

# The Pacific War

from Pearl Harbor to the Philippine Sea

## Player Aid Card

### NAVAL UNIT FRONT:

#### READY

**飛龍 Hiryu** **H**

**4** **023**

**Airstrike Strength**

**Gunnery Strength**

**Defense Strength**  
Naval Units Defensive Strength in black box with white number is considered Heavily Armored

**Movement Speed**

**Set-up code**  
Black is Standard, **Red** is advanced [11.0]

**Capital ship symbol**

### NAVAL UNIT BACK:

#### OPS COMPLETE

**大和 Yamato**

**55-**







**Gunnery Strength**

**Defense Strength**  
Naval Units Defensive Strength in black box with white number is considered Heavily Armored

**Capital ship symbol**

**No Movement Points**  
(Ops Complete naval units cannot move any farther)

### Definition of Control Table

A	B	C	D
<b>Japanese -controlled Port</b> 	<b>Japanese Port controlled as a Base by the Allies</b>   <ol style="list-style-type: none"> <li>There is an Allied LBA on it, or</li> <li>There are Allied naval units on it and it doesn't fall under the Japanese Air Superiority Zone, or</li> <li>It falls only under the Allied Air Superiority Zone.*</li> </ol>	<b>Japanese Port controlled by neither side</b>   <p>There is an Allied naval unit on it, but it falls under the Japanese Air Superiority Zone</p>	<b>Allied-controlled Port</b>  <p>The Allies captured the Japanese Port after (2)b or (3) were satisfied. If before capturing either (2) or (3) states stopped being satisfied any more, the Port immediately returns to state (1).</p>

*\*This can only happen if the Port was previously at state (2)b or (3), because a Port controlled by your opponent can never fall under your Air Superiority Zone.*



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### 12.1 Allied Setup

Follow the set-up code and place the Allied units on their Ready side at the following OZ:

Set-up code	Point
H	Hawaiian Islands
M	Midway
F	Samoa Islands
A	Australia
P	Philippines
B	Borneo
S	Singapore
C	Ceylon
LBA	Place either at Australia, Samoa Islands or Port Moresby. Decide individually for each unit.
PH	Place according to rule 5.1

### 12.3 Control Markers

**12.3.1 Regardless** of the initial placement of either players, place a Base Control marker for the countries on the Bases below.

#### Allies:

- Midway Island
- Borneo Island

#### Uncontrolled by Either Player:

- Attu Island
- Dutch Harbor

### 12.2 Japanese Setup

Follow the set-up code and place the Japanese units on their Ready side at the following OZ:

Set-up code	Point
H	Hawaiian Islands (Pearl Harbor attack group)
No code	Place either at Japan, Indochina, Okinawa, Truk, Mariana Islands or Kwajalein Atoll. Decide individually for each unit. Capital ships can only be placed at Ports.
LBA	Place one each at Japan, Indochina and Truk.

### 12.3 Control Markers

**12.3.1 Regardless** of the initial placement of either players, place a Base Control marker for the countries on the Bases below.

#### Japan:

- Okinawa
- Mariana Islands
- Kwajalein Atoll

#### Uncontrolled by Either Player:

- Attu Island
- Dutch Harbor

### Movement Type Table

	Movement (7.5)	Return to Port (9.3)
Units Able to Move	Naval units in an OZ on their Ready side.	Naval units in an OZ on either their Ready or Ops Complete side.
Distance Able to Move	Limited by their Speed	No distance limitation
OZ Permitted to Enter	No limitations. If they enter an OZ where enemy naval units/LBA are pre-sent, they have to end their movement and resolve combat.	Naval units are not permitted to enter OZs that enemy naval units or LBA are present or OZ under enemy control.
After Movement	Naval units that moved are turned to their Ops Complete side.	Naval units returning to Port do not need to be turned to their Ops Complete side.