Enemy Coast Ahead
The Doolittle Raid

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rule book
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GMT GAMES

1.0 INTRODUCTION

On the afternoon of April 18, 1942, the United States attacked cities in Japan from the air. *The Doolittle Raid* models that action, as well as events leading to the launching of aircraft, and its aftermath as bomber crews sought safety in China.

NEWBIES

Instead of reading this Rule Book, we suggest you learn the game by setting-up and playing Scenario 1. Set-up information can be found in the Scenario Book, and to play, use the player aid card to guide you through the sequence of phases (the card to use is the one labeled A1 to A5; start with the "ATTACK TURN Sequence of Play" on that card). Use the Tokyo Target Map but you won't need the big mapsheet. Refer to the Rule Book as you go along (there are plenty of references to this book on that player aid). Also, take a good look at the tri-fold player aid illustrating the many playing pieces. That player aid will give you an idea of basic features of the game, and like all of the player aids in this game, has references to this Rule Book as well as other player aids. This Rule Book is designed as an elaboration of the information presented on the player aids.

1.1 Rules

This book describes the rules of the game. Rules are numbered and cross-references to other rules are listed [in square brackets]. Examples appear off to the side in the center margin, as do historical and design notes (but these are in shaded boxes). References to player aid cards are indicated with a letter and number, the letter corresponding to the segment of the game (**F** for Flight segment, for example).

The rules are presented in five parts. This introduction [1.0 and 2.0] and Part 1 presents the attack rules [3.0 to 4.0]. They include everything you need to play Scenarios 1-6, the "Attack Scenarios." Part 2 adds the flight rules [5.0 to 8.0], and combined with Part 1 will tell you everything you need to play Scenarios 7-8. Part 3 adds the naval rules for Scenario 9, starting the game earlier when the Doolittle Raiders leave San Francisco Bay [9.0 to 12.0]. Part 4 explains the Planning segment of the game, which is necessary for playing Scenario 10 [13.0]. Part 5 explains the additional rules necessary to play the Denouement segment, which is optional unless playing Scenario 10 (the campaign game) [14.0]. The Denouement segment may also be added as a variant to Scenarios 7-9, deepening the narrative those scenarios construct.

1.2 Scenario Book

Historical notes, set-up information, and Debriefing Charts for scenarios 1-10 are included in a separate Scenario Book. There are ten scenarios in *The Doolittle Raid*, plus variants. The booklet is organized by scenario, each concluding with a Debriefing Chart specifically tailored to that scenario. The exception is Scenario 10 which has its own booklet for that purpose, the Debriefing Manual. The Scenario Book also provides notes for how to play this game cooperatively.

1.3 Debriefing Manual

The Debriefing Charts for Scenario 10 are contained in their own booklet, which must be used at the conclusion of that scenario. If you choose to play the variant of Scenarios 7-9 that includes the Denouement segment, you must also use the Debriefing Manual instead of those scenario's Debriefing Charts.

1.4 Players

The Doolittle Raid is a solitaire game. You control American bomber crews, but don't expect "control" to be absolute. Often the game asks you to assume other roles too. For example, in scenarios that include the Naval segment, you will give the order to launch the bombers, a decision that was historically made by Vice Admiral Bill Halsey, the commander of the naval Task Force. Since Scenario 10 expands the game to include planning the raid, you will be asked to wear even more hats. Because this is a solitaire experience without the assistance of a computer, at times the game will also ask you to play the invisible hand of chance, or in the parlance of the 1940s, the fickle finger of fate. Rolling dice and drawing counters blindly from cups will help you do this, but quite often you will simply be asked to make a choice.

Multi-Player Games: The game may also be played with two or three players, as a cooperative experience. Guidelines for group play can be found at the back of the Scenario Book

1.5 Scale

Each B-25 marker represents a single bomber and its crew of five men, and each Elite Crewman marker singles out one of those men. Each Planning Turn represents approxi-

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"Commander Task Force 16 makes the following announcement: This task force has been directed to proceed to a position 400 miles east of Japan. There, Army bombers will be launched from the U.S.S. "Hornet." They will bomb Tokyo."

— message flashed from *U.S.S. Enterprise's* bridge, April 13, 1942

Flight segment, table 1 on the folded player aid card

F1

A – Attack segment
F – Flight segment
N – Naval segment
P – Planning segment
D – Denouement segment
X – Airstrike

No Nose Art?

It was common practice to allow crews to personalize their aircraft, but very few of the B-25s represented in this game had nose art painted on them when they took off for Tokyo. That's because Doolittle ordered most of them to be removed. "As the planes were being readied, I noticed that several had objectionable, anti-Japanese slogans painted on their sides. I had them quickly removed because if any crews were captured, any words that would seem offensive to the enemy would be an additional reason or excuse to cause them harm. Besides, if the B-25 crews that had painted them on had guessed right about where we were going, those slogans would jeopardize the security of the mission."
– James Doolittle, *I Could Never Be So Lucky Again*, 1991

Spelling note: Names on the mapsheet, such as Chungking 重庆, are consistent with Doolittle's report, also used in Ted Lawson's 1943 book *Thirty Seconds Over Tokyo*. Although it violates current spelling, this historical but incorrect use is intended to invoke the time period via the U.S. point of view.

B-25B

The B-25B "Billy Mitchell" medium bomber was manufactured by North American Aviation Company. Designed in 1939 in response to events and tactics observed in Europe, it was powered by twin Wright R-2600-9 Double Cyclone air-cooled radial engines. At 15,000 feet it could achieve 300 mph and its range neared 1400 miles, but that was nearly 1000 miles short of what Doolittle estimated would be needed for this mission. Designed to carry as much as a 3500 pound bomb load, the 1940 batch handed over to the Seventeenth Bombardment Group, the source of Doolittle's crews, sported little in the way of armament compared to heavier bombers such as the B-17. Pilots admired its lines and its maneuverability, however, and in terms of crew it was economical, requiring only five men. But there were design flaws. The aircraft delivered to Doolittle's crews were little more than prototypes, and engine fires were the biggest problems followed by a near unworkable belly turret. A rival company, Martin, was already manufacturing the B-26 "Marauder," Doolittle's first choice for this mission, but its wingspan prevented it from taking off from an aircraft carrier. Even more important in the early days of the war, the B-25 was easier to fly than the B-26, and demanded fewer training hours.

mately one month, each Naval Turn represents two or three days, each Flight Turn represents approximately two hours, and each Attack Turn represents a very small amount of time, perhaps two to five minutes (but that is only a very rough approximation; the Turn Track is not a Swiss watch).

1.6 Component List
A complete game of *Enemy Coast Ahead: The Doolittle Raid* contains the following components:
One Rule Book (64 pages)
One Scenario Book (40 pages)
One Debriefing Manual (20 pages)
One 22" x 34" map
Three 8.5" x 11" target maps (double-sided)
Four 11" x 17" player aid cards (double-sided)
Two 11" x 25" player aid cards (double-sided)
One 8.5" x 11" player aid card (single sided)
One sheet of 1/2" playing pieces
One (half) sheet of 1" playing pieces
Two sheets of 5/8" playing pieces
Eight six-sided dice

1.7 Mapsheet
The 22" x 34" mapsheet is a mosaic of maps, displays, notes, tables, and boxes. It is not used during Attack Turns (and thus, not used at all during Attack Scenarios), but all other segments require you to use this mapsheet as the principal interface with the story.

1.8 Player Aid Cards
The four 11"x17" player aid cards carry regularly accessed information, including the charts and tables necessary for playing the game. Each card is dedicated to a segment of the game: attack, flight, naval, and planning, and each is organized by the sequence of play. Although a game of this complexity will necessitate dipping into the rule book from time to time, these cards present each step of the sequence of play, hopefully reducing the number of visits you make to this book. One three-panel (11" x 25") player aid will serve the same purpose for the Denouement segment. The other three-panel player aid (on one side) will take you through the Airstrike procedure (a calamitous event that can prematurely terminate the Naval segment, and sometimes be triggered during Denouement). The other side illustrates the variety of playing pieces used in the game, including rule book references and references to other player aids. The 8.5" x 11" player aid is to facilitate tallying victory points while using the Debriefing Manual.

1.9 Debriefing Log
The back of the Debriefing Manual includes a Debriefing log. It's use is optional, but may help facilitate the tallying of victory points and outcomes when using the Debriefing Manual. Use it as a worksheet in conjunction with the 8.5" x 11" player aid or independently of it. You are welcome to copy the log.

1.10 Playing Pieces
A variety of 1", 5/8", and 1/2" square playing pieces (also called "markers" or "counters"), as well as rectangular pieces of varying sizes, are used to play the game. Refer to the trifold player aid, which has rule references to pertinent sections of this booklet, for more detailed explanations. The back of this booklet presents the Elite Crewmen and their abilities, for ease of reference. Illustrated here in the following pages are components grouped according to where they are used on the mapsheet and target maps.

2.0 B-25s & Elite Crewmen
Your principal instrument of destruction is a squadron of medium bombers and their crews.

2.1 B-25
(B-25 B medium "Mitchell" bomber)
Individual B-25s and their crews are represented by 1 inch squares, referred to in these rules interchangeably as "B-25(s)", "bomber(s)" and "aircraft". The numerals at the top of the marker (for example, "2344") is the B-25's identification sign. The name at the bottom indicates the historical pilot's last name. The crews of some bombers gave their aircraft names, and those are indicated off to the side of the airplane image.

Destroyed B-25: When a B-25 is destroyed, the B-25 marker should be removed from play, along with Elite Crewman and Damage markers (if any) attached to it. Crew and Elite Crewman are considered dead. Put attached Hazard markers back in their respec-

tive cups to be reused.

Ditched B-25: A B-25 can be forced to "ditch." That means its pilot has time to inform the crew of the situation, and either lands the aircraft or bails out with the crew. In either case, the B-25 is considered destroyed but the crew survives. Ditching is possible during Flight Turns and Denouement, and brings into play a Crew marker [2.2 and 14.0.1]. Place the Crew marker in the B-25's Flight Zone (if Scenario 1-6, just set it aside).

2.1.1 Loaded
On the front of the marker, the historical pilot's name is printed inside the outline of a bomb, signifying that the B-25 carries ordnance (it is "loaded"). The back of the marker omits the bomb outline, signifying that the bomber no longer carries its bombs (it has released ordnance [4.9]). Only a loaded B-25 may release ordnance, and once ordnance is released, flip the marker so that its back faces up.

2.1.2 Attachments to B-25s
The B-25 can have attachments. They are represented by smaller markers (5/8" x 5/8"). An attachment should literally be carried on the B-25 marker to signify its attached status (or keep it nearby so you know it is attached). Attachments include: Elite Crewman markers, Damage markers, Hazard markers, Flying on Fumes (FoF) markers, and sometimes Fuel markers [7.1.2]. Once attached, the attachment must remain attached until an opportunity arises allowing the attachment to be removed or detached.

Attachment Limits: Although only one Elite Crewman marker may be attached to a B-25 (exception during Denouement [14.4.1]), and only a single Damage marker may be attached, there is no limit to the number of Hazard and FoF markers that may attach to a B-25.

2.1.3 Damage
A B-25 can suffer damage once. When damaged, attach a Damage marker to it. It serves as an adverse modifier for a Detonation Check [4.9]. If damaged again, the B-25 is destroyed and its crew is considered killed (unless scenario instructions indicate otherwise).

Severe Damage: The back of the Damage marker is used only during Scenario 10, and only if the Armor Plating modification was selected by the player during the March turn of the Planning segment [13.3.3E]. Armor Plating allows a B-25 to be damaged twice before it is destroyed. That is, if already damaged, a B-25 that is damaged again is not destroyed (flip the Damage marker over instead). If a severely damaged B-25 is damaged again, the bomber is destroyed.

2.2 Crew
The B-25 marker represents both the airplane and its crew of five men. There is no need to use the Crew markers until a B-25 either ditches or lands (during the Flight segment or Denouement segment). See section 14.0.1 of this Rule Book for information about Crew markers.

2.3 Elite Crewmen
These represent individual crewmen who distinguished themselves during training or during the mission. Each provides a benefit to the B-25 he is attached to. An Elite Crewman must be attached to an aircraft, and no aircraft may have more than one Elite Crewman attached to it (**exception**: Denouement allows a B-25 to carry additional crew and Elite Crewmen [14.0]). An aircraft need not have an Elite Crewman at all; it may operate in the game without it. Once assigned, an Elite Crewman must remain attached to its aircraft throughout the Flight and Attack segments of the game, and is destroyed if its aircraft is destroyed.

Elite Crewmen Benefits: One side of the Elite Crewman marker indicates its game effect. Unless noted otherwise, the effect applies only to that Elite Crewman's B-25. In many cases, the effect may only be used once (this is indicated on the marker), and to signify that it has been used, flip the marker over so that the name and face of the crewman is face up (or find another mnemonic to signify that it has been used). Even after being flipped, an Elite Crewman still influences some game functions (for example, an elite pilot influences landing during the Denouement segment [14.1.1]).

The special effects, or benefits, of each Elite Crewman are explained below (they are also presented on the back of this Rule Book):

F1

Loaded   Unloaded

Each B-25 carried a combination of 500 pound demolition bombs (M-43) and incendiary bombs (M-54), the latter designed to explode in a cluster of smaller explosive packages. The demolition bomb would penetrate the building envelope and inflict structural damage, while incendiaries were intended to light combustable materials on fire. In this game, those bomb types are simplified as a single "ordnance."

Green

CREW The crews were drawn from the 34th, 37th, and 95th Squadrons of the 17th Bombardment Group, as well as from its special 89th Recon Squadron, the latter commanded by Major "Jack" Hilger. The 17th BG operated out of Pendleton, Oregon. At the start of training, few pilots were qualified to fly the B-25. Some had experience patrolling for enemy submarines off the Pacific coast, but not many of those had ever released ordnance against an enemy target. Except for Doolittle himself, all of the crewmen who flew on the Tokyo Raid were volunteers, but they were not told what they were volunteering for.

2.3.1 Bombardier

A10 **bombardier +1**

+1 Release Modifier – Add 1 as a modifier to the Detonation Check during the Bombs Away Phase of the Attack Turn [rule 4.2, play aid A10]. It only benefits a B-25 in a Target Box [4.9.3], not one releasing ordnance in an Area [4.9.1].

2.3.2 Copilot

co-pilot repair use once

Repair – Use this benefit to repair a B-25 on the Carrier Deck or in a Landing Site box in China. It removes a damage marker (even a severe damage marker [14.4.1]), or an attached Hazard marker. This benefit may be used only once.

2.3.3 Doctor

D5 **doctor medic**

Medic – This benefit only applies to the Japanese Capture Table during the Denouement segment [14.4.4]. It allows you to treat a group of wounded Crew markers as fit. This is a permanent benefit.

2.3.4 Engineer

F1 **engineer use once**

Fuel Conservation – During a Flying on Fumes Check (FoF) [7.2.4], this benefit may be used to either nullify all Dry Tank penalties, or, if no penalties to nullify, to re-roll the FoF Check. This benefit may be used only once.

2.3.5 Gunner

A5 **F5** **gunner remove use once**

Gunnery – During an Attack or Flight Turn, use this benefit to remove an Interceptor Hazard assigned or attached to the B-25 (success is automatic). It may be used at any time during the Attack or Flight Turn, but may only be used once per game.

