1 . Initiative phase

Initiative sequence :Roll 1D6 dice and add the sum to your best "Flagship" (see Ship cards) bonus to determine initiative. add 1 to the result of the player who played first last turn. If tied, the Initiative changes side. Winner of the initiative play second. Winner of the Initiative is considered player A and will act second during all the turn.

2.Action phase
- Assemby step
- Ready Step
- Dirty weather cruising (storm appear/move /disapper)
- Sea mouvement step (Task forces)
- Air movement and Search steps

Action phases

THE ASSEMBLY STEP: Any desired and available air units may "take off" now in order to "fly" during the Turn.

- No air units may "fly" during night Turns (the dark-shaded Turns on the TIME RECORD TRACKS).
- Only air units located in "Ready" boxes may "take off".
- To show a "flying" air unit, move it from a "Ready" box to the Air Strike" box. At Midway base, shift an air unit from the Midway area's "Ready" to its "Air Strike" box. For a ship, shift an air unit from the ship area's "Ready" box to the "Air Strike" box of the task force area in which the ship unit is located.

The number of air units that may be shifted from a "Ready" box may not exceed its launch number

THE READY STEP: Any desired air units in an area's "Arming" box may now be shifted to that same area's "Ready" box, or vice-versa.

THE SEA MOVEMENT STEP:
The opposing player is not informed of this movement, which is secret on a side's own Searchboard. All desired task force markers are moved on the Searchboard. A counter that "enters" on a particular Turn is placed in a designated hex (see the scenarios) on that Turn, and that counts as its movement for the entry Turn.
Movement rate varies, depending on the slowest ship unit in a task force.
- A task force marker can always moved one hex every Sea Movement Step
- Solid Triangle : During Sea Movement Steps Turns marked with a solid triangle on the TIME RECORD TRACKS on the Searchboards. Task force could move up to 2 hex.(See exception : Crippled ships)
- Solid Circle : During Turns marked with a solid circle on the TIME RECORD TRACKS on the

Searchboards. Task forces that do not include BB (Battleship) can move up to 2 hex.
- If any ship is crippled in the task force , Task force movement is restricted to one ; Player is allowed before movement to left crippled ship(s) "behind" giving his opponent the corresponding victory points for eleminated. This ship is moved out of the board definitively.

THE AIR MOVEMENT AND SEARCH STEP
All "flying" air units are now moved on the Searchboard. Although air units may be moved in any desired order, a player will normally wish to first move the scout air units, which are useful
for searching, but not for combat. To move, an air unit(s) is placed on the Searchboard and moved from the location of its task force marker or base unit.

AIR MOVEMENT FACTORS: "Flying" units may be moved any number of
Searchboard hexes equal to or less than their "movement factor/Range".

AIR MOVEMENT RESTRICTIONS: "Flying" scout air units may be moved individually, as desired. All "flying" combat air units originating from the same hex must be moved and kept together as far as their movement factors allow (drop off units with fewer movement factors as their last hex is entered-if empty, they cannot participate in a battle).

AIR SEARCH: Air movement is made on a side's own Searchboard, and some or all of it may be kept secret, if desired.

AIR SEARCH PROCEDURE: the controlling player announces the hex identification as an air unit(s) enters it. A unit(s) may be used to search all, some, or none of the hexes it enters, as the player desires.The player with the initiative announce the hex entered. If there is nothing in an announced hex, the opposing player says so. If a task force marker(s) is in a hex called out to be searched the opposing player merely states that "something is there". To try for more exact information, competitive die rolls are used, **with both players rolling a 1D10** and comparing the results, as follows:

Search Modifiers: All of the following "search modifiers" apply to the searching
side's die roll:
+0: This modifier applies during a night Turn (applies only to sea searches).
+3: This modifier applies during a day Turn.
+2: If the air unit has not used all of its movement factors, the searching player may announce that additional movement factors will be expended in the hex (as the search aircraft circles the area trying for a better look). Each additional movement factor expended adds a "+2" die roll modifier.

For example, a scout air unit with "6" movement factors enters a hex containing an opposing task force marker after

moving only three hexes. The remaining three movement factor could be converted into a "+6" modifier, or, if the player still wished to move the scout unit another hex, two of movement factors could be converted into a "+4" modifier, and the air unit moved into another hex when the search in the current hex is over, etc. (This modifier applies only to air searches.)

