dutch Home Base

■ **Administrative Step:**

- No Allied land units \rightarrow OCCUPIED BASE marker is placed into SURABAYA
- All remaining Japanese naval units (1x CVL & 2x CA & 2x DD) and 4-Strength land unit (38th Division) are placed into SURABAYA hex

■ **Japanese victory.**

Designer Note: Surface combats were typically a series of intensive close fire combats and many manoeuvres. Damaged vessels cannot usually be repaired during a battle, moreover they need help to escape to friendly ports. Sometimes they are even scuttled to prevent delaying manoeuvres.

10.2.11 Third part of Battle Segments of the Japanese Combat Phase - Battle of the Coral Sea

This battle is a clear example of a carrier battle in the Pacific Theatre. So there's no close combat at all, just an air-to-air and air-to-sea series of attacks.

■ **Battle Board Preparation Step:**

- Place the Japanese third task force (1x CV & 1x CA & 1x DD) into the Japanese Carrier Task Forces box
- Place the fourth task force (CA & 2x DD & 2-Strength Kawaguchi) into the Japanese Bombardment Task Forces box
- Place the Allied second task force (1x CV & 1x CA, 2x DD) into the Allied Carrier Task Forces box

- Place the Allied third task force (1x CL) into the Allied Bombardment Task Forces box
- Place Japanese 2x 2-Strength air units into the Japanese Long Range Air box
- Place Allied 1x 1-Strength air unit into the Allied Air at Base box
- Place Allied 2-Strength 30th AUS Bde into the Allied Land at Base box

■ **Air Combat Step:**

- Calculate Air Points
 - Japan has one carrier with 4 Air Strength
 - multiply by 1 for carrier units
 - And 4-Strength of air units from long distance
 - multiply by ½ for long distance air units
 - Japanese Air Points: $4 \times 1 + 4 \times \frac{1}{2} \rightarrow 6$
- Allies has one carrier with 4 Air Strength
 - multiply by 1 for carrier units
 - And 1-Strength of air units in hex
 - multiply by 1 for in hex air units
 - Allied Air Points: $4 \times 1 + 1 \times 1 \rightarrow 5$

• Air-to-Air Combat

- No applicable modifiers
- Japanese six die rolls: **3 & 1 & 5 & 4 & 3 & 5** → 2 HITS
- Allied five die rolls: **4 & 3 & 5 & 2 & 1** → 1 HIT
- Changes to Japanese Air Points: 6 → 5
- Changes to Allied Air Points: 5 → 3
- Final Air Status → Japanese AIR SUPERIORITY

• Target Determination

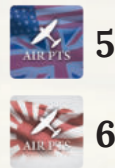
- **(t1) Japanese target:** 3 Air Points → the second Allied task force (with the carrier)
- **(t2) Japanese target:** 2 Air Points → the Allied Base
- **(t3) Allied target:** 2 Air Points → third Japanese task force (with the carrier)
- **(t4) Allied target:** 1 Air Point → fourth Japanese task force (with the land unit)

• Air Strikes

- **(t1) Japanese target** (1x CV & 1x CA & 2x DD):
 - Allied Anti-Aircraft Fire

Battle of the Coral Sea
Japanese Objective
[E] PT. MORESBY

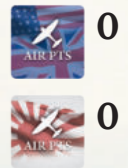
End of Calculate Air Points of Air Combat Step
Forces are almost equal. Air part of the battle will be decisive.



Battle of the Coral Sea
Japanese Objective
[E] PT. MORESBY

Air Bomb and Torpedo Strike of Air Combat Step just before damage resolution

The outcome is still uncertain, both sides have taken HITS.