2.3.6 Navigator

A1 **F6** **navigator +1**

Navigation Check +1 – Add 1 as a dice roll modifier when you make a Target Acquisition Check during a day or night Flight Turn. On the Flight Map, this is a benefit that applies to the Flight as a whole [Table F6] [8.1.4]. This benefit also applies to the elite navigator's B-25 on a Target Map, when it attempts an Approach Check during an Attack Turn, day or night [Table A1] [4.8.1]. On a Target Map, it only benefits the B-25, not the entire Flight. This is a permanent benefit.

2.3.7 Pilot
There are four types of benefits, and each pilot enjoys one of them:

F1 **pilot use once**

Fuel Conservation – During a Flying on Fumes Check (FoF) [7.2.4], this benefit may be used to either nullify all Dry Tank penalties, or, if no penalties to nullify, to re-roll the FoF Check. This benefit may be used only once.

pilot ignore damage use once

Ignore Damage – When the crewman's B-25 suffers damage [2.1.3], you may choose to ignore it (don't attach a Damage marker). This benefit may be used only once.

pilot re-roll use once

Re-Roll – You may re-roll one or more dice. You may do this only if the roll directly affects the Elite Crewman's B-25. If on the Flight Map, however, you may use this benefit if the roll directly affects ANY bomber in the Flight as long as it also affects Doolittle's B-25 too (or affects the group or party he is a part of during the Transit Table Check during Denouement). Regardless of how it is used, this benefit may only be used once.

A1 **F6** **pilot +1**

Navigation Check +1 – Add 1 as a dice roll modifier when you make a Target Acquisition Check during a day or night Flight Turn. On the Flight Map, this is a benefit that applies to the Flight as a whole [Table F6] [8.1.4]. This benefit also applies to the elite pilot's B-25 on a Target Map, when it attempts an Approach Check during an Attack Turn, day or night [Table A1] [4.8.1]. On a Target Map, it only benefits the B-25, not the entire Flight. This is a permanent benefit.

TARGET MAP AND ITS COMPONENTS

This shows the Tokyo target map (daylight side) [3.1.1].

Target Box
[3.3]

Approach Number
example: 7 **A1**

A B-25 can't enter this box unless you roll 2 dice whose sum is this number or higher [4.8.1].

Blast Number
A3 *example: 8*

A B-25 hits its target if you roll 2 dice whose sum is this number or higher [4.9.3].

Area [3.2]

Yokohama (an area) has two Target Boxes in it (Steel Mill and Dockyard).

A B-25 can always release ordnance into an Area [4.9.1], but it is preferable to enter a Target Box and hit the target directly [4.9.2].

Hazard limit [4.2.3]

This limits the quantity of Hazard markers you must draw.

Blast marker [4.9]

Place a Blast marker in an Area or Target Box each time a B-25 releases ordnance.
A3

Blast Value 1
Blast Value 2

B.V. 3
B.V. 4

Hazard markers [4.2.1]

The Tokyo target map uses these Hazard markers. Put them in a cup and draw randomly when needed.

When drawing a Hazard marker, look only at the front.

If at any moment you run out of markers, draw from the cup of Response hazard markers [4.2.2].

Tokyo West

Armory 8 · 7

5 Hazards max.

Imperial Palace

Akabane

Tokyo Gas & Electric 8

Factory 7

Kitatama

Dockyard 7

Ichigao

Yokohama
4 Hazards max.

Yokosuka
3 Hazards max.

Steel Mill 8

Yokohama Shipping

Kamakura

Tokyo Bay South
4 Hazards max.

Nagaura Ko

Use these Hazard markers; use Response Hazards when the Hazard cup is empty.

TOKYO TARGET MAP

Turn Track	1	2	3
Detonations	0	1	2	3
Hazards	-2	-1	0	

Chiba

4 Hazards max.

Oil Refinery 6
7

Army Arsenal 9
9

Nakano

Honno

Nagarayama

sarazu

Hazards max.

Ichinomiya

Airspeed		Resolve Hazards
Place Hazards		Exit
Evade Hazards		Approach
Gunnery		Bombs Away

7 8 9
7 | 8 | 9+
3 | 3 | 4

B-25 [2.1]

Each B-25 bomber is represented by a 1" x 1" marker. It has the historical pilot's name on it (bottom) and identification number (top). Flip the marker over when the bomber release's ordnance [2.1.1].

Elite Crewmen [2.3]

Although the B-25 marker also represents the five-man crew who operated it, some individuals are singled out. A B-25 may have no more than 1 Elite Crewman marker (except during the Denuoement segment). A summary of Elite Crewman benefits is printed on the back of the Rule Book.

Player Aid [1.8]

Use the bi-fold player aid card with 'A' tables and charts on it. It has the "ATTACK TURN Sequence of Play" which will lead you through the Attack Turn.

Sequence of Phases Track [3.5]

Attack Turn Track [3.4]

Detonations Track [4.9]

The number of Hazard markers you draw are influenced by the number of B-25s that have released ordnance.

If seven B-25s released ordnance on this map, the number of Hazards you would need to draw in each Area would be 3. Nine or more detonations would increase that draw to 4.

Part 1 – ATTACK

This section of the rules explains how to play the Attack segment of the game. Scenarios 1-6 include nothing but the Attack segment, allowing you to play them merely using this part of the Rule Book. In Scenarios 7-10, the Attack segment occurs when triggered by a successful Target Acquisition Check [8.1.4] during the Move or Wind Phase of the Flight Turn (during the Flight segment). In those scenarios, the Flight segment resumes when the action on a Target Map concludes, but the Attack segment may be initiated again if other B-25s acquire the same or other targets.

3.0 TARGET MAPS

The targets in Japan are represented by 8.5" x 11" maps. One for Tokyo, another for Nagoya, and a third for Osaka and Kobe.

3.1 Day and Night

The target maps are double sided. One side represents the target during the day, and the other represents it during the night. Areas and Target Boxes are the same on both sides, except that Blast numbers and Approach numbers are different (generally, they are higher, and thus more difficult, on the night side).

3.1.1 Which Side?

The instructions for Attack Scenarios (scenario 1-6) will indicate which side of the Target Map you should use. For Scenarios 7-10, however, the side to use is determined by the Flight Turn Track: if the target Acquisition Check occurred during the Move or Wind Phase of a **daylight** Flight Turn, use the day side of the target map. If it occurred during a **night** Flight Turn, use the night side.

3.2 Areas

The Target Map is organized as a mosaic of Areas. Each Area is a space, like irregularly shaped squares on a Checkers board. No B-25 may be in two or more spaces simultaneously. More than one B-25 may be in the same Area. Each Area has a name and a Hazard marker limit (printed as "Hazards max." [4.2.3]). Most Areas also have one or more Target Boxes.

3.2.1 Altitude

B-25s may fly at one of two altitudes: high or low. There are no circumstances in which two or more B-25s on the same Target Map will be flying at different altitudes. In Scenarios 1-6, B-25s are at low altitude. In scenario 7-10, B-25s entering the map adopt the altitude of their Flight on the Flight Map [7.1.3]. The consequences of altitude apply during the Evade and Resolve Hazards Phases, and during the Approach Target and Bombs Away Phases). On the Target Map, a B-25 may not change altitude.

3.3 Target Boxes

A Target Box represents a particularly valuable target in the Area. To attack the target it represents, a B-25 must enter the box (but may do so only as the result of a successful Approach Check [4.8.1]). Only one B-25 may occupy a Target Box, and it remains there only for the purpose of releasing ordnance [4.9.2].

3.3.1 Low Altitude only

Only a B-25 at low altitude may enter a Target Box, and that B-25 must be equipped with a Mark Twain bombsight. Unless playing Scenario 10, all B-25s automatically are equipped with that bombsight. If flying at high altitude (not possible in Scenarios 1-6), a B-25 may enter a Target Box in daylight, but only if it is equipped with a Norden bombsight. No B-25 in the game is equipped with a Norden bombsight, unless playing Scenario 10 and the Norden is not removed [13.3.3b]. A high altitude B-25 may not enter a Target Box at night, even with a Norden bombsight.

3.4 Attack Turn Track

Each Target Map has a Turn Track, which has a Detonations Track incorporated into it. Use the Turn Track and the Turn marker to keep track of the number of Attack turns you play, and use the Detonations marker to keep track of the number of B-25s that release ordnance on this Target Map. Keeping track of the detonations is important because it influences the number of Hazards you must draw from the cup each turn (explained below [4.2.2]).

3.5 Attack Turn Phases Track

Each Target Map has a box with the phases of the Attack turn organized inside it as a track. You are welcome to use the Phase marker on that track as you proceed through the Attack Turn, but after playing a few turns, you will probably find that marker unnecessary.

Tokyo Bay North is an Area. It has one Target Box in it (Tokyo Shipping).
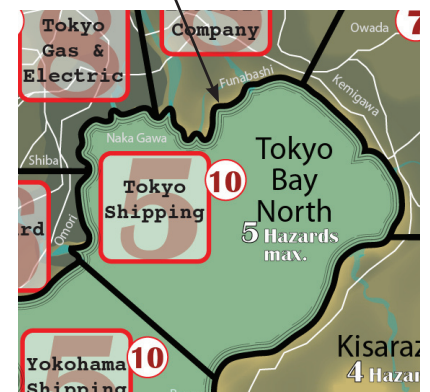
Mark Twain?
The "Mark Twain" bombsight was jury-rigged by Staff Sgt. Edwin Bain and Captain Ross Greening. It was made of twenty cents worth of scrap aluminum and named after crude depth finders once used on the Mississippi River. The Norden bombsight, by comparison, cost $10,000.

Norden bomb sights greatly improved the accuracy of high altitude bombing. Fearing capture by the Japanese, they were removed from the B-25s of Doolittle's command. Thus, unless playing Scenario 10, no B-25 at **high altitude** may enter a Target Box. If playing Scenario 10, you may leave Norden bomb sights on the B-25s, allowing them to enter Target Boxes at high altitude (that is, they may attempt to enter Target Boxes via an Approach Check).
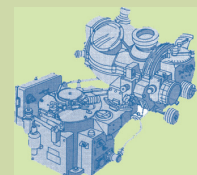
4.0 ATTACK TURN – SEQUENCE OF PLAY

An Attack Turn is comprised of steps, called "phases." The first phase of the Attack Turn is the Airspeed Phase, and the last phase is the Bombs Away Phase. Play each in the order presented here [4.1-4.9]. At the conclusion of the Bombs Away Phase, advance the Attack Turn marker on the turn track and start a new turn. The bi-fold player aid card ['A' tables – see the ATTACK TURN Sequence of Play on that card] notes the activities of each phase, and presents all charts and tables needed to perform those activities.
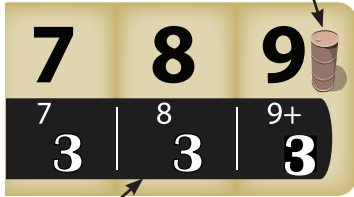
4.0.1 Attack Turn 9

The Attack Turn track has a fuel symbol printed in its '9' space. This is to remind you that at the conclusion of Attack Turn 9, do the following:

Scenario 1-6: In an Attack scenario, the game ends even if one or more B-25s remain on the Target Map. See page 4 of the Scenario Book to determine the fate of any B-25 still on the Target Map. When the game is over, consult the Debriefing Chart in the Scenario Book to determine the scenario's outcome.

Scenario 7-10: In Scenarios 7-10, if you reach the conclusion of Attack Turn 9 with one or more B-25s still on the Target Map, the Attack segment continues. Reset the Attack Turn marker to Attack Turn 1, and then start a new Attack Turn. *However, before you start that new turn, the Flight whose B-25s are still on the Target Map consume 1 Fuel* (adjust the Flight's Fuel stock on the Flight Map [7.2.3]). Even if only one of the Flight's B-25s is on the Target Map when this happens, the Flight consumes 1 Fuel. If this triggers a Flying on Fumes Check [7.2.4], make the check immediately, and if a B-25 on the Target Map ditches as a result of the check, its crew and Elite Crewman (if any) are automatically captured (place the Elite Crewman marker in the Captured box on the mapsheet, and add a Crew marker as well).
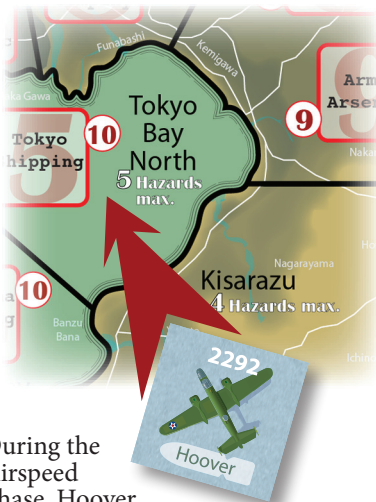
4.0.2 Ending the Attack Segment

The Attack segment ends when there are no more B-25s on the Target Map.

Scenario 1-6: In an Attack scenario, the **game** ends when there are no more B-25s on the Target Map. You should consult the Debriefing Chart in the Scenario Book to determine the scenario's outcome. The game also ends at the conclusion of Attack Turn 9.

Scenario 7-10: In Scenario 7-10, ending the Attack segment restarts the Flight segment. If that is the case and a Flight acquires this same target later, reset the Attack Turn marker to the 1 space on the Attack Turn Track. Do NOT do this with the Detonations marker; it is important to maintain that marker's current position on the track. Also, Hazard markers with the 'S' (stay) icon must remain on the Target Map (keep each in its Area or Target Box).

4.1 AIRSPEED PHASE

During this phase, each B-25 on the Target Map must move to an adjacent Area. Moving is mandatory, not optional, but it is automatically successful.

4.1.1 Entering the Target Map

At the start of the Attack segment, or an Attack scenario, there are no B-25s on the Target Map. They must enter during Attack Turn 1, as follows: Place one B-25 in a perimeter Area on the Target Map. "Perimeter" means any Area on the outer edge of the map (on the Tokyo map, for example, every Area is a perimeter Area except Tokyo Bay North). The rest of the Flight enters the Target Map on subsequent turns, one B-25 each turn, in the same Area. B-25s delayed by a Compass Error or Faulty Compass (Flight Hazards [8.3.7]) may enter in a different perimeter Area of your choosing.

Scenarios 1-6: Instructions provided in the Scenario Book will indicate the Area and turn of entry of each B-25. B-25s in these scenarios always enter at low altitude.

Scenarios 7-10: You are free to choose the Area that the first B-25 enters. Each B-25 enters (and remains) at the altitude of its Flight on the Flight Map [3.2.1 & 7.1.3].

4.1.2 Exiting the Target Map

B-25s may not exit the Target Map this phase. They may do so only during the Exit Phase [4.7].

4.1.3 Altitude Change Prohibited

A B-25 may not change altitude during this phase, or for that matter, at any time during the Attack Turn.

Fuel symbol [4.0.1]

If 8 B-25s release ordnance on this map, you will draw 3 Hazard markers each Place Hazards Phase [4.2].

During the Airspeed Phase, Hoover moves from Kisarazu to Tokyo Bay North.

4.2 PLACE HAZARDS PHASE

During this phase, draw and then place Target Map Hazard markers. Do this one Area at a time, but only for Areas that have B-25s in them.

Procedure: Select an Area containing aircraft, and then draw Target Map Hazard markers from the appropriate cup one at a time and put them into that Area. Do not peek at the identity side of the marker (i.e., the back side).

