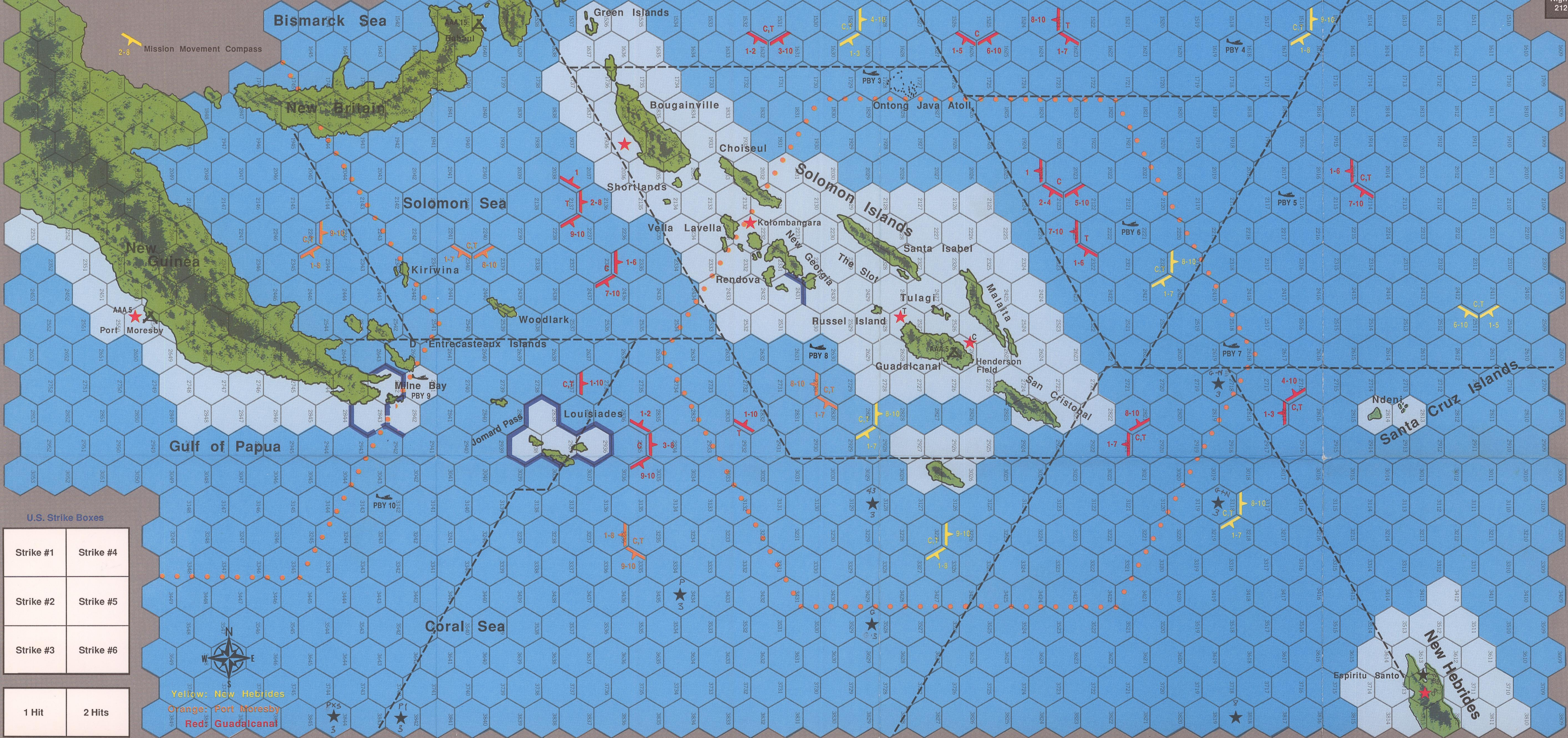
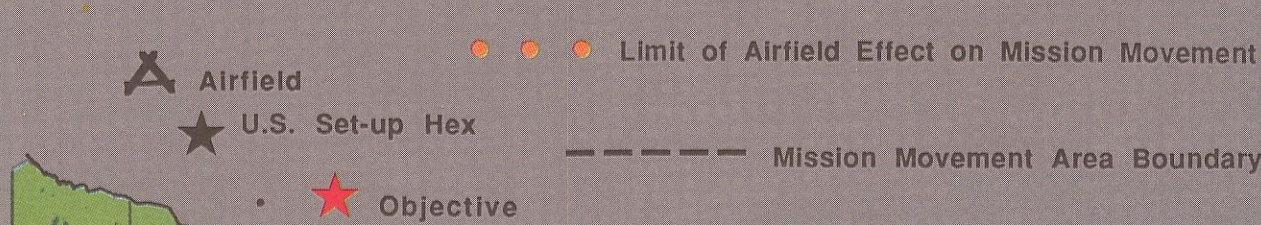


