

Phases

BATTLE CYCLE			Ground		Air		Naval		Subs		Misc.	
			Adv	Dis	Adv	Dis	Adv	Dis	Adv	Dis	Adv	Dis
Start	Lighting	Players determine the Lighting Condition										
	Advantage Determination	Players determine who will be the Advantage player and who the Disadvantage player for the entire Cycle. Advantage enables one player to move his units before his opponent.									DR	DR
Advantaged	Advantage Movement	Advantage player can move his ground, naval, and submarine units; he does not move his air units in this Phase. Submarine combat Both players can conduct searches.	Move		Search (1/ph)	Search (1/ph)	Move		Search TF (1/ph) Move Fight	Search TF (1/ph) Fight		
	Advantage Air Mission	The Advantage player can launch air missions, the Disadvantage player can attempt to interfere with those missions. All forms of air combat can occur during this Phase.		Flak	Mission	Intercept		Flak				
NAVAL COMBAT CYCLE		Once per hex										
	Naval Combat Determination	Players determine whether naval combat will occur And which player will have Surprise.										
	Naval Combat x3	Naval combat. In each of the 3 phases, more naval units can be brought Submarines are not used in this Phase.					Fight	Fight				
Misc.	Bombardment	Naval units can be used to attack ground units and installations In shoreline hexes.					Bombard	Bombard				
	Ground Combat	Opposing ground units occupying the same hex can engage in ground combat.	Fight	Fight								
	Airfield Repair	All airfields that have taken Hits or been Interdicted can have that damage removed during this Phase.									Airfield repair	Airfield repair
	Rally	All Broken ground units that are not in an enemy-occupied hex have an opportunity to Rally during this Phase.	Rally	Rally								
Disadvantaged	Disadvantage Movement	The Disadvantage player can move his ground, naval, and submarine units; he does not move his air units in this Phase . Submarine combat can occur Both players can conduct Searches.		Move	Search (1/ph)	Search (1/ph)		Move	Search TF (1/ph) Fight	Search TF (1/ph) Move Fight		
	Disadvantage Air Mission	The Disadvantage player can launch air missions, and the Advantage player can attempt to interfere with those missions. All forms of air combat can occur in this Phase.	Flak		Intercept	Mission	Flak					
End	Joint Activation/Deactivation (Battle Scenarios only)	Both players Deactivate units										
	Detection Removal	All eligible Detected Task Forces can be inverted to their Undetected side.									Alone TF undetected	Alone TF undetected
	Day Marker Adjustment (Battle Scenarios only)	Day marker is advanced 2 Days on the Day Track.										

Target selection in surface combat (HR 5)		
Range	Target	May fire (may-not)
Long	BB	BB BC
	CV BC CA	BB BC CA
Medium	BB	BB BC CA
Any	BB	DD
Night	DD APD	BB BC CA : -1 G

Flak			
Supremacy		Ground + port + airfields	Total
Paradrop		Ground + port + airfields	Total
Strike	<i>no naval</i>	Ground + port + airfields	Total
Strike	<i>including non-activated naval</i>	Ground + 4 non-activated naval + port + airfields	Total
Strike	<i>1+ TF</i>	Each attacked TFs : 4 screen or 2 core units	Individually by unit

Lighting phase		
Battle cycle	Intelligence condition	Result
1 st	Ambush, Ambush-CV	Reaction may choose
	Intercept	Operation may choose
2 nd and +	Intercept	+2 if not already used
	Intercept	+1 if already used

Mandatory retreat				
Status	Test	Action	Losses	Winner
Broken		must retreat and deactivate	CRT+1	Can pursue
Non-broken	<i>Troop Quality Check failed</i>	must retreat, deactivate, and brokes	CRT	Can pursue
	<i>Troop Quality Check passed</i>	may retreat and deactivate OR may stay	1/2 CRT CRT	Can pursue N/A

Lighting effect		
Condition	Situation	Effect
Dusk	Air mission (not CAP)	Dusk Landing
Night	Air mission prohibited except Jap 2E-L2 vs TF and US 1E-L2 in CAP	1/2 A 1/2 N 1/2 Flak
	Naval combat	No long range bid

Losses		
1 st step	<i>Lead unit</i>	
Next steps	<i>Lead unit</i>	Until 1 step left
Next steps	<i>Other unit</i>	Except if conduct to elimination (eliminate lead unit instead)

Night naval combat (phase 2 and 3)

Advantage determination

Strategic initiative	Modifier
Japanese	Jap Gun/Torp +1 All Gun/Torp -1
Nobody	Jap Gun/Torp +1
Allies	All Gun/Torp +1

Lightning	
0-1	Night
2	Dusk
3-9	Day PM

Battle cycle	Intelligence condition	Advanced
1 st	Ambush, Ambush-CV	Reaction auto
	Surprise attack	Operation auto
2 nd and +	Ambush, Ambush-CV	Reaction +2
	Surprise attack	Operation +2