4.2.1 Target Map Hazard Types

There are seven types of Target Map Hazard markers, each distinguished by the color of the circle and the background around the circle on the marker. There is also an identifying letter in the upper right corner of the marker ('T' for Tokyo, for example). The colors correspond to the Target Map, and the type of Target Map Hazard marker to use is indicated on the Target Map itself.

Preparation: When placing Target Map Hazard markers, use only the appropriate type for that Target Map. Before the game starts, group the markers according to type, and put each group in an opaque container (or, if you prefer to limit the number of cups you'd like to use, be ready to swap out one set of markers for another as you play each Target Map). Also, keep the set of Response Hazards ready [4.2.2]. You will draw from that set when you go to draw a Target Map Hazard but the cup is empty.

4.2.2 Drawing Target Map Hazards

The number of markers to be drawn from the cup is determined as follows: one for each B-25 in the Area plus additional hazards. Draw additional Hazards equal to the current Alert Level (in Scenarios 1-6 the Alert level is indicated in the scenario's instructions and will not increase during the game). And finally, increase or decrease the total amount according to the running tally of Detonations on this Target Map, as indicated by the current location of the Detonations marker on the Detonations Track (the Detonations track is incorporated into the Attack Turn Track on the Target Map).

Negative Hazards: In some cases the number on the Detonations Track will be negative, which means you subtract that number from the total amount of Target Map Hazards you are supposed to draw. Thus, it is possible (and desirable) that the number of Hazard markers to be drawn is zero or less than zero, in which case you should not draw any Hazard markers for that Area.

Response Hazards: If you run out of Target Map Hazard markers to draw (that is, the cup is empty), and you must draw another Target Map Hazard marker, draw instead from the set of Response Hazard markers. This means putting them in an opaque container and drawing them randomly. Treat them in every way as a Target Map Hazard marker (but put them back in the cup with Response Hazards, not in the cup with Target Map Hazards).

4.2.3 Target Map Hazards Limit

Each Area on the Target Map has a maximum limit of new Target Map Hazard markers that may be placed in it each turn. That limit is printed as a "Hazards Max." in the Area itself. Do not draw more Hazards from the cup than allowed by that limit.

4.3 ASSIGN HAZARDS PHASE

After placing Target Map Hazard markers, each marker must now be assigned to a B-25 in its Area. One Area at a time, distribute Target Map Hazards so that they are stacked on your aircraft as evenly as possible (that is, no B-25 should have 2 or more Hazards than any other B-25 in the same Area).

No Peeking: You may look at the front of the markers as you assign them, but do not peek at their back sides.

Previous Hazards: Some Target Map Hazard markers have the 'S' (stay) icon printed on them. They remain in the Area and are not put back in the cup. They too must be assigned to B-25s in their Area.

Interceptor: An interceptor Hazard already attached counts as an assigned Hazard.

4.3.1 Target Box Icon

Some Target Map Hazard markers have a small red box icon printed in the lower right corner. Those markers are not assigned to a B-25. Instead, place them in a Target Box in the Area. If more than one Target Map Hazard in the same Area has the icon, distribute the markers evenly amongst Target Boxes. If there are no Target Boxes in the Area, put

No Altitude Change?
Time spent over the target city is short. Too short for this game to depict significant changes in altitude. After all, Lt. Lawson titled his book *Thirty Seconds Over Tokyo*, not thirty minutes.


'T' for Tokyo
Use on the Tokyo Target Map (day side)

'N' for Nagoya
Use on the Nagoya Target Map (day side)

'N' for Nagoya
Use on the night side of the Nagoya Target Map

Example – Drawing Hazards:
There is one B-25 in the Yokosuka area, so that demands one Hazard marker to be drawn from the cup. The Alert Level is 1, so that adds another Hazard marker. Two B-25s have already released ordnance on this map, so the Detonation "level" is two, but that does not add another Hazards draw (according to the Detonations Track). Thus, the player must draw two Hazard markers and place them in the area (the maximum that could have been drawn is 3).
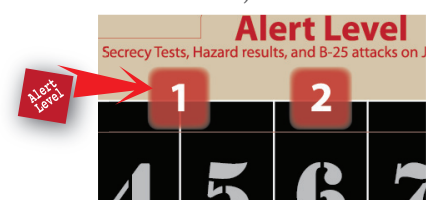
Target Box Icon —
Indicates this
Hazard belongs in a
Target Box
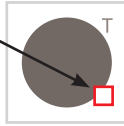
Example
Drawing and Assigning Hazards: There two B-25s in the Yokosuka area in Tokyo, so that means drawing two Hazard markers from the cup. The Alert Level is 2, so that adds another two Hazard markers. Two B-25s have already released ordnance on this map, so the Detonation "level" is two, but that does not add another Hazards draw (according to the Detonations Track). Thus, the player must draw four Hazard markers and place them in the area. But that would exceed the maximum of 3 (the limit is printed in the area on the map), so only three Hazard markers are drawn. Then, the player assigns those markers and the Flak Hazard already in the area to the B-25s. Jones also has an Interceptor attached, which counts as an assigned Hazard too. So, 3 Hazards are assigned to one B-25 and 2 to the other.

Example
Evading Hazards and Gunnery: The player selects one Hazard to be removed, choosing the 5-6 Flak Hazard (he slides it off the B-25). Then, in the Gunnery Phase, Jones attempts to dislodge the attached Interceptor. He rolls four dice, a 2, 3, 5, and a 6, scoring a hit. The Interceptor is placed back in the cup.

Stay Icon —
Indicates this Hazard remains in the Area (don't put it back in the cup)
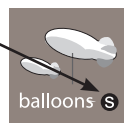
the Target Map Hazard marker back in the cup (it is not assigned to a B-25).

4.4 EVADE HAZARDS PHASE
During this phase, you may "evade" (that is, un-assign) Target Map Hazard markers.

Low Altitude only: Only B-25s at low altitude may evade.

4.4.1 Evade How Many?
In each Area, detach one assigned Target Map Hazard marker (an attached Interceptor may be detached this way). The Hazard marker must remain in the Area until revealed in the Resolve Hazards Phase [4.6] (you need to keep it there in case is has the 'S' (stay) icon).

Area Limit: Regardless of the number of B-25s in an Area, only one Target Map Hazard may be evaded per Area. This is not a 'per B-25' limit, it is a 'per Area' limit. This limit is the "Evasion Rating."

Scenario 10: The Evasion Rating is established in Scenario 10, during the Planning segment [13.4.6 & 13.4.8]. The training of B-25 crews during the March turn of the Planning segment will determine the Evasion rating. If you are allowed to evade two or more markers in an Area, you may remove some or all of them from the same B-25.

4.5 GUNNERY   A2
You may attempt to remove Interceptor Hazards from your B-25s. Each B-25 may attempt to remove one Interceptor Hazard. There is no Area limit (as in 4.4.1), but there is a B-25 maximum: if two Interceptors are assigned or attached to the same B-25, only one may be attacked via Gunnery (this also applies to the Flight segment [8.3.7]).

Partial Information: If the Hazard marker has not yet been revealed (because it is not attached), do not flip the marker over to determine if it is an Interceptor. Use only the information on the front of the marker to make that determination.

4.5.1 Gunnery Procedure
Select a B-25 with an Interceptor assigned or attached to it. Roll four dice (4 is the "Gunnery Rating"). If at least one of the dice rolled is a '6', remove the Interceptor Hazard (put it back in its cup; it either broke off its pursuit or was damaged by the B-25's gunners). If none of the dice rolled a '6', the Gunnery attempt failed and the Interceptor remains assigned or attached.

Modifiers: If the B-25 has a Cracked Turret or Jammed Turret (Transit or Flight Hazard attached [13.5.2]), you may not roll all four dice. Reduce the Gunnery rating by the amount indicated on the marker(s).

Scenario 10: The Gunnery Rating of four dice may be changed in Scenario 10, during the Planning segment. The modifications to the B-25 and the training of B-25 crews during the February and March turns of the Planning segment will determine the Gunnery rating [13.3.3 & 13.4.5].

4.6 RESOLVE HAZARDS PHASE   A5
During this phase, you must apply the effects of all assigned Target Map Hazard markers. Do this one Hazard at a time.

4.6.1 Resolve Target Map Hazards Procedure
Select a Target Map Hazard assigned to a B-25 (if it has yet to be revealed, flip it over). Apply its effect (as described below; also described on the bi-fold player aid). After applying the effect, the Hazard is considered "resolved" and should be returned to the cup (unless marked with the 'S' icon, or if it is attached to a B-25). Repeat this procedure until all assigned Target Map Hazards have been resolved.

Stay: If printed with the 'S' (stay) icon, do NOT return the Target Map Hazard to the cup. It remains in the Area and will be assigned to a B-25 if one is in its Area in future turns.

Not Assigned: Some Target Map Hazards may have been evaded and are not assigned to a B-25. If not already revealed, flip such markers over now (that is, reveal them). Those without the 'S' (stay) icon must be put back in the cup.

Target Boxes: Target Map Hazards in Target Boxes are NOT revealed during the Resolve Hazards Phase (do not flip them over yet). They are revealed only when a B-25 attempts to enter the box during the Approach Target Phase [4.8.1].

4.6.2 Destroyed by a Hazard
If a B-25 is destroyed [2.1] by the effects of a Hazard marker, and it has other assigned Hazard markers yet to be resolved, those Hazards are NOT resolved. Return them to the cup (unless marked with the 'S' icon and already revealed).

4.6.3 Effects of Target Map Hazards A5

The effect of each type of Target Map Hazard marker is described in alphabetical order below (you may also refer to the Target Map Hazards list provided on the player-aid card [A5]). A B-25 may be affected by multiple Hazard markers in the same phase. *Unless attachment is noted, or unless the Hazard marker is printed with the 'S' (stay) icon, place Hazard markers back in their respective cups once their effects are resolved.*

Balloons – If the B-25 is at high altitude, this Hazard has no effect. If at low altitude, roll a die: if EVEN, the B-25 is damaged [2.1.3]. If ODD, the B-25 is destroyed [see 2.1].

Break Off – This Hazard has no effect.

Camouflage – This Hazard must remain in the Target Box. It imposes an adverse Approach Check modifier on any B-25 attempting to enter its box (as noted on the Hazard marker itself, either **-2** or **-3**) [4.8.1]. It remains in the box even after a B-25 successfully releases ordnance (the Camouflage is not destroyed by the exploding ordnance).

Crash – If the B-25 is at high altitude, this Hazard has no effect. If assigned to a low altitude B-25 and not evaded, roll a die. If the result is ODD, the aircraft is destroyed [2.1]. If EVEN, the B-25 is damaged [2.1.3].

Conspicuous Target – This Hazard must remain in the Target Box. It imposes a positive **+1** Approach Check modifier on any B-25 attempting to enter its box (as noted on the Hazard marker itself) [4.8.1]. It remains in the box even after a B-25 successfully releases ordnance.

Flak – When assigned to a B-25, it represents anti-aircraft fire from below. Roll two dice and add their sum. If that sum falls in the range of numbers printed on the Hazard marker, the flak attack inflicts damage on the B-25 [see 2.1.3]. If the sum is less than the range, or higher than the range, the attack misses and has no effect on the B-25.

<u>Doubles?</u> Unlike the *Dambuster Raid*, rolling doubles in the *Doolittle Raid* does not trigger a second roll of the dice (unless you play with the optional tracers rule 15.3).

Haze – This Hazard must remain in the Area. When assigned to a B-25 and not evaded, it imposes a **-1** adverse Approach Check modifier. Because it is printed with the 'S' (stay) icon, it remains in the Area and must be assigned to a B-25 if one is in its Area during a subsequent Assign Hazards Phase.

Interceptor – Roll two dice and add their sum. If that sum falls in the range of numbers printed on the Hazard marker, the Interceptor attacks and inflicts damage on the B-25 [see 2.1.3] (return the Interceptor to the cup). If the sum is higher than the range, the attack misses and the Interceptor breaks off (return the Interceptor to the cup). If the sum is lower than the range, the Interceptor misses but continues its pursuit (attach the Interceptor to the B-25 [2.1.2]).

<u>Attached Interceptor</u>: Once attached, the Interceptor remains attached until evaded or removed (by Evasion [4.4] or Gunnery [4.5]). An attached Interceptor prevents a B-25 from exiting during the Exit Phase [4.7], and from releasing ordnance during the Bombs Away Phase [4.9]. It will move with the B-25 to an adjacent Area during the Airspeed Phase [4.1]. It is automatically assigned to the B-25 it is attached to during the Assign Hazards Phase [4.3]. It will attack again in the next Resolve Hazards Phase [4.6] (the new result supersedes the old result).

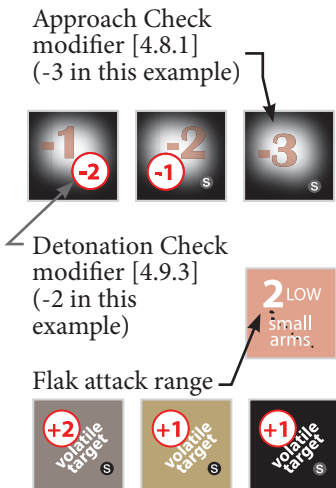**Panicked Streets** – This has no effect.

Reinforced Concrete – This Hazard must remain in the Target Box. It imposes an adverse Detonation Check modifier on any B-25 releasing ordnance in its box (as noted on the Hazard marker itself) [4.9.3]. It remains in the box even after a B-25 successfully releases ordnance (a significant portion of the structure is not destroyed by the exploding ordnance).

Ryuho* or *Hiyo – This Hazard indicates that an aircraft carrier is under construction. Regardless of where this Hazard is revealed during the Resolve Hazards Phase, once

Approach Check modifier [4.8.1]

Flak attack range (5-6)

Interceptor attack range (4-6)
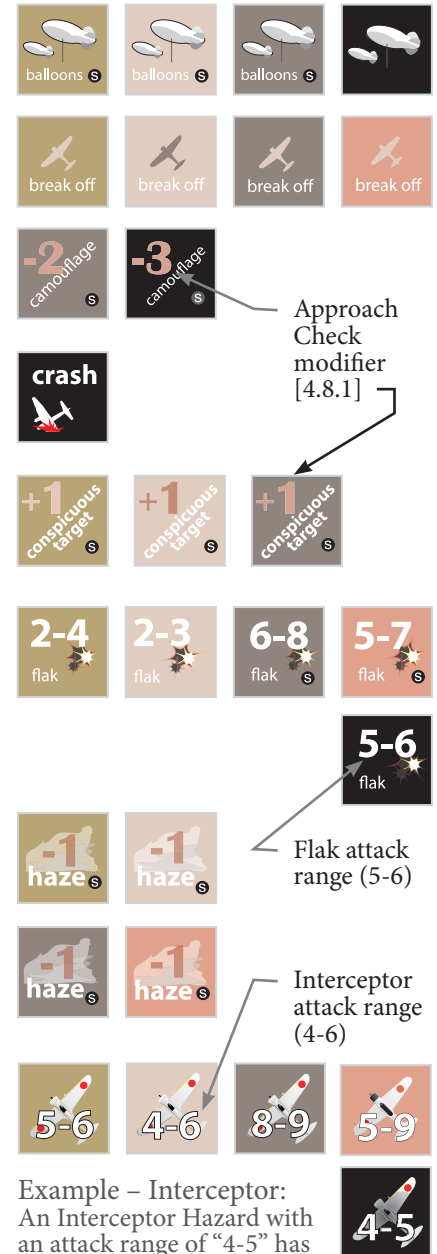
Example – Interceptor:
An Interceptor Hazard with an attack range of "4-5" has been assigned to a B-25 and attacks. The player rolls a pair of dice whose sum is 5, damaging the B-25. Attach a Damage marker to the B-25 and put the Interceptor back in the cup. Had the sum been 2 or 3, the B-25 would not have been damaged but the Interceptor would have been attached to the bomber.

