

PLAYER'S AID



Japanese Battle Chits

Close Combat	AL: (DG:+0); JP: (DP:+0)
Might of Will	AL: (DG:+1); JP: (DP:AUTOMATIC)
Ambush	AL: (DP:+0)
Poor Coordination	JP: (DG:+0)
Bunkers	JP: (COHESION:-2)
Shore Bombardment	AL: (DP+0, ARF:AUT); REQ: LS(1) or HS(1)
Air Strike	AL: (DP:+0); REQ: ARF(3) or CV(1)

AL: ALLIED
JP: JAPANESE
ARF: AIRFIELD
DG: DISORGANIZED
DP: DEPLETED
REQ: REQUISITE

Night Battle	AL: (DG+DP:+2); JP: (DG:+0)
Long Lance	AL: (DP:+0); REQ: LS
Gunnery	AL: (DG:+2 or 0 (HS)); JP: (DG:+2 or 0 (HS))
Air Strike	AL: (DP:+1); REQ: ARF(3) or CV(0)

Allied Battle Chits

Bombardment	JP: (DP:+2)
Poor Coordination	AL: (DG:+0)
Assault	JP: (DG:+0); AL: (DG:+0)
Shore Bombardment	JP: (DP+0, ARF:AUT) REQ: LS(1) O HS(1)
Air Strike	JP: (DP:+1) REQ: ARF(4) o CV(1)

AL: ALLIED
JP: JAPANESE
ARF: AIRFIELD
DG: DISORGANIZED
DP: DEPLETED
REQ: REQUISITE

Night Battle	JP: (DG + DP:+0)
Torpedoes	JP: (DP:+0); REQ: LS
Gunnery	JP: (DG:+2 or 0 (HS)); AL: (DG:+2 or 0 (HS))
Air Strike	JP: (DP:+1); REQ: ARF(4) or CV(0)

Operational Sequence Summary (Series Rule 4)

Operational Options Chosen	Procedure
Both chose "Map"	<ul style="list-style-type: none"> •Both players Roll 1d10 •The player with initiative adds +2 to his result. Both sides add any other modifiers that are available. •The player with the highest modified die roll may conduct one On-Board Operation. Initiative side wins ties. <ul style="list-style-type: none"> ◦Whenever a player conducts one On-Board Operation, they must spend one Resource Point from those located on the map to conduct any actions with his units. •The player with the lowest modified die roll must wait for the next Operational Sequence and try again. He/she cannot do anything.
Both chose "Card"	<ul style="list-style-type: none"> •The player with the initiative can play a Campaign Card from their hand or draw a card from their face-down deck, or discard a card. •The other player may now do the same.
One chooses "Card" the other chooses "Map"	<ul style="list-style-type: none"> •The player choosing "Map" will resolve ONE On-Board Operation. <ul style="list-style-type: none"> ◦Whenever a player chooses the "Map" option, they must spend One Supply Point from those located on the map to conduct any operation with his units. •Then the other player may play a card from their hand, draw a card from their face-down deck, or discard a card.

Activity Costs Summary (Series Rule 5)

Action	SP Cost
Move a land unit or land stack.	1 SP
Move a naval unit or naval stack.	2 SP
Stacking units in land areas.	+2 SP (add to cost of move that causes stacking)
Remove DG marker from 1 unit *Naval units must be inside port to "repair".	1 SP
Upgrade to full strength 1 Depleted unit (1 unit per On-board Operation)*Naval units must be inside port to "repair".	1 SP
Build an airfield (in clear land area with a land unit)	3 SP

Campaign Cards Types. (Series Rules 2.3.)

Card Type	Effect
Tactical (Blue edge)	Only playable during battles. Allow modifiers and other effects during battles.
Events (Red edge)	Only playable during On-Board Operations.
Operational (Green edge)	Only playable if you choose "card" during the Operational Sequence. They regulate reinforcement and resource placement and other options.

Terrain Effects Table (Campaign Rule 1)

	<i>Effect on Movement</i>	<i>Effect on Combat</i>	<i>Special</i>
Clear-Jungle	1	---	Building airstrips allowed
Mountain	1	---	Building airstrips not allowed
Island	---	---	---
Island not playable	Impasable	---	Decorative
Population center Gasmatas	---	---	Historical
Australia transit zone +1 ↗	+1	---	---
Port & Airfields	---	---	Some functions allowed
Area boundary	---	---	---
Naval area boundary	---	---	---
Naval area	1	---	---