Sequence of Play

A Plane Readiness & Air Formation
- 1 Plane Ready Step
  - a Ready to Launch Segment
  - b Refueling & Rearming
  - c Weapon Change
- 2 Form Air Formations

B Ship Plotting and Movement
- 1 Plot Ship Movement
- 2 Resolve Shadowing and move Ships
- 3 Infantry unloading

C Initiative

D Air Formation Movement
- 1 Resolve interception in same hex
- 2 Landing step
- 3 Air Formation Movement
- 4 Take off new Air Formations

E Combat
- 1 Air to Air
  - a Interceptor to Interceptor/Escort
  - b Interceptor to Bomber
- 2 Anti-Aircraft (AA) step
- 3 Bombing Combat
- 4 Surface Combat
  - a Ship to Ship gunnery
  - b Surface torpedo attack (CL, DD)
  - c Breakthrough combat
  - d Anti-Submarine (ASW) step
  - e Submarine torpedo attack (SS)
- 5 Ground Combat
  - a Bombardment of bases and ships
  - b Infantry Combat

F Base Repair

G Adjust Victory Points

H Time Record
- 1 Cloud movement on even turns
- 2 Wind direction change (*)

Observation Table (Surface/Air)

Observed from:	Daylight Clear 0	Clear 1	Clear 2	Clear 3	Clouds 0	Clouds 1	Clouds 2	Clouds 3	Storms 0	Storms 1	Night Clear 0	Night Clouds 0	Night Storm 0
Ship/TF	A/A	C/C			A/B	C/-			C/C		B/B	C/C	D/D
High Plane	A/A	C/-	D/-		A/B	D/-			B/C		B/B	C/D	D/-
Low Plane	A/A	D/-			A/B	D/-			B/C		A/B	A/C	B/D
Base/Coastwatcher	A/A	C/C			A/B	C/-			C/C		B/B		
Radar (a)	A/B	B/C	-/C	-/D	A/B	B/C	-/C	-/D	C/D	D/-	Day	Day	Day
Submarine - Surfaced (b)	A/A	C/C			A/B	C/-			C/C		B/B	C/C	D/D
Submarine - Periscope (c)	A/-				B/-				C/-		B/-	D/-	

	Surface Units	Air Units	Reported as:
A	# of units, class, organization	# of units, organization, altitude	CV, CVL = **Carriers**
B	# of units, depths, Anchored	# of units, altitude	AV, AS, CAV, BB, CA, CL = **Capital**
C	Half to double # of units	Half to double # of units	AO, AP, APD, DD, PG = **Small**
D	Something is there	Something is there	SS = **Subs**

Observation Notes

(a) Radar works just as well at night as at day. Use the day values.
(b) Subs on the surface observe ,and can be observed, just like ships
(c) Subs at periscope depth may observe ships (only) in their own hex. The sub may be observed by low planes in the hex at condition B, or by DDs at conditions A (same hex) or C (1 hex)
Subs at deep depth may only be observed by DDs in the same hex at condition C

Search Table

1-6	Search is successful
7-8	Search will fail to see
+1	to die roll at night

Shadow Table

1-7	Shadow is successful
8	Shadow fails
+1	at night
+1	TF moves into Clouds
Shadow fails if TF into Storm	

Night Landing Procedure

Double the number of Air Factors landing, and resolve as normal combat using BHT

Landing at:	Base	9
	AV, CAV	11
	CL, CVL	13

Critical Hits

Table One; Roll whenever a ship has taken hits	
1-2	Normal hit effects only
3	DD only - Dead in water next turn
4	Reduce movement factor by 1/2 next turn
5	Dead in water next turn
6	CV & CVL only - Planes may not land or take-off next turn
Table Two: Roll if ship has more than 51% of possible hits	
2	Japanese ship explodes and is eliminated
3	Reduce movement factor by 1/2 permanently. 1 more hit
4	Lose all torpedoes, including any reloads
5	Normal hit effects only
6	CV & CVL only - Planes may not land or take-off permanently
7	Lose an extra air factor, if on board
8-10	Normal hit effects only
11	CV & CVL only, reduce ready factor by three
12	Ship sinks and is eliminated

Notes
- 2 MF Ship with movement reduction 1/2 + 1/2 move on even turns
- 1 MF Ship with reduction 1/2 + 1/2 moves on turns divisible by 4
- Ships dead in water have no Gunnery, Torpedo or AA factors
- Planes cannot land on or take-off from CV or CVLs dead in water

Ship Types

AO	Oilier
AP	Transport
APD	Fast Transport
AS	Sub Carrier (for MS)
AV	Seaplane Tender
BB	Battleship
CA	Heavy Cruiser
CAV	Cruiser Seaplane Tender
CL	Light Cruiser
CV	Aircraft Carrier
CVL	Light Aircraft Carrier
DD	Destroyer
MS	Midget Submarine
PG	Gunboat (Light Escort)
SS	Submarine

Initial Wind Direction Table (FT)

J-F	Use printed direction arrows
M	change IV=4, VII=6
A	change III=4, IV=5, VII=6, VIII=6
M-S	All map sectors = 6
O	All = 6, except I=1, II=1
N	I=2, II=2, III=4, IV=5, V-VIII = 6
D	Use printed direction arrows

Wind Direction

1-3	No change
4	Initial direction
5	Rotate one counter-clockwise
6	Rotate one clockwise

Interception Table

Interceptor	# Enemy	Success
5 or less	5 or less	5-6
5 or less	6 or more	4-6
6 or more	5 or less	4-6
6 or more	6 or more	3-6

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Cloud Reset on exiting sector

(Scatter cloud from Sector arrow)

1	Same sector
2-3	Sector heading for (same if off map)
4	Sector I (Nov-Apr) Sector VIII (May-Oct)
5	Sector II (Nov-Apr) Sector VII (May-Oct)
6	SectorV (Nov-Apr) Sector VI (May-Oct)