Approach Check
modifier [4.8.1]
(-3 in this example)

Detonation Check
modifier [4.9.3]
(-2 in this
example)

Flak attack range

revealed, place it in the Shipping Target Box in Osaka Bay (Osaka-Kobe Target Map) or Tokyo Bay South (Tokyo Target Map). This Hazard must remain in the Target Box but has no effect on Approach Checks or Detonation Checks. It remains in the box even after a B-25 successfully releases ordnance. Blast markers in its Target Box may influence the outcome of the scenario (refer to the Debriefing Chart(s) for the scenario).

Searchlights – This Hazard imposes two adverse effects: on Approach Checks, and on Detonation Checks (if the Detonation Check modifier is present). The adverse effects are dice roll modifiers, as indicated on the Hazard marker itself. If the Hazard has the target icon (small red box), it must remain in its Target Box [4.3.1], affecting all Approach Checks targeting it [4.8.1], and all Detonation Checks conducted inside its box [4.9.3].

Small Arms – If the B-25 is at high altitude, this Hazard has no effect. If at low altitude, treat this as a Flak Hazard: Roll two dice and add their sum. If that sum is a 2, the flak attack inflicts damage on the B-25 [2.1.3]. If the sum is higher than the range, the attack misses and has no effect on the B-25.

Volatile Target – This Hazard must remain in the Target Box. It imposes a positive **+1** or **+2** Detonation Check modifier on any B-25 releasing ordnance in its box (as noted on the Hazard marker itself). It remains in the box even after a B-25 successfully releases ordnance.

4.7 EXIT PHASE

During this phase, one or more B-25s may exit the Target Map. You may choose to have any B-25 exit, as long as it is not in violation of any of the following two limitations:

Unloaded: The B-25 may not be carrying ordnance [2.1.1].

Perimeter Area: The B-25 must be in a perimeter Area [4.1.1].

When a B-25 exits, place it back in its Flight on the Flight Map. If it has Target Map Hazards attached, put them back in the cup. If playing an Attack scenario (Scenario 1-6), remove the B-25 from play (it may not return to the Target Map).

4.8 APPROACH TARGET PHASE

During this phase, each B-25 with ordnance may attempt to enter a Target Box in its Area. Make an Approach Check for each B-25 attempting to enter a Target Box.

Approach Check Limitations: Only one B-25 may occupy the same Target Box, but if one B-25 attempts to enter a box and fails, another B-25 in the Area may attempt to enter that same box. Each B-25 may make one Approach Check each Approach Check Phase. Unless playing Scenario 10, the B-25 must be at low altitude [3.3.1] (in Scenarios 1-6, B-25s are by default at low altitude). If at high altitude, the B-25 may attempt to enter a Target Box only if it is daylight and only if the B-25 is equiped with a Norden bombsight.

4.8.1 Approach Check Procedure   A1

Select a B-25 and a Target Box in its Area. If there is a Hazard marker in the Target Box, reveal it now (flip it over, unless it already has been revealed). Roll two dice and add the numbers rolled to make a sum. If that sum is **equal to or higher** than the number printed inside the Target Box (called the "Approach Number"), the attempt succeeds. If the sum is **less** than the Approach Number, the attempt fails. Modify the sum by the following modifiers.

Modifiers:

Navigation Training Skill: **+1** (day), **+1** (night); if playing Scenario 10, this modifier may be different, depending on the decisions you made during the March turn of the Planning segment [13.4.4].

Target Map Hazards: **+/-**? – apply the modifier of each Target Map Hazard with an Approach Check modifier printed on it; the marker must either be assigned to the B-25 or be in the Target Box;

Elite Navigator or Pilot: +**1**(day or night)

Blast marker already in the Target Box: +1 if there is at least one Blast marker in the Target Box.

Example – Flak:
A B-25 was assigned a "6-8" Flak Hazard. To resolve it, the player rolls a pair of dice and checks their sum, a 6. That's a hit, so a Damage marker is placed on the B-25 (if one was already attached, the B-25 would have been destroyed).

Approach Number is 5

4.8.2 Successful Approach Check
If the Approach Check is successful, immediately move the B-25 into the Target Box. If there is a Flak and/or Balloons Hazard in the box, apply its effects immediately (if more than one Hazard, apply them in any order) [4.6.3].

4.8.3 Failed Approach Check
If the Approach Check is not successful, the B-25 may NOT enter the Target Box. Another B-25 may attempt to enter that box (as long as it already has not attempted to enter another Target Box this phase).

Clarification: The failed B-25 remains where it is. In the Bombs Away phase, it may make an Area Release [4.9.1].

4.8.4 Lights Out
In Scenarios 1-6 the lights are not out. In Scenarios 7-10 it is possible for the lights to be out (that is determined during the Flight segment [8.1.3]). Lights Out only applies to the night side of a Target Map, and it has this effect on an Approach Check: when making an Approach Check, roll three dice instead of the normal two. Before applying modifiers, select the two lowest numbers rolled to make the sum (do not add all three dice together, add only two together). *It's harder to pinpoint targets when the lights are out.*

4.9 BOMBS AWAY PHASE
During this phase, each loaded B-25 may release ordnance (if in a Target Box, it must release ordnance). B-25s in Areas release first (releasing in an Area is optional), then B-25s in Target Boxes release ordnance (this is mandatory). At the conclusion of this phase, start a new Attack Turn by playing another Airspeed Phase [4.1]. [If this concludes Attack Turn 9, see 4.0.1.]

Detonations Track: As each B-25 releases ordnance (in an Area or Target Box), shift the Detonations marker one space to the right on the Detonations Track (the Detonations Track is on the Target Map). As the marker shifts to the right it will increase the number of Target Map Hazards you must draw during the Place Hazards Phase [4.2].

4.9.1 Area Release
A B-25 in an Area may release ordnance (this is not mandatory). Success is automatic. Flip the B-25 marker over so that it is now unloaded side-up, and place a Blast marker in the Area, Blast Value 1 (or increase the Blast Value of a marker already in the Area by 1).

Scenario 10: Even if the Extra Ordnance modification is in effect [13.3.3H], increase the Blast Value only by 1.

4.9.2 Target Box Release
A B-25 in a Target Box must release ordnance. Success is not automatic. Flip the B-25 marker over so that it is now unloaded side-up, and make a Detonation Check [4.9.3]. Then, move the B-25 out of the Target Box and into the Area.

4.9.3 Detonation Check   A3
Only B-25s in Target Boxes make Detonation Checks, and each B-25 in a Target Box must make this check (releasing ordnance when in a Target Box is mandatory).

Detonation Check Procedure: Select a B-25 in a Target Box and roll two dice. Add the numbers rolled to make a sum, and modify that sum by all applicable modifiers (see below). Compare the modified sum to the Blast number printed in a red and white circle next to the Target Box. If the modified sum is **equal to or higher** than the Blast number, the release is a success. If **less** than the Blast number, the release failed to hit the target.
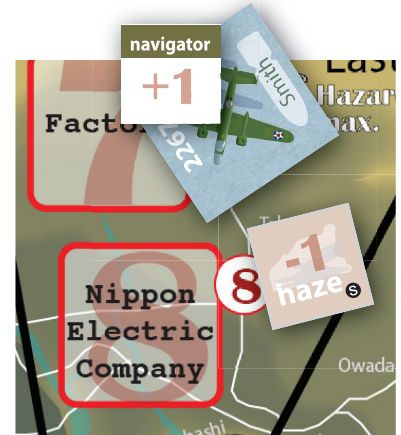
Modifiers:

Bombing Training Skill: +**2**; if playing Scenario 10, this modifier may be different, depending on the decisions you made during the March turn of the Planning segment.

Target Map Hazards: +/-**?** – apply the modifier of each Target Map Hazard with a Detonation Check modifier printed on it; the marker must either be assigned to the B-25 or be in the Target Box;

Elite Bombardier: +**1**

Example –Approach Check:
Smith attempts to enter the Nippon Electric Company Target Box in Tokyo East. An 8 or higher is needed on two dice. He has an elite Navigator attached (giving him a +1 modifier), but there is a Haze Hazard assigned to it, forcing the player to deduct -1 as a modifier. His Navigation Training Skill gives him a +1 as well, for a total modifier of +1. He rolls the dice, a 10, and then adds the modifier, for a modified sum of 11. Since it is higher than 8, the attempt succeeds and the B-25 immediately enters the Target Box.

Example –Detonation Check:
Smith is in the Nippon Electric Company's Target Box in Tokyo East. He needs an 8 or higher on two dice to hit the target. He gets a +2 modifier for Bombing Training Skill. He rolls two dice, a 5, and adds the modifier, for a modified sum of 7. The target is not hit and so the player places a Blast marker in the Tokyo East area instead of the target box. It's Blast Value is 1. Had he rolled a higher number, he would have placed the Blast marker in the Target Box (and the Blast Value would have been 2).

Target Rich Environment
Once on a Target Map, a B-25 can't miss. Even if it can't hit an intended target, the explosives will fall on something Japanese. Hence the automatic Blast Value 1 in an Area, even if the Detonation Check fails. Hitting anything is not the same as hitting the important stuff, so Debriefing Charts will make an important distinction between Blast Value markers in Target Boxes and those in Areas.

Damaged B-25: -**1**; even if the damage is severe (possible in Scenario 10), this modifier remains -**1**.

4.9.4 Successful Detonation Check
If the Detonation Check is successful, place a Blast Marker in the Target Box, at Blast Value 2 (or increase a Blast marker already in that box by 2).

Scenario 10: If playing Scenario 10 and you loaded the B-25s with extra ordnance (Extra Ordnance, modification H [13.3.3]), place a Blast Value 3 marker in the box instead.

4.9.5 Failed Detonation Check
If the Detonation Check is not successful, place a Blast marker in the Area, at Blast Value 1 (or increase the Blast Value of a marker already in the Area by 1). Do not place a Blast marker in the Target Box.

Scenario 10: If playing Scenario 10 and you loaded the B-25s with extra ordnance (Extra Ordnance, modification H [13.3.3]), you still only place a Blast Value 1 marker in the Area.

IMPORTANT REMINDER [4.9]
Regardless of the success or failure of a Detonation Check, you MUST increase the Detonation tally by one each time ordnance is released on a Target Map. Even if released in an Area, and not a Target Box, the Detonation tally must be increased. Detonations on one Target Map have no effect on other Target Maps.

Bombs Away
"I was almost on the first of our objectives before I saw it. I gave the engines full throttle as Davenport adjusted the prop pitch to get a better grip on the air. We climbed as quickly as possible to 1,500 feet, in the manner which we had practiced for a month and had discussed for three additional weeks. There was just time to get up there, level off, attend to the routine of opening the bomb bay, make a short run and let fly with the first bomb. The red light blinked on my instrument board, and I knew the first 500 pounder had gone....Now, as I dived, I looked back and I got a quick, indelible vision ...The plant seemed to puff out its walls and then subside and dissolve in a black-and-red cloud."

- Ted Lawson, *Thirty Seconds Over Tokyo,* 1943

FLIGHT MAP AND ITS COMPONENTS

Flight Turn

In this game, China is always two hours earlier than Japan [5.2.2].
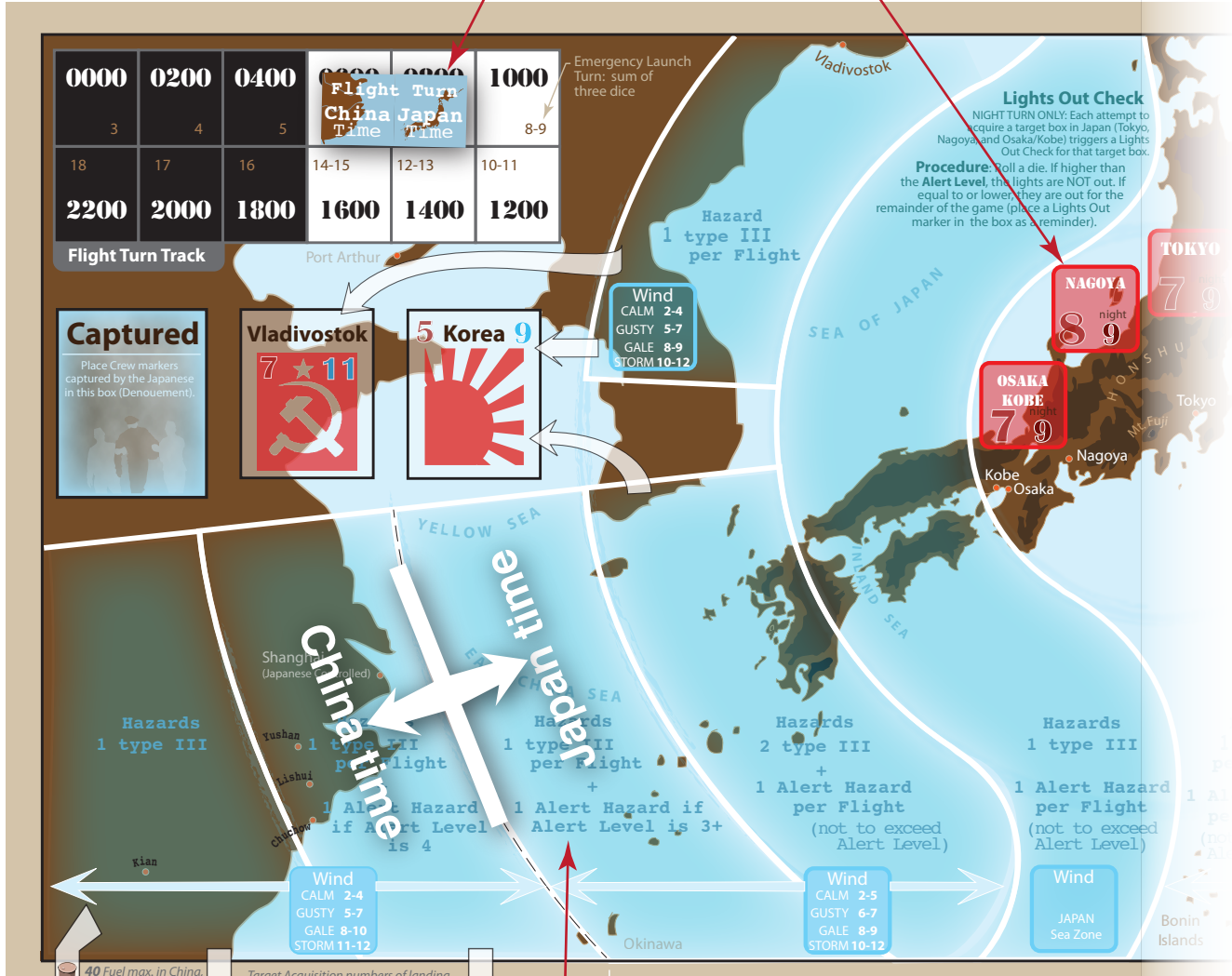*example: 0600 in China and 0800 in Japan*

Flight Turn
China Japan
Time   Time

Target Acquisition Number `F6`

Day Number
example: 8

Night Number
example: 9

A Flight finds Nagoya at night if you roll 2 dice whose sum is nine or higher.

