



End of the Battleship Era

J-01

Strategy Phase

Select one OZ with Japanese LBAs. They can perform an Airstrike against an adjacent OZ. Apply all combat modifiers, then apply a 2-column shift to the right. The Allied player cannot perform an Airstrike.

6	Allies gain 2 Victory Point
3-5	Allies gain 1 Victory Point
1-2	No Effect

Roll 1d6:

Can only be used when the Mariana Islands OZ is under Allied control.

A-16

Bombing of Tokyo



the **PACIFIC** WAR



REV 4



Battle of Singapore

J-02

Use during a Port Invasion.

The Japanese player gains 2 Ground Strength Points.

Strategic Event

Use right before the Japanese player executes a Strategy.

The Japanese player must end his Strategy Phase without performing any Strategies. If the Japanese player used any Resources in order to gain Initiative, those Resources are lost.

A-15

Admiral Kurita Turn Away



the **PACIFIC** WAR



REV 4



Indian Ocean Raid

J-03

Strategic Event

Select one OZ with Ready Japanese Naval units. Move them and flip them to their Ops Complete side. If Airstrike Combat occurs, apply a 2-column shift to the right, for the first round (only).

Use at the start of a Combat Round:
Immediately perform a Surface Combat with 3 Attack Strength and apply losses. Since this is Surface Combat, the Japanese player allocates the hits. Then begin the normal Combat round.

A-14

Submarine Action



the **PACIFIC** WAR



REV 4



BANZAI

J-04

Strategy Phase

The Japanese player either: Immediately gains one Victory Point **OR** Forces the Allied player to discard one random card from their hand.

Use during a Port Invasion:
Gain 2 Ground Strength Points.

A-13

I have returned



the **PACIFIC** WAR



REV 4



Battle of Savo Island

J-05

Strategy Phase

Select one OZ with Ready Japanese Naval units. Excluding Aircraft Carriers, move them to another OZ and then flip them to their Ops Complete side. No Allied Reaction Movement is allowed. If Combat occurs, resolve one Surface Combat round, and then the Japanese must Retreat.

down).

During this Combat, the Airstrike Strength of the Japanese is halved (rounded down). All Combat modifiers are applied. If Japanese Card J-13 is played, the Japanese Strength is one fourth (rounded down).

Use at the start of a Combat:

A-12

Great Marianas Turkey Shoot



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REV 4



Sinking of USS Wasp

J-06

Use when one group of Allied Naval units moves:
Immediately perform a Surface Combat on the moving Allied Naval units, in the 3 Attack Strength column, and apply the losses. The Japanese player allocates all hits

Use when one group of Japanese Naval units moves:
Immediately perform a Surface Combat with 3 Attack Strength against the moving Japanese Naval units and apply losses.
The Allied player allocates all hits.

A-11

Submarine Attacks



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REV 4



Bombardment

J-07

Use at start of a Surface Combat:

The Allied player must allocate at least one of the Surface Combat hits to Allied LBAs. This card has no effect if there are no LBAs present.

Can only be used during Turn 5 (1944).
Discard one random card from the Japanese player's hand. This can only be used on Turn 5, even if the Mariana Islands are not under Allied control.

A-10

Bombing of Yawata



the **PACIFIC** WAR



REV 4



Redoubtable Tanaka

J-08

Use at start of a Surface Combat:

The Japanese player's hits are applied BEFORE the Allied player conducts their Surface Combat.

Strategy Phase.
The Allied player executes a Strategy Phase instead of the Japanese player. If the Japanese player used a Resource in order to gain initiative, those Resources are lost.

Use right before the Japanese

Strategic Event

A-09

Operation Vengeance



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REV 4



Operation I-Go

J-09

Strategy Phase

Select two Ready Japanese Aircraft Carriers and put them on the next Turn space as Reinforcements. Then, take one Japanese LBA from the Turn Track OR a destroyed LBA and place it in an OZ the Japanese player controls.

Select one OZ with Allied LBA unit(s) and perform an Airstrike against an adjacent OZ. All Combat modifiers are applied and the Allies shifted 2 columns to the right. No Japanese Airstrike Combat is allowed.

A-08

Skip Bombing



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REV 4



In the Emporer's Presence

J-10

Use at Anytime:

Use at any time. Excluding this card, take all Strategy Cards from both players' hands and shuffle together, then give each of player the same number of cards they initially held. This Strategy Card is discarded and no new Strategy Card is taken.

Use at the beginning of a Combat:
During this Combat, all attacks against the Allied player are shifted 1 column to the left after applying all modifiers.

A-07

Proximity Fuse



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REV 4



The Retreat From Kiska

J-11

Use at the start of a Combat:

The Japanese player retreats immediately before the Airstrike Combat round. The Allied player is considered the winner of this Combat.

Note: The Allied player can also retreat, if they wish.

Battle of Cape Esperance



A-06

Use at the start of a Surface Combat

Phase:

During all rounds of Combat, shift the Surface Attack Strength of Allied Naval units 2 to the right.

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REV 4



The Retreat From Kiska

J-12

Ceylon must be a Port under the Japanese player's control. If so, roll 1d6:

1	Japan loses 1 VP
2-4	No Effect
5	Japan gains 1 VP
6	Japan gains 2 VPs

Operation Watchtower



Use during a Port Invasion:

Gain 2 Ground Strength Points.

A-05

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REV 4



Long Range Raid

J-13

Select one OZ with Ready and/or Ops Complete Japanese Aircraft Carriers, and perform an Airstrike Combat against an adjacent OZ. The Airstrike Strength is halved (rounded down). Combat modifiers are made as normal. The attacking Aircraft Carriers are NOT flipped to Ops Complete side. No Allied Airstrike Combat allowed.

During all Combat rounds, the Japanese Attack Strength is shifted 2 columns to the left and the Allied Attack Strength is shifted 2 columns to the right.

Use at the start of a Combat:

Strategic Event

A-04

Battle of Midway



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REV 4



"T" force

J-14

Select one OZ with Japanese LBA and perform an Airstrike against an adjacent OZ. No Combat modifiers are applied. The Allied player allocates any hits. No Allied Airstrike Combat allowed.

Strategic Event Restricted
Use when the Japanese player resolves his Airstrike hits.
The Allied player allocates half of the hits (rounded up).

A-03

Battle of the Coral Sea



the **PACIFIC** WAR



REV 4



Halsey's Decision

J-15

Strategic Event

Use immediately before an Allied Port Invasion:
The Allied Player ends his Strategy Phase without performing any actions. If the Allied player used any Resources in order to gain the initiative, they are lost.

If the Allies control Midway or Attu Islands, the Allied player either:
Gains 1 Victory Point **OR** Discards one random card from the Japanese player's hand.

A-02

Doolittle Raid



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REV 4



Battle of Iwo Jima

J-16

Use immediately before an Allied Port Invasion:

The Japanese player selects one Port. The Ground Strength of this Port is increased by one for this Port Invasion.

Select one OZ with Allied LBA to perform an Airstrike against an adjacent OZ. No combat modifiers are applied. The Allied player allocates any hits. No Japanese Airstrike Combat is allowed.

A-01

George C. Kennedy



the **PACIFIC** WAR



REV 4