- CV Anti-Aircraft Rating = 2
- CA Anti-Aircraft Rating = 2
- DD Anti-Aircraft Rating = 1
- Final Anti-Aircraft Rating $2 + 2 + 1 + 1 \rightarrow 6$
- No applicable modifiers
- Six die rolls: 6 & 2 & 4 & 4 & 1 & 2 \rightarrow 1 HIT
- Change on attacking Japanese Air Points 3 \rightarrow 2
- Japanese Bomb and Torpedo Strike
- CV chosen as a target
- No applicable modifiers
- Two die rolls: 6 & 1 \rightarrow 1 HIT
- **(t2) Japanese target** (Allied Base):
 - Allied Anti-Aircraft Fire
 - PT. MORESBY Anti-Aircraft Rating = 2
 - No applicable modifiers
 - Two die rolls: 6 & 3 \rightarrow 1 HIT
 - Change on attacking Japanese Air Points 2 \rightarrow 1
 - Japanese Bomb and Torpedo Strike
 - The air unit chosen as a target
 - No applicable modifiers
 - One die roll: 5 \rightarrow 1 HIT
- **(t3) Allied target** (1x CV & 1x CA & 1x DD):
 - Japanese Anti-Aircraft Fire die rolls
 - CV Anti-Aircraft Rating = 1
 - CA Anti-Aircraft Rating = 1
 - DD Anti-Aircraft Rating = $\frac{1}{2}$
 - Final Anti-Aircraft Rating $1 + 1 + \frac{1}{2} \rightarrow 2$
 - No applicable modifiers
 - Two die rolls: 1 & 1 \rightarrow no success
 - No change in attacking Allied Air Points \rightarrow 2
 - Allied Bomb and Torpedo Strike
 - CV chosen as a target
 - No applicable modifiers
 - Two die rolls: 1 & 5 \rightarrow 1 HIT
- **(t4) Allied target** (CA & 2x DD & 2-Strength Kawaguchi):
 - Japanese Anti-Aircraft Fire die rolls
 - CA Anti-Aircraft Rating = 1
 - DD Anti-Aircraft Rating = $\frac{1}{2}$
 - Final Anti-Aircraft Rating $1 + \frac{1}{2} + \frac{1}{2} \rightarrow 2$
 - No applicable modifiers
 - Two die rolls: 4 & 3 \rightarrow no success
 - No change in attacking Allied Air Points \rightarrow 1
 - Allied Bomb and Torpedo Strike
 - The land unit chosen as a target
 - One applicable modifier: Target is an air/land unit (+1)
 - One die roll: 4 + 1 = 5 \rightarrow 1 HIT.
- Air Strikes (continued with damage resolutions):
 - Japanese CV (Shōkaku, Zuikaku) HIT: $3 + 4 + 1$ (for Air Strike HIT) = 8 \rightarrow damaged
 - placed into the Turn 4 box (Jul-Sep 1942) on the Game Turn Track
 - Japanese 2-Strength land unit (Kawaguchi) HIT \rightarrow flip to the reduced side \rightarrow Subtract 2 from Merchantmen Pool

- Allied CV (Lexington, Saratoga) HIT: $3 + 6 + 1$ (for Air Strike HIT) = 10 \rightarrow sunk
 - removed from the game
- Allied 1-Strength air unit HIT \rightarrow destroyed

■ Surface Combat Step:

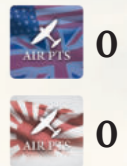
- Both sides have to decide if to fight for Sea Control. The Allied play has to decide first as Japan has Air Superiority:
 - US obviously has decided not to fight \rightarrow no action
 - Japan has decided to gain Sea Control \rightarrow move 1x CA & 2x DD into Sea Control Box
- No further actions

■ Sea Control Step:

- Only Japanese naval units \rightarrow Japanese Sea Control established.
- The Allied naval unit from Bombardment Task Forces box (1x CL) is placed into Turn 3 on the Game Turn Track.

Battle of the Coral Sea
Japanese Objective
[E] PT. MORESBY

End of Sea Control Step
No Japanese landing is possible so no need to initiate surface combat.



■ **Land Combat Step:**

- No actions → the only Japanese land unit has taken damage during the battle so it may not perform amphibious landings

■ **Administrative Step:**

- All remaining Japanese naval units (2x CA & 2x DD) are placed into PT. MORESBY hex
- The Japanese 2-Strength land unit (Kawaguchi) is placed into Turn 3 on the Game Turn Track
- All remaining Allied naval units (1 CA & 1x CL & 1x DD) and 2-Strength land unit (AUS 130th Brigade) are placed into PT. MORESBY hex

■ **A draw.**

Designer Note: The attack on Allied air units had been done, in fact, from the Rabaul base. There were also many air strikes on Japanese merchant ships. One big difference, Japan decided not to invade Port Moresby because of its carriers losses (CVL sunk & CV damaged), not because of merchant losses.

10.2.12 Japanese Return to Base Phase

After a long naval operation ships, aircraft and sailors have to return to port. Both people and machines need to recover.