NAGOYA
night
8 9

Flight Turn Track

0000	0200	0400			1000
3	4	5			8-9
18	17	16	14-15	12-13	10-11
2200	2000	1800	1600	1400	1200

Emergency Launch Turn: sum of three dice

Flight Turn Track

Flight Turn
China Japan
Time   Time

Lights Out Check

NIGHT TURN ONLY: Each attempt to acquire a target box in Japan (Tokyo, Nagoya, and Osaka/Kobe) triggers a Lights Out Check for that target box.

Procedure: Roll a die. If higher than the **Alert Level**, the lights are NOT out. If equal to or lower, they are out for the remainder of the game (place a Lights Out marker in the box as a reminder).

Vladivostok

Hazard
1 type III
per Flight

Port Arthur

Wind
CALM 2-4
GUSTY 5-7
GALE 8-9
STORM 10-12

SEA OF JAPAN

Captured

Place Crew markers captured by the Japanese in this box (Denouement).

Vladivostok
7 ★ 11

5 Korea 9

NAGOYA
night
8 9

OSAKA KOBE
night
7 9

TOKYO
7 9

HONSHU

Tokyo

Mt. Fuji

Kobe   Osaka   Nagoya

YELLOW SEA

China time

Japan time

Shanghai (Japanese Controlled)

EAST CHINA SEA

INLAND SEA

Yushan

Hazards
1 type III

Hazards
1 type III
per Flight
+
1 Alert Hazard if Alert Level is 4

Hazards
1 type III
per Flight
+
1 Alert Hazard if Alert Level is 3+

Hazards
2 type III
per Flight
+
1 Alert Hazard per Flight
(not to exceed Alert Level)

Hazards
1 type III
+
1 Alert Hazard per Flight
(not to exceed Alert Level)

Lishui

Chuchow

Kian

Okinawa

Bonin Islands

Wind
CALM 2-4
GUSTY 5-7
GALE 8-10
STORM 11-12

Wind
CALM 2-5
GUSTY 6-7
GALE 8-9
STORM 10-12

Wind
JAPAN
Sea Zone

40 Fuel max. in China,   *Target Acquisition numbers of landing*

Each Flight Zone indicates the type and amount of Flight Hazards triggered by the presence of Flights [8.3.1]

Flight Hazards `F5`

type II (two)

Alert   **III**   **II**   **I**

This icon triggers a Secrecy Test [6.3]

Flight markers represent the B-25s on the Flight Map [7.1].

Second Flight

Fuel
Keep track of each Flight's fuel. [7.2]

Jones, Holstrom, and Lawson each have 3 Fuel.

Flight Zone
[5.1]

2261
Ruptured Duck
Lawson

B-25
Organize B-25s by Flight on the Carrier Deck.
[7.1]

FLIGHT MAP

| Defense West 1-2 | Defense West 3-6 | | Influence West 1-6 |
| Japan 2-6 | Defense East 1 | East 2-3 | Defense East 4-6 |

Second Flig

CARRIER DECK

First Flight

2283 Jones | 2282 Holstrom | Lawson

Second Flight

Third Flight

Ignore these boxes unless performing Flight Map Set-Up at the conclusion of the Naval segment [12.4.1]

FifthFlight

Sixth Flight

| Hazards 2 type II + 1 type I if Emergency Launch | Hazard 1 type I per Flight | Hazard 1 type I + 1 type I if Emergency Launch | Hazard 1 type I + 1 type I if Emergency Launch |

Fuel
Hazards
Wind
Move

Phases of the Flight Turn

Wind
severe

these Flight Zones...

...share this Wind marker [5.3]

Jones, Holstrom, and Lawson are enjoying a Severe Tailwind.

Player Aid

Use the bi-fold player aid card with 'F' tables and charts. It has the "FLIGHT TURN Sequence of Play" which will lead you through the Flight Turn.

flight turns

FLIGHT TURN Sequence of Play *Continue playing Flight Turns until all B-25s have landed or ditched. Then perform Denouement.*

MOVE
F1 F6
Skip this phase if this is the first Flight Turn. Ignore Wind Effects. Each Flight moves 1 Flight Zone towards the Target and may change altitude (if climbing, consume 1 Fuel; if no Fuel to consume, perform a **Flying on Fumes Check** *before climbing). If already in Flight Zone with Target, Flight must attempt a* **Target Acquisition Check** *instead. If the target is acquired, resolve the Attack or Landing, as appropriate.*
Alert Level: If one or more targets in Japan were acquired this phase and Attack Turns were played, increase the Alert Level by 1 (do this at the end of the phase).

WIND
F1 F2 F3
F6
If Flight Zone does not already have a Wind Chit, perform a **Wind Check** *to place one. If the zone already has a Wind marker, do not perform a new Wind Check.*
Each Flight may attempt to Move or Acquire Target, if permitted by the **Wind Effects** table (but no altitude change). If forced to consume Fuel and there is no Fuel to consume, make a **Flying on Fumes Check**. If the target is acquired, play Attack turns or if Landing, place the Flight marker in the Landing box.
Alert Level: If one or more targets in Japan were acquired, increase the Alert Level by 1...

HAZARD

Part 2 – FLIGHT

This section of the rules explains how to play the Flight segment of the game, applicable to Scenarios 7-10. In Scenario 9 and 10 the Flight segment is triggered when you make the decision to launch the B-25s during the Naval segment (thus ending the Naval segment and initiating the Flight segment). Scenario 7 and 8 begin with the Flight segment.

5.0 FLIGHT MAP

Use the Flight Map to move Flights of B-25s from their launch point at sea to their targets in Japan, and from there to landing sites in China and possibly the Soviet Union.

5.1 Flight Zones

The map is organized into twelve zones. Flights will move from right to left across the Flight Map, from one zone to the next during the Move Phase and possibly the Wind Phase (each zone is a space, like squares on a Checkers board). Flight Hazard markers will also be placed in zones.

No Limit: There is no limit to the number of Flights or Flight Hazards that may occupy a zone, and no marker or Flight may occupy more than one zone at a time.

5.1.1 No Flights on the Flight Map?

If there are no Flights on the Flight Map, because all of their B-25s have either landed, ditched, or been destroyed, the Flight segment ends. If playing Scenarios 7-9, consult the Debriefing Charts in the Scenario Book to determine the outcome. If playing Scenario 10, or the variants of scenario 7-9 that include play of the Denouement segment, the end of the Flight segment initiates play of the Denouement segment [14.0].

5.2 Flight Turn Track

The Flight Turn Track is printed on the mapsheet within the boundary of the Flight Map in the upper left-hand corner. Each Flight Turn represents approximately two hours of flight time. Half of the turns are daylight turns (tan or tan & white box), the other half are night turns (black box). Small numbers can be found inside each turn's space, those are used for determining the start time of the Flight segment when playing Scenario 9 or 10 and making an Emergency Launch [see 12.4.2].

5.2.1 Flight Turn Marker

The Flight Turn marker is rectangular and must occupy two boxes on the Flight Turn Track simultaneously. One half of the Flight Turn marker signifies the time in China (China time), the other half of the marker represents the time in Japan. China is always two hours earlier than Japan in this game.

5.2.2 China Time

A dashed line printed in the border between two flight zones divides Japan time from China time [illustrated on p.16]. A Flight in a zone to the east (or right) of that line is operating in Japan time. A Flight in a zone to the west (or left) of that line is operating in China time. This can influence the determination of day and night, which is important for a number of game functions (such as the effects of Flight Hazards).

5.3 Wind Boxes

Along the bottom of the Flight Map can be found a string of boxes with the word "Wind" printed in them, and arrows. The arrows indicate which Flight Zones are governed by each Wind Box. In some cases only a single zone is governed by a single Wind Box, but in others many Flight Zones are governed by a single Wind Box. The Wind marker in that box establishes the Wind state for that zone (or zones, if governing more than one). Wind types are Headwind, Crosswind, or Tailwind, and each comes in two intensities (severe or mild). Type and intensity combine to make the Wind state (for example, Severe Headwind).
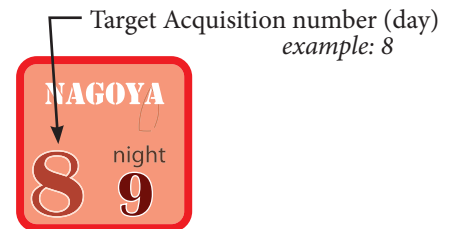
5.4 Japan City Boxes

In the zone depicting Japan there are three Target Acquisition Boxes corresponding to the Doolittle Raiders' three main urban targets: Tokyo, Nagoya, and Osaka/Kobe. Each box corresponds to a Target Map (used during the Attack segment [3.0]). You initiate the Attack segment by acquiring the target during the Flight segment (via a Target Acquisition Check [8.1.4]), momentarily pausing the Flight segment to play out the Attack segment. The number(s) in the boxes are the Target Acquisition numbers, one to be used during a daylight Flight Turn, the other during a night turn.

0600 in China and 0800 in Japan

Emergency Launch [12.4.2]

1400 in China and 1600 in Japan

Target Acquisition number (day)
example: 8

Fuel icon

Landing
number
[14.1.1]

Kweilin **4**

Target Acqui-
sition number
(day = 9)
(night = 11)
[8.1.4]

5+
911

Target
Acquisition
number (day
& night = 7)
[8.1.4]

Vladivostok
7 ★ **11**

Landing
number
[14.1.1]

recy Tests, Hazar

Alert Level 1

1

5.5 Landing Site Boxes
On the left side of the Flight Map can be found several Landing Site boxes, each corresponding to a place in China, the Soviet Union, or Korea. Arrows connect a zone to one or more Landing Site boxes, and the arrows indicate from which Flight Zone a Landing Site may be accessed by a Flight. If a fuel icon is printed in the arrow, a Flight must consume 1 Fuel when that site is acquired [7.2.3]. The red number(s) in the Landing Site box is the Target Acquisition number. Chinese landing sites have two numbers, one used during a daylight Flight Turn, the other during a night Flight Turn. These numbers are superceded by Landing Beacons when beacons are present [8.1.4].

6.0 SECRECY
The Flight segment and Naval segments will require you to occasionally make Secrecy Tests, increase or decrease the Security Risk, and increase the Alert Level.

6.1 Security Track
The Security Track is printed in the lower left corner of the mapsheet. It accommodates the Alert Level marker, the Failed Secrecy Test marker, the Security Value marker, and the two Security Risk markers. Set-up instructions in the Scenario Book indicate where exactly each of those markers is to be placed at the start of the scenario. Except for the Alert Level marker, use the Security track as a decimal system, starting at zero. Only the Security Risk will go to double digits, which is why there are two markers to keep track of its value, one for the tens digit and the other for the ones.

6.2 Alert Level
The Alert Level is a crude estimation of the Japanese Empire's anticipation of the raid. Generally speaking, a low level is good and a high level is bad. The Alert Level ranges from zero (low) to 4 (high) and influences a variety of game functions. The Alert Level track is at the top of the Security Track and incorporated into that track. Some events during the Flight and Naval segments will force you to increase the Alert Level, but that level's minimum is determined by the number of times you fail to pass a Secrecy Test. As the Failed Secrecy Test marker moves from left to right along the Security Track, it will drag the Alert Level marker with it along the Alert Level Track. If the Alert Level reaches 4 during the Naval segment, make an Event Check [13.2.4].

Alert Level Limits: The Alert Level can never be less than zero or less than the minimum level established by the number of failed secrecy tests (see below), and it can never increase beyond 4. Although the Alert Level can increase, it can never decrease. During a Move or Wind Phase, the Alert Level may only increase by 1 total, regardless of the number of Flights that trigger the Attack segment [8.1.4, Success – City in Japan].

Alert Level Minimum – The number of failed secrecy tests establishes the minimum Alert Level. Use the Security Track to record the number of tests you fail. When the Failed Secrecy Tests marker (shown here) reaches a box on the Security Track containing an Alert Level box, place the Alert Level in that box. The Alert Level can never move to the left (that is, it can never decrease). In most cases, other game functions (such as Hazards) will force the Alert Level higher, moving the marker to the right beyond the Failed Secrecy Tests marker.

Failed Secrecy Tests	Alert Level (minimum)
0-3	0
4-5	1
6	2
7-8	3
9 or more	4

Other increases to the Alert Level?

Attack Segment triggered during the Move or Wind phase of a Flight Turn (increase the Alert Level by 1 at the end of the phase).

Hazard resolution may also increase the Alert Level.

In this example, the player has failed a sixth Secrecy Test, forcing him to move the Failed Secrecy Tests marker from the '5' to the '6' box on the track.

That forces the Alert Level to increase from 1 to 2, because the Alert Level marker must "keep up" with the Failed Secrecy Tests marker on the track.

6.3 Secrecy Test

A variety of game functions will trigger a Secrecy Test. When instructed to make such a test, follow the procedure below [6.3.1] (it is also printed above the Security Track on the mapsheet). The "instruction" will usually come in the form of a Secrecy Test icon. When a Hazard marker or other game component is presented to you with one of these icons printed on it, you must make a Secrecy Test.

6.3.1 Secrecy Test Procedure

Roll a number of dice equal to the Secrecy Value. The Secrecy Value is **5**. If playing Scenario 10, however, the decisions you made during the Planning segment will establish the Secrecy Value [13.5.6]. If the sum of numbers rolled is **equal to or higher** than the Security Risk, you pass the test. If lower, you fail. If playing the Naval segment, it is possible that the Secrecy Value will be reduced by Enemy Signals [12.6.6 - Enemy Signals].

Results:

Passing the Test: Increase the Security Risk by 1.

Failing the Test: Increase the Security Risk by 1, and move the Failed Secrecy Test marker one space to the right (this may increase the Alert Level [see 6.2]). If the test was failed during the Flight segment or Planning segment, there is no additional effect. If the test was failed during the Naval segment, there is the possibility of an additional effect (determined by the Secrecy Test icon that triggered the test, as follows):

⬤ **triangle** – There is no additional effect.

◎ **circle** – This result is possible only during the Naval segment. If the Alert Level is 3 or higher, resolve an Airstrike. If lower, there is no additional effect unless revealed on the Task Force, in which case increase the Alert Level by 1.

▣ **square** – This result is possible only during the Naval segment. If the Alert Level is 2 or higher, resolve an Airstrike. If lower, treat as a circle result (described above).

❗ **line** – This result is possible only during the Naval segment. Resolve an Airstrike. If the Secrecy Test was triggered by a Sea Hazard assigned to a Submarine, resolve the Airstrike on the Submarine. If triggered by a Sea Hazard assigned to a Recon or Task Force, resolve the Airstrike on the Task Force.

7.0 FLIGHTS & FUEL

The protagonist of the Flight segment is the "Flight," and its plot revolves primarily around the expenditure of fuel.

7.1 FLIGHTS

Do not put B-25 markers on the Flight Map (exception: flying independently [7.1.2]). Instead, organize them into groups, called "Flights," and keep them in their groups on the part of the mapsheet called the "Carrier Deck." The topmost part of that display is organized into spaces delineated by six lines, each line reserved for the B-25s of its corresponding Flight. Flights are numbered 1-6 and scenario instructions will tell you how many Flights to use. If playing Scenario 10, or a variant of Scenario 9, you are free to organize your B-25s as you like, as long as you organize them into no more than six Flights and you abide by the Flight size limit [7.1.1].