1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
J 2/2/2"	J 3/2/2"	J 3/2/3"	J 3/3/3"	J 3/3/3"	J 4/3/3"	J 4/3/4"	J 4/4/4"	J 4/4/4"	J 5/4/4"	J 5/4/5"	J 5/5/5"	J 5/5/5"	J 6/5/5"	J 6/5/6"	J 6/6/6"	J 7/6/6"	J 7/6/7"	J 7/7/7"	J 7/7/7"	J 8/7/7"	J 8/7/8"	J 8/8/8"	J 8/8/8"	J 9/8/8"					
US 1/0/0/0	US 1/0/1/0	US 1/1/1/0	US 1/1/1/1	US 2/1/1/1	US 2/1/2/1	US 2/2/2/1	US 2/2/2/2																						

Records Track

Terrain Key



U.S. Land Base Displays

Guadalcanal

Runway Box		Search Track	
Unready	Ready	One Box Search per Segment	
Landing Box	Servicing Box	Available 0-3	Available 4-7
CAP Box	Hangar Box	Used 0-3	Used 4-7

Port Moresby

Runway Box		Search Track	
Unready	Ready	One Box Search per Segment	
Landing Box	Servicing Box	Available 0-3	Available 4-7
CAP Box	Hangar Box	Used 0-3	Used 4-7

Expend fuel for Guadalcanal launches and CAP: 1/2 point per step launched in CAP Box at end of each Game Turn

1/4 point per step in CAP Box at end of each Game Turn

Runway Box		Search Track	
Unready	Ready	One Box Search per Segment	
Landing Box	Servicing Box	Available 0-3	Available 4-7
CAP Box	Hangar Box	Used 0-3	Used 4-7

CAP, Launch/Land, and Servicing Limit: 8 steps per segment Cannot Launch/Land if 12 or more steps in Runway Box.

Runway Box		Search Track	
Unready	Ready	One Box Search per Segment	
Landing Box	Servicing Box	Available 0-3	Available 4-7
CAP Box	Hangar Box	Used 0-3	Used 4-7

JAPANESE MOVEMENT SUMMARY

Mission Movement

- A Force not in the same mission movement area as its objective moves according to the appropriate movement compass and mission movement die roll.
- A Force in the same sea area as its objective moves towards the objective hex, following the shortest route (by sea) that is available.
- A Force will never enter a hex containing a US Air Source, except at Night.
- If a Force is within 8 hexes of a US Air Source when activated:
 - If it is a combat force, compare the Mission Movement die roll to the distance to the Air Source. If it is a transport force, compare the die roll plus 3 to the distance.
 - If the modified Mission Movement die roll is greater than the distance to the US Air Source, then the Force cannot move any closer to the Air Source.
 - If between 5 and 12 hexes from the nearest US carrier task force, move directly towards that force.
 - Use Mission Movement.

- If possible, do not move.
- If moving according to a compass, use a different result on the same compass that does not entail moving closer to the source. If no such result, do not move.

- If adjacent to a US task force, consult the Close Reaction Table. If possible, move no farther from nearest US carrier task force.
- If within 3 hexes of nearest US carrier task force, move one hex away from that task force.
- If 4 hexes from nearest US carrier task force, do not move.
- If between 5 and 12 hexes from the nearest US carrier task force, move directly towards that force.
- Use Mission Movement.

- May not enter coastal sea hexes.
- May not move adjacent to a large US surface task force.
- Small Japanese carrier forces may not move adjacent to any US surface task force.

- If adjacent to a US task force, increase to Level 2 and consult the Close Reaction Table.
- If within 4 hexes of a Japanese carrier force that is within 4 hexes of any US task force, move towards the carrier force.
- If within 4 hexes of a Japanese transport force that is within 4 hexes of any US task force, move towards the transport force.
- If within 4 hexes of any Japanese carrier force that is not within 4 hexes of a US task force, move according to the carrier force movement priorities.
- Use Mission Movement.

- Transport Force Movement Priorities
- Use Mission Movement.
- Choice Among Alternatives
- As close as possible towards the nearest friendly force.
- As close as possible towards the force's objective.

JAPANESE AIR ATTACK SUMMARY

1. Check Force Type

- If the force is Level 0, draw a chit from the combat force chit cup:
 - If a Carrier force chit is drawn, proceed to step #2.
 - If a Level 1 Large, Medium or Small chit is drawn, proceed to b.
 - If any other chit (Level 1 Surf or Dummy) is drawn, replace the chit in the cup and stop (no attack).
- If the force already has a Level 1 Large, Medium or Small chit (perhaps just drawn a above), consult the Level 1 to Level 2 Intelligence Table.
 - If the table result is a Carrier force, the Level 1 force becomes that force (however, save the Level 1 chit until the conclusion of Step #2 — the intelligence increase can be cancelled).
 - If the table result is a non-carrier force, stop. There is no attack. In this event, the Level 1 force does not increase to Level 2. If the force was Level 0 at the start of the procedure, it now reverts to Level 0.