■ **Naval Units return** [Naval Units - rulebook 12.1]:

- All Japanese naval units (1x CVL & 4x CA & 5x DD) → return to KURE
- All Allied naval units (1x CA & 2x DD) → return to US Off-map Box

■ **Changes to bases control** [Base Control Changes - rulebook 12.2]:

- [A] MANILA → Japanese controlled
- [B] SINGAPORE → Japanese controlled
- [C] RANGOON → Japanese controlled
- [D] SURABAYA → Japanese controlled

10.2.13 Japanese Second (minor) Deployment Phase

The second sea deployment is done mainly for two reasons: to redeploy units that took part in battles and returned to Base, or to change deployment,

A

CV (Akagi)
CV (Hiryū)
CVL (Zuihō)
BB (Mutsu)

BB (Ise)
BB (Fusō)
BB (Hiei)
BB (Kongō)
5 x CA 11 x DD

B

1 x CA
1 x CL
2 x DD

F

CV (Yorktown)
1x CA
1x CLAA
1x DD

G

CVL (Hermes)

H

1 x CA
1 x CL
2 x DD

THE FINAL SITUATION OF END PHASE

Japan is continuing its successful offensive, but has been stopped on the Coral Sea

knowing the results of battle [Second (minor) Deployment Phase: rulebook 13.0].

All unit deployments grouped by bases:

- MARSHALLS
 - Change 1x 2-Strength air unit into 2x 1-Strength air units
- WAKE
 - Move 1x 1-Strength air unit from MARSHALLS to WAKE → 1 TP
- GILBERTS
 - Move 1x 1-Strength air unit from MARSHALLS to GILBERTS → 1 TP
- Total of all unit deployments → 2 TPs.

Designer Notes: Japan usually left some TPs for upcoming oil transport.

10.2.14 Japanese End Phase

This is the final administrative part for a player during their turn. It is time for VPs [End Phase: rulebook 14.0].

Actions during this phase:

- Replacements

- No actions
- Disband units
 - No actions
- VPs:
 - MANILA → +3 VPs
 - SINGAPORE → +3 VPs
 - RANGOON → +1 VP
 - SURABAYA → +1 VP
 - Final change 25 VPs → 33 VPs.

10.3 Allied part of Turn 2

10.3.1 Allied plans

The first months of the Pacific War were very difficult for the Allies. They have to use their force very effectively to cover many objectives.

Historical main Allied objectives are:

- [F] India
 - Strategic objective:
 - Stopped Japanese offensive on the Indian border
 - Game objective:
 - Relocate units to CALCUTTA and CEYLON

Historical Note:

Related historical events → Burma Campaign:

- Battle of Yenangyaung (11th - 19th April 1942)
- British troops retreat from Burma (May 1942)



■ [G] Lifeline from US to Australia

- Strategic objective:
 - Stop Japanese offensive to the South
- Game objective:
 - Relocate units to PT. MORESBY, GUADALCANAL and NOUMEA

Historical Note:

Related historical events → New Guinea & Solomon Islands Campaign:
 - MacArthur became Supreme Commander of South West Pacific and moved his headquarters to Melbourne (March 1942)

■ [H] New Guinea

- Strategic objective:
 - Stop Japanese offensive on New Guinea
- Game objective:
 - Capture LAE

Historical Note:

- Related historical events → New Guinea Campaign:
 - Kokoda Track Campaign (21th July - 16th November 1942)

■ [I] Threaten Japan

- Strategic objective:
 - "Japan should be bombed as soon as possible to boost public morale after Pearl Harbor" - President Franklin D. Roosevelt
- Game objective:
 - Attack KURE

Historical Note:

Related historical events:
 - The Doolittle Raid (18th April 1942).

10.3.2 Allied Economic Phase

[Anti-Submarine Warfare Segment - rulebook 5.3] No Japanese DD units, so no actions.

[Submarine Segment - rulebook 5.4] Allied still has ready submarines to attack Japanese supply lines:

- No applicable modifiers
- One die roll: 2 → no success

THE MAP	A	B	I	J
	BB (Ise) CV (Akagi) CV (Hiryū) CVL (Zuihō) BB (Mutsu)	CV (Yorktown) 2 x CA 1 x CLAA 2 x CL 4 x DD	1 x CA 1 x DD	CVL (Hermes)



- Allied Submarine Points: 1 → 0

Designer Note: Allied submarines and their attacks against the Japanese merchant fleet were very effective and made an important contribution to the final victory.