7.1.1 Flight Size Limits

A Flight must have at least two B-25s in it at set-up or launch (the minimum size), and no more than four B-25s (maximum size). During Flight and Attack Turns a Flight may lose B-25s to ditching and destruction, and in those circumstances a Flight may fall below the two B-25 minimum without penalty (in other words, it is possible and "legal" for a Flight to be whittled down to a single B-25). The moment a Flight no longer has even one B-25 in it, remove the Flight marker.

7.1.2 Combining & Splitting Flights Prohibited (Independent Aircraft?)

Flights are established at set-up (Scenarios 1-8), or at the moment of launch at the conclusion of the Naval segment (Scenarios 9-10). Once established, a Flight may not be split into two or more Flights, nor may two or more Flights combine or merge.

Independent B-25: It is possible for a B-25 to leave its Flight and fly independently on the Flight Map. This can happen only during the resolution of an Interceptor attack during the Hazards Phase of the Flight Turn [see Interceptor, 8.3.7], or when a Fuel Leak Hazard is attached [8.3.7]. In either case, flying independently is the player's choice. If

⬤   ▣   ◎   ❗

Secrecy Test icons

Example – Secrecy Test:
A test is triggered during Scenario 7 and so the player rolls five dice (because that is the Secrecy Value). He rolls a 2, 3, 5, 4, and a 2, adding up to 16. That's greater than the current Security Risk (which is 14), so the test is passed.
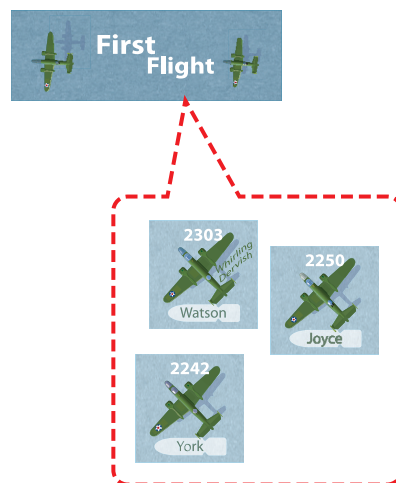

Secrecy?
"...it was obvious that the biggest problem would be maintaining secrecy. If we could not achieve surprise, the Japanese would be lying in wait..."
– James Doolittle, *I Could Never Be So Lucky Again.*

Example – Failed Test: ◎
A test triggered by a circle icon is failed. It was triggered by a Hazard assigned to and revealed on a Recon (on the Naval Map during the Naval segment). The Alert Level is zero, so there is no airstrike to resolve. Since it was not revealed on the Task Force, the Alert Level does not increase.

Clarification – Airstrike: If an airstrike is called for, resolve it immediately. If revealed on a Submarine (in contact), resolve it on the Submarine. If revealed on a Recon or Task Force, resolve it on the Task Force. *Enemy aircraft followed the Recon back to the Task Force, thereby locating it.*
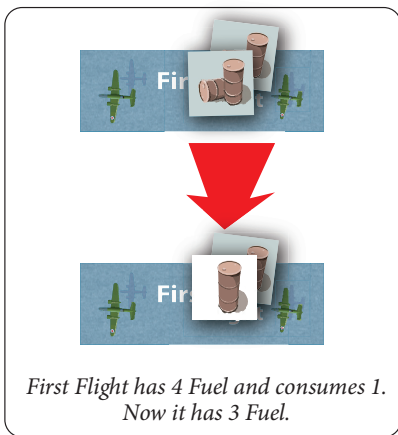
2 Fuel   1 Fuel

Kweilin 4

5+
9 11

First Flight has 4 Fuel and consumes 1. Now it has 3 Fuel.

Watson   Joyce

Example – Flying on Fumes:
In Calm weather a Flight comprised of Watson's and Joyce's bombers has no Fuel but must consume fuel, so both B-25s make a FoF Check, one at a time. The player checks Watson first. He rolls three dice instead of two, because of the Fuel Evaporation hazard (a Dry Tank Penalty). He rolls a 2, 4, and a 6, and must select the lowest two numbers rolled (the 2 and the 4), so the sum is 6. He must attach an FoF marker to the B-25. He rolls two dice for Joyce, a 2 and a 3, adding to 5. He does not care for the result ("Ditch"). Because the B-25 has an elite pilot attached with the Fuel Conservation benefit [2.3.7], the player rolls dice again, a 5 and a 5, which means Joyce "Sputters On".

you make this choice, place the B-25 on the Flight Map in the same Flight Zone as its Flight. Place Fuel markers on the B-25 equal to those on the Flight it is leaving, *and treat the B-25 as a Flight*.

7.1.3 Flight Altitude
A Flight may fly at one of two altitudes, low or high. Upon launch, or at set-up, Flights are automatically at low altitude. A Flight may change altitude during the Move and/or Wind Phase of the Flight Turn, either from low to high or high to low. If from low to high the Flight must consume 1 Fuel [7.2.3].

7.2 FUEL
Keep track of each Flight's Fuel. Do this by using the Fuel markers provided. Each Fuel marker represents 1 Fuel, or 2 Fuel (when two barrel icons are face-up on the Fuel marker). The Flight's Fuel is considered to be representative of each B-25's Fuel. That is, if a Flight has six Fuel, each B-25 in that Flight is considered to have six Fuel. Keep Fuel markers on the Flight markers, or set them alongside the line of B-25s on the Carrier Deck corresponding to that Flight.

Squadron Log: Alternatively, if you don't wish to keep track using Fuel markers, use a pencil and the Squadron Log printed on the back of the Scenario Book. There, you can keep track of each B-25 individually.

7.2.1 Fuel at Start
Set-up instructions indicate the Fuel each Flight starts with. In Scenario 10, the amount of Fuel is determined during the February turn of the Planning segment, the result of the modifications you made to the B-25 [13.3.3]. A Flight can never have more Fuel than its at-start amount.

7.2.2 Fuel in China
If playing Scenarios 7-10 and using the Denouement segment, it is possible that Fuel markers will be waiting for the B-25s in Landing Site Boxes in China. After a B-25 lands in such a stockpiled landing site, it may take on the Fuel there and use it to pay Fuel costs indicated on the Transit Table [14.4]. Unlike Fuel markers on Flight markers, B-25s do not "share" fuel in Landing Site boxes. *For example, if two B-25s are in a Landing Site box and that box has 1 Fuel stockpiled, only one B-25 may consume it.*

7.2.3 Consuming Fuel
If a Flight is required to consume Fuel, remove 1 Fuel from the Flight (this is the equivalent to each B-25 consuming one Fuel). If a Flight does not have Fuel to consume, each B-25 in the Flight must immediately make a Flying on Fumes Check [7.2.4].

7.2.4 Flying on Fumes Check (FoF) F1
FoF checks are conducted by B-25s individually, not by the Flight.

Procedure: Roll 2 dice, add the sum of numbers and locate the result in the Flying on Fumes Check table printed on the bi-fold player aid [F1]. You may be forced to roll additional dice (more than just two) if the B-25 has incurred a Dry Tank Penalty (see below). If you must roll more dice, after rolling all of the dice, select the **two lowest numbers** rolled to make the sum. Then apply the result.

Which Column to Use? Each column of that table corresponds to either the Sea Area's Weather state, or to "high altitude." If the B-25 is at high altitude, use the high altitude column and ignore the Weather state. If at low altitude, use either the Calm/Gusty/Gale column or the Storm column (whichever corresponds to the Sea Area's Weather state). Set-up instructions will indicate the Weather state (see the Scenario Book), or if you played the Naval segment (Scenarios 9 or 10), the Weather state was established by a Weather Check [12.2.1].

Dry Tank Penalties: If the B-25 has a Fuel Leak attachment, roll an extra die. If the B-25 has a Fuel Evaporation attachment, roll an extra die. If the B-25 has an FoF marker attached, roll an extra die (roll an extra die for EACH FoF marker). These are cumulative and there is no maximum limit.

Fuel Conservation: If the B-25 has an Elite Crewman marker attached, and its benefit is Fuel Conservation [2.3.4 or 2.3.7], you may nullify all of the above Dry Tank Penalties (you may choose to do this after rolling all of the dice). If the B-25 does not have any Dry Tank Penalties, you may use this benefit to re-roll one or both dice. This benefit may be used only once (that is, only for one Flying on Fumes Check).

FoF Check Results:

Ditch – The B-25 is destroyed but the crew survives. Replace the B-25 marker with a Crew marker [14.0.1]. Place the Crew marker in the Flight's zone. If an Elite Crewman marker was attached to the B-25, place it with the Crew marker. In Scenarios 7-9, unless the B-25 ditched on the China side of the Japan/China time line, the Crew's fate will remain unknown. In Scenario 10, or if playing the variant that includes the Denouement segment, you will resolve the fate of each ditched Crew on the Flight map, during Denouement [14.2.1 and player aid D2].

Attach FoF marker – The B-25 survives the check (it does not ditch). Place a Flying on Fumes marker on the B-25. It is an attachment that may only be removed if the B-25 takes on more Fuel (which is possible only if it lands in a Landing Site in China). The FoF marker will impose a Dry Tank Penalty on subsequent Flying on Fumes Checks. There is no limit to the number of FoF markers that may be attached to a B-25, and each adds one die to subsequent Flying on Fumes Checks.

Change to Low Altitude – The B-25 must now fly at low altitude (flip the Flight marker over). This result is possible only if the Flight was flying at high altitude when the Flying on Fumes Check was made.

Sputters On – no effect.

8.0 FLIGHT TURN – SEQUENCE OF PLAY
Each Flight Turn is played in phases, in the sequence given here [8.1 to 8.4].

Attack Segment Interruption: The Flight Turn may be interrupted by the Attack segment, triggered when you acquire a target city in Japan. When that happens, and it can only happen during the Move or Wind Phase of the Flight Turn, play the Attack segment and then resume the Flight Turn where you left off (remember to increase the Alert Level at the end of the phase [8.1.4 – Success: City in Japan, p. 23]).

8.1 MOVE PHASE
During this phase, each Flight must move to an adjacent Flight Zone [8.1.1], or if there is an eligible target city or landing site in its zone, it instead may attempt to acquire that target city or landing site [8.1.2].

First Flight Turn: Skip this phase if this is the first Flight Turn of the game. Start the first Flight Turn with the Wind Phase [8.2].

8.1.1 Fly West
If a Flight is not spending this phase attempting to acquire a target city in Japan or a landing site, it MUST move one zone west (that is, to the left on the Flight Map). Do not consider the effects of Wind during the Move Phase, moving is automatic and free.

Altitude Change: A Flight may also change altitude during this phase. If it climbs, it must consume 1 Fuel. If the Flight does not have Fuel to consume, it may still climb but only AFTER making a Flying on Fumes Check [7.2.4]. Apply the result before the climb.

8.1.2 Target Acquisition
If a Flight starts this phase in a zone with a target city in Japan [5.4], and its B-25s are loaded with ordnance [2.1.1], it MUST attempt to acquire one of those target cities. If it starts this phase in a zone with a Landing Site [5.5], it MAY attempt to acquire the Landing Site. In either case, the procedure for acquiring the target city or landing site is the same. To acquire the target, the Flight must pass a Target Acquisition Check [8.1.4]. If attempting to acquire a target city in Japan at night, you must first make a Lights Out Check [explained in 8.1.3 and noted on the map].

8.1.3 Lights Out Check
This check is triggered during a night turn EACH TIME a Flight attempts to acquire a target city in Japan, but only if the lights are not yet out at that target city. Perform this check before making the Target Acquisition Check. Once the lights are out at a target city, they remain out for the duration of the game.

Procedure: Roll a die. If the number rolled is **equal to or higher** than the Alert Level, the lights remain on. If **lower**, the lights are out (this is a permanent condition). Place a Lights Out marker in the city box as a reminder.

Fuel and Altitude?
Generally speaking, aircraft flying at higher altitudes can be expected to consume less fuel than those flying lower. The Flying on Fumes mechanism is a simple way to account for this (or the effect). Other factors were more important than altitude in this regard, according to Doolittle's biography: weight, the configuration of carburetors, and the shape of the propellers.
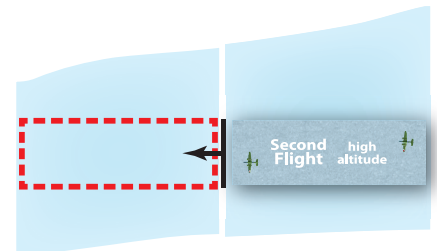
Flights move west, and "west" is to the left on the Flight Map.
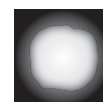
Lights Out   Lights On

Example – Target Acquisition:
A Flight begins the Move Phase in a Flight Zone with the three target cities in Japan. The Flight will attempt to locate Tokyo. It is a night turn, so a Lights Out Check must be performed first. The Alert Level is 1, so success is automatic (the lights are "on"). The Target Acquisition number for Tokyo at night is 9, as indicated by the Target Acquisition box. This is not the first time a Flight has attacked Tokyo and there is at least one Blast marker on the Tokyo target map, so the player will add 1 to the sum of dice. The Navigation Training Skill allows for a +2 modifier as well (for a total modifier of +3). The dice are rolled, a 5 and a 4, adding to 9, which is a success even without the modifiers.

Example 2 – Target Acquisition:
It is a daylight turn and a Flight will attempt to locate Tokyo. The player rolls two dice, a 2 and a 1, and adds modifiers: +1 for Navigation Training Skill, and +1 for a Blast marker already on the Tokyo target map, and another +1 because one of the B-25s in the Flight has an Elite Navigator. The modified sum is 6, lower than the necessary number, and so the attempt fails. However, there is a Contact marker in the Target acquisition box, so the player elects to use it. He removes the marker and rolls the dice again: a 2 and a 2, and still fails to locate the target (even after adding the modifiers again). The player now decides to have the Flight make a Persistent Attempt. To do so, it must make a Guzzle Check [8.2.4]. The player does so, but fails the Guzzle check, and so the Flight consumes 1 Fuel. After adjusting the Fuel markers to reflect the Fuel consumption, he makes another Target Acquisition Check for Tokyo, adding an additional +1 modifier. He rolls two dice, a 2 and a 4, adding +4 (modifiers), and this time the result is a success. Thus, the Attack segment is initiated. Because it is a daylight Flight Turn, the player uses the day side of the Tokyo Target Map.

Day to Night; Night to Day?
It is possible that one Flight will acquire a target in daylight, Attack Turns are then played, and then in a subsequent Flight Turn, another Flight acquires that same target. If it is now a night turn, you must use the other side of the Target Map. Any Hazard markers and Blast markers on the map must be transferred to the other side.

Target Acquisition number (day and night)

Drop and Go?
Lt. Everett Holstrom, pilot of 40-2282, dropped ordnance on the coast of Japan, hitting nothing. His navigator had trouble figuring out exactly where on the coast they were, and by then it was clear the B-25 was leaking fuel. While scanning the landscape below for landmarks thay had studied for days in preparation for this mission, the bomber was set upon by an enemy fighter. That was the tipping point, persuading Holstrom to drop and go.

