

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.

Allies gain S Victory Point	9
Allies gain I Victory Point	2-2
No Effect	g-1

Roll 1d6:

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

91-A

Sombing of Tokyo



Use during a Port Invasion.

The Japanese player gains 2 Ground Strength Points

are lost.

in order to gain initiative, those Resources If the Japanese player used any Resources Phase without performing any strategies. The Japanese player must end his Strategy

executes a Strategy.

Use right before the Japanese player Strategic Event

yewA muT effruX JenimbA 🔀







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).

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

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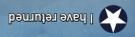


Strategy Phase

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.

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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).

Aspanese Strength is one fourth (rounded it Japanese Card J-15 is piayed, the down). All Combat modifiers are applied. of the Japanese is halved (rounded During this Compat, the Airstrike Strength

Use at the start of a Combat:

foods yearlanas Turkey Shoot





I-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

The Allied player allocates all hits. Japanese Naval units and apply losses. WITH S ALEACK STFERSTR SESINST THE MOVING Immediately perform a Surface Combat

mure moves: Use when one group of Japanese Mayal

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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.

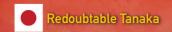
Islands are not under Allied control. be used on Turn 5, even if the Mariana dapanese player's hand. This can only Discard one random card from the Can only be used during Turn 5 (1944).

01-A

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J-08

Use at start of a Surface Combat:

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

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

Use right before the Japanese Strategy Phase.

Strategic Event

60-∀

Operation Vengence

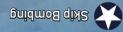


Strategy Phase

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.

80-A







In the Emporer's Presence

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.

teit atter applying all modifiers. Allied player are shifted I column to the During this Combat, all attacks against the

Use at the beginning of a Combat:

7.0-Y





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.

units 2 to the right.

Surface Attack Strength of Allied Naval During all rounds of Combat, shift the

PRINGE:

Use at the start of a Surface Combat 90-Y

eonstance of Cape Esperance







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

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

90-A

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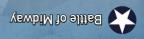


Select one OZ with Ready and/or Ops Complete Japanese Aircraft Carriers, and perform an Airstrike Combat against an adjacent OZ. The Airstrike Strength is halved (rounded down). Combat modifiers are made as normal. The attacking Aircraft Carriers are NOT flipped to Ops Complete side. No Allied Airstrike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

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

Use at the start of a Combat: Strategic Event

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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.

(rounded up).

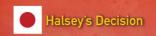
his Allied player allocates half of the hits

Strategic Event Restricted Use when the Japanese player resolves

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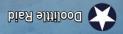
Strategic Event

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.

hand.

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

70-∀





I-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

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

10-A

George C. Kennedy