10.3.3 Allied Reinforcement Phase

[Units Reinforcement Segment - rulebook 6.1] Allied reinforcements are very regular during a game.

- Place all US units into West Coast USA off-map box [scenario book 2.4; Turn 2]
- Place all British units into Indian Ocean Ports off-map box [scenario book 2.4; Turn 2]

[Submarine and Transport Reinforcement Segment - rulebook 6.2] It is a small “technical” game phase representing key aspects of Pacific war economy.

- US Transport Points: 28 → 28 (i.e., determined by game turn)
- British Transport Points: 12 → 12 (i.e. fixed value for the whole game)
- Allied Submarine Points: 0 → 2 (i.e., determined by game turn).

[Replacements Segment - rulebook 6.3] There is no Allied reduced-strength land unit on the map, now. So there’s no need to place replacement markers this turn.

- No actions at all.

[Off-box Movement Segment - rulebook 6.4]

- All British units: 1x 2-Strength air unit, 1x CVL (Hermes) and 1x 4-Strength land unit (23rd Division) → BOMBAY
- All US units: 1x 2-Strength air unit, 1x CV (Yorktown, Enterprise), 2x CA (Northampton CL Portland CL) 1x CL (Perth) & 4x DD (Benham CL & Faragut CL & Porter CL & Gearing CL) and 1x 4-Strength Marine land unit (1st Marine Division) → PEARL HARBOR.

10.3.4 Allied First (major) Deployment Phase

All unit deployments grouped by Allied objectives for Turn 2:

- **[F] India**
 - 2-Strength air unit from BOMBAY to CALCUTTA by sea transport (2 US TPs used)
 - CVL (Hermes) from BOMBAY to CEYLON by sea transport (2 BR TPs used)
 - 4-Strength land unit (23rd Division) from BOMBAY to CEYLON by sea transport (4 BR TPs used)
 - All unit deployments for the India objective → total of 2 US & 6 BR TPs used
- **[G] Lifeline from US to Australia**
 - 2-Strength air unit from ELLICE to PT. MORESBY (via NOUMEA) by sea transport (4 US TPs used)
 - Change at PEARL HARBOR 1x 2-Strength air unit into 2x 1-Strength air units

- 1-Strength air unit from PEARL HARBOR to ELLICE by sea transport (1 US TPs used)
- 4-Strength Marine land unit (1st Marine Division) from PEARL HARBOR to GUADALCANAL (via ELLICE) by sea transport (8 US TPs used)
- CA (New Orleans) from PEARL HARBOR to NOUMEA (via ELLICE) by sea transport (4 US TPs used)
- DD (Benson) from PEARL HARBOR to NOUMEA (via ELLICE) by sea transport (2 US TPs used)
- All unit deployments for this objective → total of 19 US TPs used

- **[H] New Guinea**

- 2-Strength land unit (19th Regiment) from GUADALCANAL to PT. MORESBY (2 US TPs used)
- 2-Strength land unit (30th AUS Brigade) from PT. MORESBY to LAE by one-hex deployment (no TPs used)

- **[I] Threaten Japan**

- No deployments needed
- Total of all unit deployments → BR 6 TPs & US 21 TPs.

Designer Note: Allied options were very limited in the first months of the Pacific War, but this changed later.

10.3.5 Allied Operational Movement Phase

Only one “special” Allied attack at maximum range is planned.

All unit operational movements grouped by Allied objectives for Turn 2:

- **[F] India**
 - No operational movement needed
- **[G] Lifeline from US to Australia**
 - No operational movement needed
- **[H] New Guinea**
 - No operational movement needed
- **[I] Threaten Japan**
 - The task force consists of CV (Yorktown, Enterprise), CA (Northampton CL), CL (Perth) and two DDs (Mahan CL & Benham CL) from PEARL HARBOR to KURE (around Japanese Air ZOCs).

Designer Note: Historically there are different CVs (Hornet, Enterprise) and CL (Brooklyn CL).

10.3.6 Japanese Reaction Phase

No actions.

Designer Note: The Doolittle Raid was a big surprise for Japan. Moreover, it was no standard carrier assault, because of the different airplanes used and the one-way trip (starting from carriers → bombarding Japan → landing in China). So, for this example of play, no Japanese reactions at all.