- Determine What Target (if any) the Force Attacks
 - If a US task force is adjacent, see Adjacent US Forces rules (15.2).
 - If no US task force is adjacent, consult the Carrier Air Attack Target Table.
 - If none of the targets specified by the table are in range, or no targets are specified at all, stop. There is no attack. Any chit increase that took place in step #1 is cancelled. For example, if the force began as Level 0, it now reverts to Level 0.
 - Roll the die and consult the appropriate Air Attack Strength Table.
 - If the force is Level 1 or 2, make any necessary adjustment for unavailable air points now (see Lost and Unavailable Air Points, 15.2).
 - If the table indicates a two wave attack, place a Second Wave marker and note the 2nd wave strength on the Japanese Log.
 - Update Revealed Air Strengths and Increment Carrier Commitment Index
 - Resolve the Attack
 - Record the Attack on the Force's Log

- As far as possible from the nearest US task force.
- Choose randomly.
- Retirement Movement Summary (All Forces)
- Move by most direct route towards Rabaul or the northern map edge. Choose alternatives by priority:
 - Never enter a US-occupied hex if there is any alternative.
 - End up as far as possible from the nearest US carrier task force.
 - Move toward whichever is closer, Rabaul or the northern map edge.
 - Choose randomly.

Carrier Task Force Displays

Ship Holding Box

Marker	Limit 8 steps per carrier
May contain no more than 2 carriers	
8 Ships may fire AA	

Ship Holding Box

Marker	Limit 8 steps per carrier
May contain no more than 2 carriers	
8 Ships may fire AA	

CAP Box

Marker	Limit 8 steps per carrier		
Search Track			
Available 0-3	Available 4-7	Available 0-3	L
Used 0-3	Used 4-7	Used 0-3	

CAP Box

Marker	Limit 8 steps per carrier		
Search Track			
Available 0-3	Available 4-7	Available 0-3	L
Used 0-3	Used 4-7	Used 0-3	

Carrier Displays

Marker	Flight Deck UNREADY	Flight Deck READY
Hangar		Servicing

Marker	Flight Deck UNREADY	Flight Deck READY
Hangar		Servicing

Marker	Flight Deck UNREADY	Flight Deck READY
Hangar		Servicing

Turn Record Track

1	2	3	4	5	6
0520	0640	0800	0920	1040	1200
7	8	9	10	11	12
1320	1440	1600	1720	1840	2000
Night 1	Night 2	Night 3	Night 4	Night 5	Night 6
2120	2240	0000	0120	0240	0400

Task Force Displays

A	
B	
C	
D	
E	
F	
G	
H	

COMMITMENT INDEX SUMMARY

- Carrier Commitment increases:
- Anytime a Japanese force's revealed air strength increases. The Carrier Commitment Index increases by the same amount.
 - When a Japanese Force with no revealed air strength increases to Level 3 and proves to be a carrier force. The Carrier Commitment Index increases by three-fourths the air value printed on the Level 3 force chit (rounded to nearest whole number).
- Carrier Commitment decreases:
- When a surface or transport force reaches Level 3. The Carrier Commitment Index decreases by the commitment value printed on the Level 3 chit.

RETIREMENT INDEX SUMMARY

- Retirement Index increases:
- For each air point lost
 - For each carrier heavily damaged +carrier's air value*
 - For each carrier sunk +carrier's air value*
- *Always use the air value printed on the carrier, not its current air value. The 3rd award is cumulative with the 2nd. Thus, a carrier heavily damaged on one turn and sunk on another would have its air value added to the Retirement Index twice.

EXTENDED RANGE / NIGHT LANDING TABLE

Die Roll	Increased Range	Extreme Range	Night
1	—	1/4	1/4
2	—	1/3	1/4
3	1/4	1/3	1/4
4	1/4	1/2	1/4
5-6	1/3	1/2	1/3
7	1/3	1/2	1/2
8	1/2	2/3	1/2
9	1/2	2/3	2/3
10	1/2	2/4	2/3

PROCEDURE: Remove indicated fraction of air units (rounded to nearest whole number).

NOTE: Use the Increased Range column to determine losses to aircraft landing at an inoperative base.

CARRIER OPERATIONS REMINDERS

- Launch Limit:**
8 steps: Cannot launch if more than 8 steps are on deck.
- Raise/Lower Limit:**
8 steps: The number raised and lowered plus the number launched may not exceed 12 steps.
- Landing Limit:**
8 steps: The number raised and lowered plus the number landed cannot exceed 12. Cannot land if more than 12 steps are on deck.
- Servicing Limit**
8 steps in the box at the end of the segment.
- NOTE: You cannot both launch and land aircraft on a carrier in a single segment. Recall that aircraft launchings which occur during the US Warning step of the Japanese segment are considered to take place during the following US segment for purposes of this rule (4.2 and 7.1).