

Victory in the Pacific

Play Sequence		
Activity	Sub-activities	Sequence
1.0 Reinforcements		
2.0 Movement		
2.1 Move Patrollers	+Do repairs and flip Raiders	Japanese/American
2.2 Place LBA		Alternate
2.3 Move Amphibious		Japanese/American
2.4 Move Raiders		Japanese/American
2.5 Place Submarines		Only one player
3.0 Combat		
3.1 Select Sea Area		Japanese selects
3.2 Combat Round	Select Battle Type	By die roll
	Units fire (day/night/day-night)	Japanese/American
	Submarine fires	
	Retreat/Pursuit	Japanese/American
	Amphibious units may land	Japanese/American
3.3 Post Combat	Air Raid	
	Amphibious units may land	
4.0 End of Turn	Place Control Flags/Count POC	
	Convert Ports/Bases	
	Amphibious units may land	
	Return units to bases	Japanese/American

Movement					
Moving Unit		1	2	3	Comments
Patroller	Japanese/American	✓	SR		Fail SR becomes raider
	Others	✓	SR		
Raider	Japanese/American	✓	✓	SR	Fail SR returns to port
	Others	✓	SR		
Land Based Air Units		✓			Adjoining friendly base/port
Amphibious Units		✓	✓		
Submarine					Anywhere on map

Combat		Effects of Damage		Affected Units
DR	Effect	Speed	<ul style="list-style-type: none">Speed reduced by 1 for each point of damage (to min 1)	Ships and Amphibious
1-4	No Effect	Gunnery	<ul style="list-style-type: none">Any damage negates gunnery bonus.If damage=DF, Gunnery=1 (0 remains 0)	Ships
5	Disabled		Air-strike	<ul style="list-style-type: none">If damage=DF, Airstrike=0Bonus <u>NOT</u> affected by lesser results
6+	Hit! (Damage = 1d6)			
+1 to dr if circled firepower No airstrike bonus on LBA Dmg to amphibious units on land=1/hit				

Unit Type	Condition	Sunk	Comments
Ship	At Sea	Dmg > DF	
	In Port	Dmg > 2DF	See Note*
Amphibious	At Sea	Dmg > DF	
	In Port	Dmg > DF	Dmg = 1/hit
LBA		Dmg ≥ DF	No Bonus
Note*: Ships in port Dmg>DF bottomed and may not leave port. Sunk unless at port with repair capacity.			

Repair Capacity						
Turn	1	2	3	4	5	6+
Pearl/Samoa	0	3	6	9	12	15
Australia	1 per turn					
Ceylon	1 per turn					
Yokosuka NB	6 per turn					
Note: Only ships may be repaired. Amphibious and air units retain their damage till destroyed.						