10.3.7 Allied Air Commitment Phase

All air commitments grouped by Allied objectives for Turn 2:

- [F] India
 - No air commitments at all
- [G] Lifeline from US to Australia
 - Two 2-Strength air units from PT. MORESBY to RABAUL
- [H] New Guinea
 - No air commitments at all
- [I] Threaten Japan
 - No air commitments at all

Designer Note: The Great Pacific War was not only about carrier battles and carrier airplane strikes; a lot of airfields and land-based air units took part in the war. The air commitments above are a game example of these.

10.3.8 Submarine Attack Segment of Allied Combat Phase

Now it has a chance to discover the US raid, but no Japanese Submarine points are left.

No submarine actions.

10.3.9 Battle Segments of Allied Combat Phase

Both battles are very simple and can be resolved using only a few steps of the battle segment and not using the Battle Board at all:

- [G] Lifeline from US to Australia (only Air Combat Step):
 - Calculate Air Points
 - Allied: $2 \times \frac{1}{2} \rightarrow 1$
 - Japanese: $4 \times 1 \rightarrow 4$
 - Air-to-Air Combat
 - Allied two die rol: **3** \rightarrow no success
 - Japanese: **1** & **6** & **5** & **3** \rightarrow 2 HITS

THE MAP	A	B	B ¹	I
	BB (Ise)	2 x CA	CV (Yorktown)	1 x CA
	CV (Akagi)	1 x CLAA	1 x CL	1 x DD
	CV (Hiryū)	1 x CL	2 x DD	
	CVL (Zuihō)	5 x CA		
	BB (Mutsu)	11 x DD		

- No Allied Air Points left → Japanese AIR SUPREMACY
- No further actions

■ **[I] Threaten Japan** (only Air Combat Step):

- Calculate Air Points
 - Allied: 4 x 1 → 4
 - No Japanese Air Points (Japan has decided not to use the air unit from the Naval Aviation Box)
- Air-to-Air Combat result
 - → Allied AIR SUPREMACY
- Target Determination
 - (t1) Only Japanese Base KURE is possible so chosen as the target
- Air Strikes to (t1: KURE base)
 - Japanese Anti-Aircraft Fire die rolls
 - Four dice rolls: 6 & 6 & 5 & 3 → 3 HITS
 - Change on attacking Allied Air Points 4 → 1
 - Allied Bomb and Torpedo Strike
 - BB (Mutsu) chosen as a target
 - Two applicable modifiers: Allied has Air Supremacy (+1) & Target is a naval unit at anchor (+1)
 - One die roll 2 + 1 (for Air Supremacy) + 1 (for a port) = 4 → no success.

Designer Note: The planned effect (i.e. public morale) was achieved. There was also an interesting side effect: Japan assumed that this US air raid had started at the Midway airfield and started planning an attack on it.

10.3.10 Allied Return to Base Phase

US naval units (1x CV & 1x CL & 2x DD) return to US Off-map Box.

10.3.11 Allied Second (minor) Deployment Phase

7 US TPs are used to deploy CV (Yorktown, Enterprise), CA (Northampton CL) and DD (Benham CL) to PEARL HARBOR to be ready for further reactions.

10.3.12 Allied End Phase

No actions. This is the end of the Example of Play.

Current versions of all Fire in the Sky game books (Rulebook, Scenario Book with Example of Play) and additional on-line files (e.g. FITS FAQ) could be found on the FITS game page of the PHALANX website.



PHALANX CO. LTD
Craven House, 40-44 Uxbridge Road,
London, W5 2BS, United Kingdom
www.phalanxgames.co.uk

Designer: **Tetsuya Nakamura**
Developer of Multi-Man Publishing edition: **Adam Starkweather**
Developer of PHALANX edition: **Piotr Górny**
Production Manager: **Agata Jurczyszyn**
Graphics: **Rafał Zalewski, Bartłomiej Jędrzejewski**
DTP: **Krzysztof Klemiński**
Rules writer: **Eric Engstrom**
Proofreaders: **Ryszard Jeziorny, Scott Moore, James Buckley**

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)

TPs - Transport Points OPs - Oil Points MA - Movement Allowance * round up per Task Force Operational Move, not per individual naval unit