

Quick Reference

Round Sequence

1. **Command Phase:** Pass First Player marker and gain Ⓢ+2 Command Chips. Stage one Air Group for each Fleet or Light Carrier. Stage two Air Groups on each Airfield.
2. **Action Phase:** Alternate spending Command Chips to perform actions.

Actions

- **Move:** Move a friendly unit. Each unit may move only once per round. Stacks: 8". Revealed miniatures: 4".
- **Air Action:** Target an enemy unit with an Air Action.
- **Fog of War:** Select a Revealed Task Force that was not revealed this round. Place a new Base Chip within 2" and remove the miniature. Mix the Task Force's chip with D3 blank chips and form a new Stack.

Air Action

Strike Range is 18". Recon Range is 36".

1. **Briefing Step:** Select one of your TFs. Declare target unit in range. Optionally commit an Air Group card.
2. **Recon Step:** Roll 2D6. If equal or under 8, look at the lower of the two dice rolled: this is the number of chips you may peek at. Discard your committed Air Group card to re-roll. May reveal or return TFs or Blank Chips found. Must reveal Gambits. Shuffle and replace.
3. **Declare Strike Step:** Reveal a black committed Air Group card to launch a Strike against a target Revealed Task Force in Strike Range (either the initial target of this Air Action or one revealed during this Air Action). Amass Strike dice. If no Strike, skip to the Debriefing Step.
4. **Interception Step:** Defender may reveal red Air Group cards from the Strike Target and/or any friendly Task Forces within 8" of the target to roll D6 equal to combined CAP values of participating TFs. Each 5+ discards an incoming Strike Die.
5. **AA Step:** Defender rolls D6 equal to the AA value of the Strike Target. Each 6+ discards an incoming Strike Die.
6. **Strike Step:** Roll remaining Strike dice. 4 or 5: Unconfirmed Hit, assigned by the owner of the Strike Target. 6: Confirmed Hit, assigned by the player that rolled them. Must be assigned to ships in Strike Target. Each hit sinks a ship (unless **Armoured**).
7. **Debriefing Step:** Revealed Air Group cards are discarded. Hidden Air Group cards returned to their TFs, and may be used again this round.

Gun Battle

If two opposing Revealed Task Forces make Visual Contact (within 2"), a Gun Battle ensues.

1. **Gather Guns Dice:** Both players gather a number of D6 equal to the total Guns value of their Task Force.
2. **Resolve Guns Dice:** Both roll Guns dice. 4 or 5: Unconfirmed Hit, assigned by the owner of the target. 6: Confirmed Hit, assigned by the player that rolled them. Each hit sinks a ship (unless **Armoured**).

3. **Victor Consolidates:** Player who inflicts the most total hits is the victor and they may make a free Move action, during which they may ignore the losing TF but must end outside of Visual Range of all enemy units.

Ship and Squadron Classes

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Ship and Squadron Classes	Cost	Role	Special Rules
Fleet Carrier	25	Aircraft 15	High Value, Armoured (2)
Light Carrier	10	Aircraft 6	High Value
Seaplane Tender	3	-	Catapult
Battleship	15	Guns 8	High Value, Armoured (3)
Heavy Cruiser	10	Guns 4	Catapult, Armoured (2)
Light Cruiser	6	Guns 2	Catapult
Destroyer	3	Guns 1	Depth Charges
Submarine	6	Guns 1	Submarine, Weak AA Defences
Auxiliary	2	-	Weak AA Defences
Fighter Squadron	1	CAP 1	Squadron
Bomber Squadron	1	Strike 1	Squadron

- **Armoured (X):** When the Attacker assigns Confirmed Hits to a ship with the Armoured (X) rule, it must be assigned X hits or ignores all assigned hits. A single Unconfirmed Hit sinks this ship.
- **Catapult:** May launch Recon Air Actions without an Air Group card (unless in an area of **Poor Visibility**).
- **Depth Charges:** In Gun Battles, rolls of 5 must be assigned to Submarines.
- **High Value:** These ships are of high value to the fleet and may be treated differently in scenario victory conditions.
- **Submarine:** At the start of the Command Phase, any TF that contains only Submarines automatically becomes hidden. During Gun Battles, roll this unit's attack dice separately: rolls of 5 count as Confirmed Hits.
- **Weak AA Defences:** A ship with this rule contributes no AA dice during the AA Step of an Air Action.

USN Early War Modifications

- **Enemy Codes:** This Fleet receives one additional Command Chip each round.
- **Increased Aircraft Capacity:** Carriers in this fleet gain +3 to their **Aircraft** value.
- **Unreliable Torpedoes:** When rolling Strike dice, the attacker must re-roll all its Confirmed Hits once.

IJN Early War Modifications

- **Coordinated Strikes:** During Air Actions, may discard a black Air Group card from another TF in the same Stack to add its **Strike** value when amassing Strike dice.
- **Extended Aircraft Range:** This Fleet has a Strike Range of 24" and a Recon Range of 48".
- **Mobile Force Doctrine:** No limit on the number of Fleet Carriers in any Task Force.
- **Seasoned Pilots:** When rolling Strike dice, rolls of 3 also count as Unconfirmed Hits. When rolling Intercept dice, rolls of 4+ are hits.
- **Superior Fighters:** When this fleet rolls Intercept dice, they may re-roll any misses once.