

## ROUND SEQUENCE

**COMMAND PHASE:** Pass First Player marker and gain (S)+2 Command Chips. Stage an Air Group for each Fleet or Light Carrier. Stage two Air Groups on each Airfield.

**ACTION PHASE:** Alternate spending Command Chips to perform one action.

## ACTIONS

**MOVE:** Move a friendly Stack. Each Stack may move only once per round. Hidden: 8". Revealed: 4".

**AIR ACTION:** Target enemy Stack with an Air Action.

**FOG OF WAR:** Select a friendly Stack that has not had any chips revealed this round. Place a new base chip in base-contact. Take a blank chip from the supply and mix it with the chips from the selected Stack. Flip the chips to be unrevealed, and redistribute the chips as you wish between the two base chips, placing at least one chip on each. All chips are placed facedown.

## GUN BATTLE

When a Task Force ends a Move Action in base-contact with enemy TFs, resolve a Gun Battle.

**REVEAL AND FIRE GUNS:** Reveal Hidden Task Forces and rolls 1D6 for each point of Guns. 4 or 5: Unconfirmed Hit. 6: Confirmed Hit. The player that scored the most hits is the victor.

**ASSIGN HITS:** Confirmed Hits are assigned by the player that rolled them. Unconfirmed Hits are assigned by the owner of the target Stack. Must be assigned to ships in revealed TFs. Each hit sinks a ship.

**VICTOR CONSOLIDATES:** Victor may make a free Move action, during which they may ignore the losing TF but must not end touching any enemy Stack.

## AIR ACTIONS

Strike Range is 18" (USN) or 24" (IJN). Recon Range is 36" (USN) or 48" (IJN).

**BRIEFING STEP:** Select one of your TFs. Declare target Stack in range. Optionally commit an Air Group card from active TF.

**RECON STEP:** 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 & replace.

**DECLARE STRIKE STEP:** If revealed TF in target Stack, reveal a black Air Group card to declare Strike on target Stack. Amass D6 equal to Strike value of active. If no Strike, skip to the Debriefing Step.

**INTERCEPTION STEP:** Defender may reveal red Air Group cards from any TFs in target Stack and/or any friendly TF within 8" of the target Stack to participate. Roll D6 equal to combined CAP values of involved TFs. Each 5+ discards an incoming Strike Dice.

**AA STEP:** Defender rolls D6 equal to the combined AA values of all TFs in target Stack. Each 6+ discards an incoming Strike Dice.

**STRIKE STEP:** Roll remaining Strike Dice. 4 or 5: Unconfirmed Hit, assigned by the owner of the target Stack. 6: Confirmed Hit, assigned by the player that rolled them. Must be assigned to ships in revealed TFs. Each hit sinks a ship (unless Armoured).

**DEBRIEFING STEP:** Revealed Air Group cards discarded. Hidden Air Group cards returned to their TFs, and may be used again this round.

FOR MORE DOWNLOADS, VISIT  
[PLANETSMASHERGAMES.COM](http://PLANETSMASHERGAMES.COM)

## SELECTED SPECIAL RULES

**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 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 units are of high value to the fleet and may be treated differently in scenario victory conditions.

ORDERS CANCELLED  
BY DESPATCH AUG 2, 1942