Lights Out Effects: When making a Target Acquisition Check, roll three dice instead of two, and select the lowest two numbers rolled to make the sum [8.1.4 & F6]. On the Target Map, when making an Approach Check, roll three dice instead of two and select the two lowest numbers rolled to make the sum [4.8.1 & A1].

8.1.4 Target Acquisition Check F6
Roll two dice and compare the sum of numbers rolled to the Target Acquisition number printed in the city box (if a target city in Japan) or the Landing Site Box. If the box has two numbers, one for day and another for night, compare to the number corresponding to the current Flight Turn (a daylight turn or a night turn). Modify the sum of the numbers rolled by the modifiers listed below. If the modified sum is **equal to or higher** than the Target Acquisition number, the Flight acquires the target (a "success" result, see below). If **less** than the number, it fails (see below for consequences and choices).

Modifiers:

Navigation Training Skill: **+1** (daylight turn), **+1** (night turn); if playing Scenario 10, this modifier may be different, depending on the decisions you made during the March turn of the Planning segment [13.4.7 and 13.4.8].

Blast marker: **+1** if the target city's corresponding Target Map has at least one Blast marker on it;

Elite Navigator or Pilot (with navigation benefit): **+1** each Pilot and Navigator with this benefit; applies to both day and night Flight Turns;

Submarine in Contact: **+1** each; this is applicable only in Scenarios 9 or 10; you earn this modifier if a Submarine is in the Japan Sea Area and is in contact; each Submarine in contact in that Sea Area earns you a +1 modifier.

High Altitude & Contact – Re-Roll: If there is a Contact marker in the target city box [12.7.1], you may re-roll one or both dice. Remove the marker when you do so (each Contact marker earns one re-roll). If the Flight is at high altitude, you are allowed one re-roll as well (in addition to Contact markers, if any).

Success – City in Japan: If the Target Acquisition Check is successful, the Attack segment is triggered immediately. Transfer the B-25s of the Flight to the appropriate Target Map, and use the side of the 8.5" x 11" map corresponding to the current Flight Turn (day side if it is a daylight Flight Turn, or the night side if a night turn). Begin the Attack segment with Attack Turn 1 following the Attack Turn sequence of play [4.0]. When the B-25s have all exited (or been destroyed), transfer surviving B-25s to their Flight and resume the Flight Turn where you left off. Leave Target Map Hazards with 'S' (stay) icons in place, as well as those in Target boxes. Leave Blast markers in place and keep the Detonations marker where it is on the Detonations Track. Finally, remember to increase the Alert Level by 1 at the end of the current phase of the Flight Turn (1 only, even if more than one Flight triggers the Attack segment [6.2]).

Success – Landing Site: If the Target Acquisition Check is successful, place the Flight marker in the Landing Site box. All of its B-25s are considered to have landed and they are no longer in play. If playing Scenario 10, or the variant of Scenarios 7-9 allowing you to play the Denouement segment, you will resolve the actual landings later (during the Denouement segment of the game) [14.1].

Landing Beacon: Landing Sites in China may have Landing Beacons [refer to scenario set-up instructions; if playing Scenario 10, see 13.2.3]. If so, flip the marker over to reveal its Target Acquistion number, and use that number instead of the one printed in the Landing Site box (it supercedes the box's number regardless of day or night).

Failure: If the Target Acquisition Check is not successful, you have a decision to make. The Flight may immediately try again (this is called a Persistent Attempt), or attempt to acquire another target city or landing site (this is called Target Deviation).

Persistent Attempt – To perform a Persistent Attempt the Flight must make a Guzzle Check [8.2.4]. If the check fails, the Flight consumes 1 Fuel [7.2.3]. Then, regardless of success or failure, it makes a Target Acquisition Check again but with an additional **+1** to the sum of numbers rolled (a Persistent Attempt modifier). If this new attempt succeeds, apply the "success" result described above. If the target is not acquired again, the Flight remains in the Flight Zone and drops ordnance [2.1.1]. Also, remove Compass Error Hazards markers, if any. Do not place a Blast marker on the Target Map nor in the

Flight Zone (the ordnance was released somewhere over Japan).

Target Deviation – If you prefer not to have the Flight make a Persistent Attempt, it must attempt to acquire an alternative target city or landing site. If this is your choice, the first thing you must do to perform Target Deviation is to check the Alert Level. If it is **2** or higher, draw and resolve one Alert Hazard. This means drawing it randomly from the cup and assigning it to one of the B-25s in the Flight. Flip it over and resolve its effect (if any [8.3.7]). Then, select another target in the same Flight Zone and make another Target Acquisition Check (that is, another city box in Japan or another landing site; if attempting to acquire Vladivostok, the only alternate target is Korea). If this new attempt succeeds, apply the "success" result described above. If the target is not acquired, the Flight remains in the Flight Zone, and drops ordnance [2.1.1]. Also, remove Compass Error Hazard markers, if any. Do not place a Blast marker on the Target Map nor in the Flight Zone (*the ordnance was released somewhere over Japan, hitting nothing of consequence*). Finally, the Flight must make a Guzzle Check [8.2.4] and if it does not pass, it must consume 1 Fuel [7.2.3].

8.2 WIND PHASE
During this phase, each Flight may move to an adjacent Flight Zone to the west [8.2.1], or if there is an eligible target city or landing site in its zone, it instead may attempt to acquire that target city or landing site [8.2.2]. Also, if a Flight is in a Flight Zone that does not have a Wind Chit, you must perform a Wind Check to place one [8.2.3]. It may not change altitude during the Wind Phase.

8.2.1 Flight Movement during the Wind Phase **F3**
If a Flight is not spending this phase attempting to acquire a target city in Japan or a landing site, it may move (or attempt to move) one zone west (that is, to the left on the Flight Map). Unlike the Move Phase, moving during this phase is contingent upon the effects of the Wind state in the Flight's current Flight Zone, as follows:

Headwind: A Flight in a zone with a Headwind may attempt to move. To make the attempt, it must consume 1 Fuel [7.2.3], and then pass a Guzzle Check [8.2.4]. If it fails the Guzzle Check, the Flight may not move (it still consumes the fuel). If it passes, it may move.

Severe Headwind: A Flight in a zone with a Severe Headwind may not move. It MUST make a Guzzle Check [8.2.4], and if it fails it must consume 1 Fuel [7.2.3].

Crosswind: A Flight in a zone with a Crosswind may attempt to move. To be able to move, it must pass a Guzzle Check [8.2.4]. If it passes the check, the Flight may move. To do so, after passing the check, it must consume 1 Fuel [7.2.3]. However, if it fails the Guzzle Check, the Flight may not move (but it does not consume Fuel).

Severe Crosswind: A Flight in a zone with a Severe Crosswind may attempt to move. To be able to move, it must pass a Guzzle Check [8.2.4]. If it passes the check, the Flight may move, but if it fails the Guzzle Check, the Flight may not move AND it consumes 1 Fuel [7.2.3]. Making the attempt to move is optional, so if you don't make the attempt, the Flight does not consume Fuel.

Tailwind: A Flight in a zone with a Tailwind may move (success is automatic). If the Flight moves, it must make a Guzzle Check [8.2.4]. It does not need to pass the check to move, but if the check fails, the Flight consumes 1 Fuel [7.2.3]. If it passes the check, it does not consume Fuel. *Why the Guzzle Check? The tailwind may be sporadic or erratic in direction or altitude, and the pilot may be climbing or banking or otherwise altering the bomber's trajectory to take advantage of it.*

Severe Tailwind: A Flight in a zone with a Severe Tailwind may move (success is automatic). No Guzzle Check needed.

Example – Headwind:
A Flight is in a zone with a Headwind. The player chooses to make an attempt to move it west, so the Flight consumes 1 Fuel and then the player rolls dice for the Guzzle Check [see 8.2.4]. If the Guzzle Check result is "pass," the Flight moves one zone to the west. If "fail," it does not move. *Why consume Fuel without moving? Because the Flights pilots have veered or climbed or gunned the throttle in order to push against or maneuver around the headwind, only to guzzle more fuel than intended without increasing speed as hoped.*

Example – Severe Headwind:
A Flight is in a zone with a Severe Headwind. It can't move this phase, but the player must still have it make a Guzzle Check to determine if it consumes Fuel now. If the check is passed, no Fuel is consumed, but if failed, the Fuel is consumed.

Example – Crosswind:
A Flight is in a zone with a Crosswind. The player opts to attempt movement, and so rolls dice to make a Guzzle Check [see 8.2.4]. He passes the check, and so the Flight moves one zone west, but it also consumes 1 Fuel. *A "crosswind"? In this game, the Crosswind represents a prevailing wind that is neither a headwind nor a tailwind.*

Example – Severe Crosswind:
A Flight is in a zone with a Severe Crosswind. The player decides to attempt movement, and so rolls dice to make a Guzzle Check [see 8.2.4]. He passes the check, and so the Flight moves one zone west. Had he failed the check, the Flight would not have moved but it would have consumed 1 Fuel.

Example – Tailwind [8.2.2]:
A Flight with three loaded B-25s is in a zone with a Tailwind, and the zone also contains target cities in Japan, so the Flight must attempt to acquire a target. Before making the Target Acquisition attempt [8.1.2], the Flight must make a Guzzle Check to see if it consumes Fuel. The player rolls dice to make the check [see 8.2.4], but fails it. Therefore, the Flight consumes 1 Fuel, but it has no fuel to consume, so each B-25 must make a Flying on Fumes Check [7.2.4]. One of the three B-25s in the Flight ditches, but the other two sputter on, and now the Flight can make the Target Acquisition Check [as described in 8.1.4].

No Altitude Change: A Flight may not change altitude during this phase.

8.2.2 Target Acquisition during the Wind Phase F3

If a Flight starts this phase in a zone with a target city in Japan, and its B-25s are loaded with ordnance, it MUST attempt to acquire one of those target cities. This attempt is contingent on the Wind state (see below). If the Flight starts this phase in a zone with a Landing Site, it MAY attempt to acquire the Landing Site, but again, this is contingent on the Wind state. In either case, the procedure for acquiring the target city or landing site is the same as described in 8.1.4. That is, to acquire the target, the Flight must pass a Target Acquisition Check [8.1.4]. If attempting to acquire a target city in Japan at night, you must first make a Lights Out Check [explained in 8.1.3].

Headwind: A Flight in a zone with a Headwind may attempt to make a Target Acquisition Check. To make the attempt, it must consume 1 Fuel [7.2.3], and then pass a Guzzle Check [8.2.4]. If it fails the Guzzle Check, the Flight may not attempt the Target Acquisition Check (it still consumes the fuel). If it passes, it may make the Target Acquisition Check [as described in 8.1.4].

Severe Headwind: A Flight in a zone with a Severe Headwind may not attempt a Target Acquisition Check. Instead, it must make a Guzzle Check [8.2.4]. If it passes,the Flight does not consume fuel, but if it fails, it consumes 1 Fuel [7.2.3].

Crosswind: A Flight in a zone with a Crosswind may attempt a Target Acquisition Check. To be able to make the attempt, it must pass a Guzzle Check [8.2.4]. If it passes the check, the Flight must consume 1 Fuel [7.2.3] and then make the Target Acquisition Check [as described in 8.1.4]. If it fails the Guzzle Check, the Flight may not attempt the Target Acquisition Check (but it also does not consume Fuel).

Severe Crosswind: A Flight in a zone with a Severe Crosswind may attempt a Target Acquisition Check. To be able to make the attempt, it must pass a Guzzle Check [8.2.4]. If it passes the check, the Flight may make the attempt, but if it fails the Guzzle Check, the Flight may not make the attempt and it consumes 1 Fuel [7.2.3]. If the Flight does not attempt to make a Target Acquisition Check, it does not consume Fuel.

Tailwind: A Flight in a zone with a Tailwind may make a Target Acquisition Check [as described in 8.1.4]. If the check is attempted, it must make a Guzzle Check first [8.2.4]. It does not need to pass the check, but if the check fails, the Flight consumes 1 Fuel [6.2.3]. If it passes the check, it does not consume Fuel.

Severe Tailwind: A Flight in a zone with a Severe Tailwind may make a Target Acquisition Check [as described in 8.1.4]. No Guzzle Check is needed.

8.2.3 Wind Check F2

During the Wind Phase, make a Wind Check if a Flight is in a zone that does not have a Wind state (because there is no Wind marker in its corresponding Wind Box). If there is a Wind marker already, do NOT make a Wind Check.

Procedure: Roll two dice and refer to the Wind Check table printed on the bi-fold player aid [F2]. Add the numbers rolled to make a sum, and locate the sum in the row corresponding to the Sea Area's weather. If the Sea Area does not have a Weather chit, make a Weather Check to derive one [12.2.1]. Set-up instructions for Scenarios 1-8 indicate the Sea Area's Weather, but when playing the Naval segment (Scenarios 9 & 10), a Sea Area's weather will be determined by Weather Checks during play of the Naval segment [12.2.1]. In some cases the Sea Area is not actually represented on the Naval Map. Instead, a miniature Weather Check table is printed in the Wind Box itself.

Planned Launch: The first Wind Check of the game, roll three dice instead of two, and select two of the numbers rolled to make the sum. Do not do this if the launch was an Emergency Launch (in Scenario 7-8, the launch is an Emergency Launch).

Wind Types: There are three basic Wind types, and each taking a mild or a severe intensity. The types are Headwind, Crosswind, and Tailwind.

Wind Effects: Wind influences movement and Target Acquisition Checks, as explained in 8.2.1 and 8.2.2. Wind effects are applied ONLY during the Wind Phase, and never during the Move Phase.

Example – Wind Check:

A Flight is in a zone, but that zone does not have a Wind marker in its Wind Box (see the illustration below). The player rolls a pair of dice to make a Wind Check, a 4 and a 3. He locates the sum of 7 on the Wind Check table on the player aid [F2], referring to the row corresponding to the Sea Area's Weather state, which is Calm. The Wind state is "crosswind," so the player places a Crosswind marker in the Wind box. This particular Wind box governs the Flight Zone that the Flight currently occupies, as well as the three zones to the west of it (as indicated by the arrows extending to either side of the Wind box).
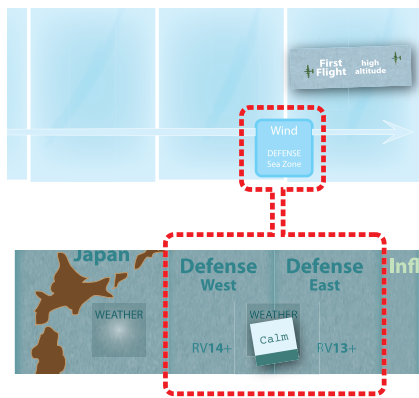
Wind state / Weather state:

Each Wind box on the Flight Map corresponds to a Sea Area on the Naval Map, as indicated in the Wind box (the Sea Area's name is printed in the box). In this example, this Wind box is governed by the Weather state in the Defense Sea Area, and the Weather there is Calm. Therefore, use the Calm row on the Wind Check table.
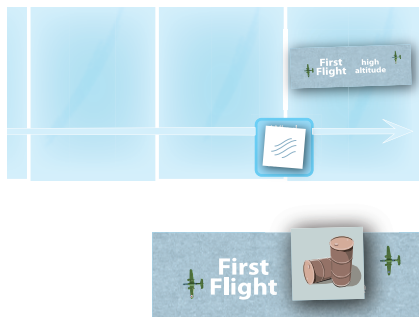
8.2.4 Guzzle Check `F4`

Occasionally the game will require a Flight to make a Guzzle Check. Follow this procedure (described below.) Also, if a B-25 in the Flight has the Fuel Leak attachment, and the Flight has less than 3 Fuel in its stock, that B-25 must also make a Flying on Fumes Check [7.2.4] after performing the Guzzle Check.