+3: This modifier applies if the hex contains any land or reef.

+6: This modifier applies if the hex contains the Midway base unit.

Search Results: Compare the modified numbers rolled to find the result, as follows:

- **Tie or Less:** If the searching side's modified roll is equal to or lower than the opposing roll, there is (still just "something is there").
- **Exceeded:** If the searching side's modified roll exceeds the opposing roll, but is not at least two times the opposing roll, the opposing player must provide a number of ship in the hex. However, the ship unit's player may lie about the real numbers of ships present-th*e player may say any number from half (round up) to double the actual number of ships.*
- 2X: *If the searching side's modified roll is at least two times* the opposing roll, but is not at least three times the opposing roll, the opposing player must tell the **"actual number"** of ships and task force markers in the hex.
- 3X: *If the searching side's modified roll is at least three times* the opposing roll, the opposing player must announce exactly which ship units are present-ie., the **"exact"** info".

AIR STRIKE SPOTTING: An air strike(s) may be moved to end movement and attack in a hex *where exact information is not available ie at least 2X result in the search result*. In this case, exact information on the ships units is given, but only when they are setup for the battle.

MARKING AND RECORDING SPOTTINGS: The enemy task force markers are used to mark enemy positions. The "Exact" side of an enemy task force marker be displayed only when the information is reliable ("2X" and "3X"). and that the "?" side be displayed otherwise. Of course, written notes are still useful for recording what is known about each enemy task force marker
the player who has spotted successfully at x2 can decide if Task Force of both parties are in the same Hex to engage surface combat or not. He could decide instead to limit his engagement to an airstrike.

AIR STRIKES: "Air strikes" are represented by all air combat units that end their movement in a hex containing an opposing task force marker@) or base unit, and these air combat units must be used for combat in that hex.

SEA SEARCH: After moving all "flying" air units, "sea searches" are conducted by calling out any desired hexes that contain one or more of the side's task force markers and/or base unit.

3- Combat see player aid 2/2

4- The Strategic air return phase

- After all battles have been completed all air units must return and "land" in available Searchboard hexes, if possible.
- WHERE TO LAND. An air unit may "land" anywhere possible, given these
- BASING: Air units with green basing dots must "land" in a hex containing a friendly base unit. Air units with yellow basing dots must "land" in a hex containing a friendly seaplane tender ("AV") ship unit. Air units with white basing dots must "land" in a hex containing a friendly aircraft carrier or light aircraft carrier unit, or a friendly base unit.
- MOVEMENT: An air unit must be able to reach a "landing" hex using its Range factor. No searching is done during this return movement.
- CAPACITY: The maximum "capacities" of ships and the base must not be exceeded.
- LANDING PROCEDURE: To "land" an air unit, simply place it in an appropriate operation card in the arming box section for the hex where it lands
- Any air unit unable to "land" for any reason is eliminated. If there is a choice of air units to eliminate, that side's player makes the choice.

5 - The turn record phase : *advance the turn marquer*
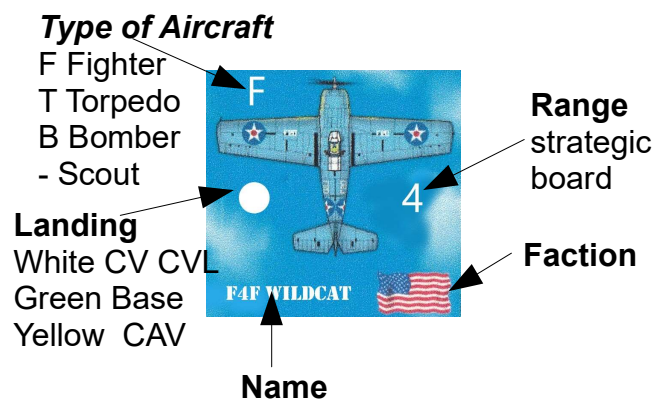
Type of Aircraft
F Fighter
T Torpedo
B Bomber
- Scout

Landing
White CV CVL
Green Base
Yellow CAV

Name

Range
strategic board

Faction

The Combat phase

- **SurfaceCombat Phase** : move to tactical map - Max 10 turns if surface combat or First player at 75 destroyed points wins (points taken into account coming from ship/air unit cards) and fleets automaticaly break out.
- Without any Surface combat, move directly to B: **Air mission phase** after positionning ships on main board.
- **Initiative** : for the the first surface combat turn, use the initiative playturn - Beginning at the second surface combat turn, use the **initiative sequence** to determine player A and B - Taking into account only "flagship" present during the battle.
- Surprise attack possible during night turn

