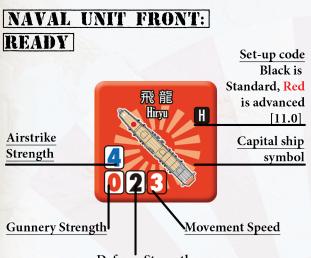
# The Pacific War from Pearl Harbor to the Philippine Sea

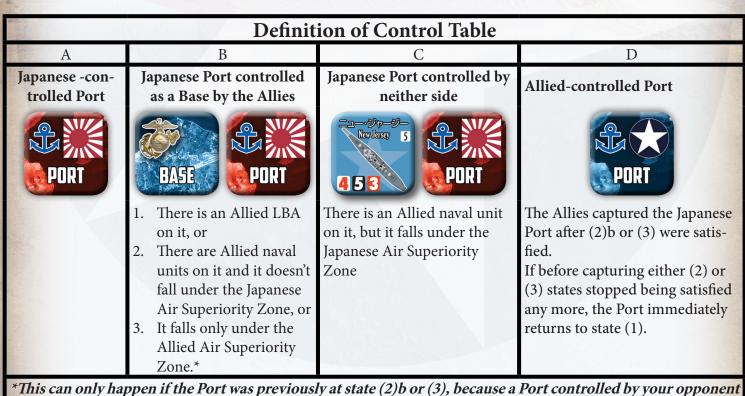
### Player Aid Card



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

### NAVAL UNIT BACK: OPS COMPLETE





## The Pacific War

from Pearl Harbor to the Philippine Sea

#### 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	
Н	Hawaiian Islands	
M	Midway	
F	Samoa Islands	
A	Australia	
P	Philippines	
В	Borneo	
S	Singapore	
С	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

### Player Aid Card

#### 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	
Н	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 Move- ment	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.	