A Sea Movement phase

- First Player's (B)Sea Movement step
- Second Player's Sea Movement step
- You can move Ships and Submarines a number of sectors (1 sector = 4 hex) equal to that unit's speed(except Crippled ships)

B. Air Mission phase -not applicable during night turn-

- Only the **Air Strike / Ready** / Army box of Carrier and Base sheet are "available aircraft"- please note that aircrafts attached to Carrier involved in this surface combat, in order to simulate the local engagement, will be available during all the Surface combat phase at the difference of other aircraft coming from other hex from the strategic board. At the end of Turn 1 of Surface Combat, they will move back to their base or task force and not come back contributing therefore "only" one surfacet combat turn.
- You place alternatively, begining with player B,
- Aircraft units in any hex on on the tactical map.
- **Wave Attack :** if Air mission issued from same strategic hex, the airplanes will arrive at the same time on turn 1, when Attacks are launched from different hex there is a small chance they arived at the same time : roll 1d10 for each formations. The highest result will arrive turn 1, then Turn 2, etc. if two of the rolls are equals the formation are getting in at the same time.
- **Transfer Planes** - When you transfer planes to another task force ,they arrived in the Arming box and can only participate in turn 2 (if a wave occure)

- **C. Air Defense phase - Simultaneous**
- First Player's (B)Air Defense step
- Second Player's Air Defense step
  Use your units' Antiair attacks to attack enemy Aircraft. For the game, we considered the hex upfront of the base of the aircraft (aircraft based split on two hex) behing THE hex for distance calculations.

D. Air Attack phase- not "Aborded" one - Simultaneous
- First Player's (B)Air Attack step
- Second Player's Air Attack step
- Attack enemy Ships or Submarines with your Aircraft units, using ASW, Bomb, Gunnery, or Torpedo attacks.

E. Surface Attack phase - Simultaneous
- First Player's Surface/Torpedo Attack step
- Second Player's Surface/Torpedo Attack step
- Attack enemy Ships or Submarines with your Ships, using ASW or Gunnery attacks.
- Surface ships that have a torpedo attack can fire their torpedo AND surface guns during the surface attack phase. Submarines only fire during their attack phase.

F. Submarine Attack phase - Simultaneous
- First Player's Submarine Attack step
- Second Player's SubmarineAttack step
- Attack enemy Ships with your Submarines using Torpedo attacks.

G. Air Return phase
- First Player's Air Return step-
- Second Player's Air Return step
- See 4- "Strategic Air return phase" when no Surface combat occure
- Airplanes are returned to their the carrier/base box "Arming ". Remove Aborted counters from aborted Aircraft.

H. End of surface turn - Move to turn 2 - Tentative Breakout/ if a player has lost 75 points breakout is automatic

Ships

Unit Type /Ships	Maneuvering speed	Surface Movt Facing changes
PT Boat PT	6	NA
Auxiliaries AUX	5	NA
Destroyers DD	4	NA
Cruisers CA CAV CLA	2	2
Carriers CV CVL	2	1
Battleships BB	1	1
Submarine	NA	NA

Attack Type:	Unit Affected:	
Antiair	Aircraft	
ASW	Submarines	
Bomb	Ships	
Gunnery	Ships	
Torpedo	Ships	

USS ENTERPRISE (CV 6) 25
Ship — Carrier 1941
Speed — 2

Name, Type, Nationality, Speed, Attack Types, Armor, Special Abilities, Cost, Year, Basing Capacity, Flagship Bonus, Vital Armor, Hull Points

ATTACKS 0 1 2 3
5 5 4 —
8 — — —

ARMOR 4 VITAL ARMOR 0 HULL POINTS 4

Expert Dogfighter — Once per turn, you may choose a friendly fighter. That fighter rolls one extra attack die when making Antiair attacks this turn.

Expert Bomber 2 — Once per turn, you may choose a friendly Dive Bomber. That Dive Bomber rolls two extra attack dice when making Bomb attacks this turn.

Survivor — If this unit receives hits equal to or greater than its vital armor, roll a die. On a 5 or higher, this unit takes 1 point of hull damage instead of being destroyed.