Guzzle Check Procedure: Roll two dice and add the numbers rolled to make a sum. Subtract modifiers for added weight (see below). Compare that modified sum to the Guzzle Check number (see below). If the modified sum is **equal to or higher** than the Guzzle Check number, the Flight passes the check. If **lower**, it fails the check.
Modifiers:

Fuel: -1 for each Fuel marker in the Flight's stock. Clarification: This modifier is for each Fuel MARKER, not for each Fuel.

Loaded B-25s: -1 if the Flight's B-25s are loaded with ordnance.

Guzzle Check Effects: Consequences of passing or failing the check vary, depending on the Wind state and what triggered the check in the first place. See 8.2.1 or 8.2.2.

Guzzle Check Number: The Guzzle Check number is determined by the B-25's weight, and in Scenarios 1-9 that number is **5** (as indicated on page 3 of the Scenario Book). In Scenario 10 that number may be different, because it is determined by the modifications made to the B-25 during the February turn of the Planning segment [13.3.2].

8.3 HAZARDS PHASE
During this phase, draw, assign, and then reveal and apply the effects of Flight Hazard markers. Do this one Flight Zone at a time, but only for zones that have Flights in them.

8.3.1 Flight Hazard Types
There are four types of Flight Hazard markers, each distinguished by the color of the marker and the number printed on it: I (one), II (two), or III (three). The fourth type of Hazard marker is the Alert Hazard.

Preparation: When drawing Flight Hazard markers, use only the appropriate type for that Flight's zone. Before the game starts, group the markers according to type, and put each group in an opaque container (or, if you prefer to limit the number of cups you'd like to use, be ready to swap out one set of markers for another as your Flights move from right to left across the Flight Map).

Type 1   I
Type 2   II
Type 3   III

Alert type
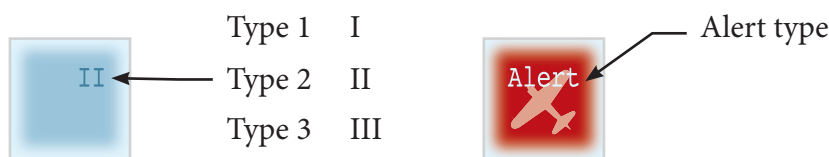
8.3.2 Draw Flight Hazards
During the Hazards Phase of the Flight segment, draw Hazard markers for each zone occupied by one or more Flights. Place the markers in the zone. The number of markers to be drawn, and the type of Hazards to draw from, is indicated by the text printed in the Flight Zone itself. In some zones you will draw more than one Hazard type. And in some cases the number of markers to draw is contingent on either the number of Flights in the zone, or the Alert Level (or both).

Don't Peek: As you draw each Hazard marker from the cup, place it in the Flight Zone. Do not peek at the back of the marker.

Empty Cup: If you go to draw a Hazard from a cup, but the supply of that type of Hazard has been exhausted (the cup is empty), draw instead from the cup of Alert Flight Hazards. If the cup of Alert Flight Hazards is empty, there is no additional effect (that is, no Hazard is drawn – *you've suffered enough*).

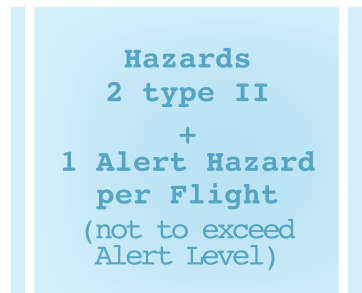### 8.3.3 Assign Hazards to Flights
After drawing and then placing Flight Hazard markers in the zone, each marker must now be assigned to a Flight in the zone. If there is only one Flight in the zone, assign all of the Hazard markers to it. If more than one, distribute the Hazard markers evenly so that no Flight has two or more Flight Hazards assigned to it than are assigned to another Flight.

Example – Guzzle Check:
A Flight with three loaded B-25s is required to make a Guzzle Check. The player rolls two dice, a 2 and a 4, for a sum of 6. He modifies that sum by subtracting 1 (because the B-25s are loaded), and subtracts another 1 because the Flight has one Fuel marker (it has 2 Fuel). The modified sum is 4, which is below 5 required to pass the test, and thus the Guzzle Check is failed. In this example, let's say the check was necessitated by a Wind Check in a Flight zone with a Severe Crosswind (during the Wind Phase). The player triggered the Guzzle Check when he decided to make the Flight move. Had the check been passed, the Flight would have moved one zone west but it would also have consumed 1 Fuel. Since the check failed, no fuel is consumed but the Flight does not move. After making the Guzzle Check, the player must deal with the B-25 that has a Fuel Leak Hazard. Because the Flight has less than 3 Fuel, that B-25 must make a Flying on Fumes check [as described in 7.2.4, play aid F1].

Example – Draw Hazards [8.3.2]:
This Flight Zone (shown below) requires a Hazard draw of 2 Type II Hazard markers. It also requires 1 Alert Hazard marker for each Flight in this zone. For example, if the Alert Level is 3 and there are two Flights in the zone, the player draws 2 Type II hazards and 2 Alert Hazards. If the Alert Level was zero, however, no Alert Hazards would be drawn but 2 Type II Hazards would still be drawn.

```
        Hazards
       2 type II

           +
    1 Alert Hazard
       per Flight
      (not to exceed
       Alert Level)
```

First Flight

Hazard
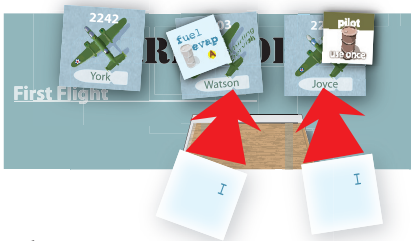1 type I
+
1 type I
if Emergency
Launch

Example – Assign Hazards [8.3.3 & 8.3.4]:

The Flight Zone has only one Flight in it and so both Hazard markers are assigned to the Flight. The player assigns one marker to Watson and the other to Jones.

Glossary: "assign" = temporary; "attach" = lasts beyond the Hazards phase.

Radio Silence?

The heavy Liaison radio set was removed from the B-25, in order to make the aircraft lighter, but also to remove the crew's temptation to contact other B-25s.

A attach to B-25
[2.1.2 & 8.3.5]

No Peeking: You may look at the front of the markers as you assign them, but do not peek at their back sides.

8.3.4 Assign Hazards to B-25s

After assigning Hazard markers to Flights in the zone, each Hazard marker must now be assigned to a B-25 in the Flight. One Flight at a time, distribute Flight Hazards so that they are stacked on your B-25s as evenly as possible, starting with those that do not already have Hazards attached.

No Peeking: You may look at the front of the markers as you assign them, but do not peek at their back sides.

8.3.5 Resolve Flight Hazards

Select a Flight Hazard assigned to a B-25, and flip it over. Apply its effect [8.3.7] (also described on the bi-fold player aid [F5]). After applying the effect, the Hazard is considered "resolved" and should be returned to the cup, unless its effect requires that it remain in the Flight Zone). Repeat this procedure until all assigned Flight Hazards have been resolved.

Attached: If printed with the **A** (attach) icon, do NOT return the Flight Hazard to the cup. It remains on the B-25 as an attachment.

8.3.6 Destroyed by a Flight Hazard

If a B-25 is destroyed [2.1] by the effects of a Hazard marker, and it has other assigned Hazard markers yet to be resolved, those Hazards are NOT resolved. Return them to the cup.

8.3.7 Effects of Flight Hazards **F5**

The effect of each Flight Hazard marker is described in alphabetical order below (you may also refer to the Flight Hazards list provided on the player-aid card [F5]). A B-25 may be affected by multiple Hazard markers in the same phase. *Place Hazard markers back in their respective cups once their effects are resolved.* However, some Flight Hazards remain in the Flight Zone or are attached [2.1.2].

Compass Error – Attach this Hazard marker to the B-25. No immediate effect, but when entering a Target Map during the Attack segment, this B-25 is delayed and enters on an Attack Turn determined by a die roll (*for example, the die rolls a 4, so the B-25 enters on turn 4*). It may enter in any perimeter Area. Detach the Compass Error marker once the B-25 enters the Target Map or drops ordnance (put it back in the cup).

Scenario 10 only: If B-25s have Liaison radios [13.3.3A], do not attach this marker. Instead, make a Secrecy Test [6.3] and then remove this marker from play.

Engine Sputter – This Hazard only has an effect if the launch was an Emergency Launch (in Scenarios 1-8, the launch was an Emergency Launch, so you must apply this Hazard's effect). Roll a die. If the number rolled is EVEN, there is no effect, but if ODD an engine catches fire. If an engine catches fire roll another die: if the number rolled is EVEN the B-25 is damaged [2.1.3], if ODD it ditches [2.1].

Planned Launch: If the launch was a Planned Launch (possible in Scenario 9 or 10 only), this Hazard has no effect (put it back in the cup).

Faulty Compass – Attach this Hazard marker to the B-25. It has no immediate effect, but its effect is triggered the moment this B-25's Flight makes a successful Target Acquisition Check [8.1.4, play aid F6], as follows:

Target City: After making a successful Target Acquisition Check that initiates the Attack segment, roll a die: if EVEN, remove the Hazard marker from play (do not put it back in the cup). If ODD, the B-25 is delayed six Attack Turns (that is, the B-25 will enter the Target Map on Attack Turn 6 in any perimeter Area). Remove the Hazard from play.

Landing Site: After making a successful Target Acquisition Check at a Landing Site, roll a die: if EVEN, no effect. Remove the Hazard from play (do not put it back in the cup). However, if the landing site has a Landing Beacon [possible only in Scenario 10 or scenario variants, 13.2.3], roll two dice instead of one, and if one or both are EVEN, remove the Hazard from play. If ODD, the B-25 ditches [2.1].

Scenario 10 only: If B-25s have Liaison radios [13.3.3A], do not attach this marker. Instead, make a Secrecy Test [6.3] and then remove this marker from play.

Faulty Doors – Attach this marker to the B-25. No immediate effect, but it applies an adverse modifier (-2) to the B-25's Detonation Check [4.9.3] during the Attack segment.

Flying Boat – If it is a night turn, put this marker back in the cup (it has no effect). If a daylight turn, attach it to the B-25. You may immediately attempt to detach the Flying Boat Hazard, and there are two methods of doing this (see below). If you attempt but fail to detach the Flying Boat, you must make a Secrecy Test [6.3]. You may choose only one detachment method. If you choose not to make the attempt at all, you avoid the Secrecy Test (*this may seem like the obvious choice, but see "Shadow" below*).

Detachment Method 1 – Attack the Flying Boat with Gunnery [4.5]. If the B-25 scores a hit, remove the Hazard marker (put it back in the cup).

Detachment Method 2 – Elude the Flying Boat. Roll a die. If the number you roll is EVEN, put the Hazard back in the cup (you eluded it). If ODD, it remains attached. If flying at low altitude, roll two dice instead of one, and select one die (that is, only one has to be EVEN to elude the Flying Boat). However, if the Alert Level is 3 or 4, regardless of altitude, roll two dice and both numbers rolled must be EVEN to detach the Flying Boat.

Target Acquisition: If a Flying Boat is attached when a Flight initiates the Attack segment, or successfully acquires a Landing Site [8.1.4], put the Flying Boat back in the cup and immediately increase the Alert Level by 1.

SHADOW: At the start of the next Hazards Phase, if a Flying Boat is attached, replace it with randomly drawn Alert Hazard markers and resolve them immediately (put the Flying Boat marker back in the cup). The number of Hazards to draw is determined by the Alert Level:

Alert Level 0: do not draw any Alert Hazards; instead, make a Secrecy Test [6.3]. If the test is failed, treat as a triangle icon; that is, there is no other effect except to increase the Failed Secrecy Test marker on the Secrecy Track;

Alert Level 1: draw two Alert Hazards;

Alert Level 2: draw 3 Alert Hazards;

Alert Level 3: draw 3 Alert Hazards;

Alert Level 4: draw 5 Alert Hazards.

Night Turn: If the Flying Boat is attached but the new turn is a night turn, put the Flying Boat marker back in the cup and do not draw Alert Hazards or make a Secrecy Test.

Fuel Evaporation – Attach to the B-25. This Hazard has no immediate effect but when making a Flying on Fumes Check (FoF), roll an extra die. This is a Dry Tank Penalty [7.2.4].

Fuel Leak – Attach to the B-25, this is a Dry Tank Penalty [7.2.4]. This Hazard has no immediate effect but when making a Flying on Fumes Check (FoF), roll an extra die. Also, when the B-25's Flight makes a Guzzle Check at a moment when the Flight has less than 3 Fuel, this B-25 must make a Flying on Fumes Check after the Guzzle Check [8.2.4].

Fly Independently (player's choice): A B-25 with a Fuel Leak attached, may break out of the Flight and fly independently [7.1.2]. Place the B-25 directly on the Flight Map in the same Flight Zone as the Flight it is leaving, and place Fuel on it equivalent to the Flight's Fuel. Once independent, it may not rejoin any Flight. Treat the independent B-25 as a Flight.

Interceptor – Make a Gunnery Check [4.5]. If the B-25 scores a hit, remove the Interceptor. If no hit is scored, the B-25 suffers damage [2.1.3]. You may avoid the damage by doing this: remove the B-25 from the Flight and place it directly on the Flight Map in the same zone as its Flight [7.1.2] (this is an exception to the rule that prohibits placing a B-25 directly on the Flight Map [7.1]). Place Fuel markers on the B-25 equal to those on the Flight it is leaving. Then, the B-25 consumes 1 Fuel [7.2.3]. For the rest of the Flight segment, this B-25 operates as its own Flight (it may never rejoin the Flight it just broke away from). If already flying independently, the B-25 may consume 1 Fuel to avoid the damage. After resolving this Hazard, put the Interceptor marker back in the cup.

Break Off: If the Interceptor Hazard has "break off" printed on the back of its marker, do

Detonation Check modifier [4.9.3] **-2**

Example – Flying Boat:
A Flight Hazard is revealed to be a Flying Boat, and so it is attached to the B-25. Immediately the player elects to use detachment method two, since the Flight is at low altitude. He rolls two dice, but both roll ODD, so the Flying Boat remains attached. He now must make a Secrecy Test. At the start of the next Hazards Phase, before drawing new Hazards, he resolves the Shadow. The Alert Level is 1, so he replaces the Flying Boat with two randomly drawn Alert Hazard markers, and immediately resolves them. Both are Interceptors. He uses Gunnery [4.5] against one of them, and manages to remove it, but the other is still there. The player opts to make the B-25 fly independently, consuming 1 Fuel and placing it directly on the Flight map in the same Flight Zone as the Flight it is leaving. Henceforth, the B-25 operates on the Flight map as a Flight [7.1.2].

> **Flying Boat?**
> Long range land based reconnaissance aircraft, such as the Kawanishi H8K, or the Aichi E13A sea plane.

Example – Interceptor:
A hazard is revealed on a B-25, and it is an Interceptor. The player immediately uses Gunnery [4.5] against it, but no hit is scored. Thus, the B-25 is damaged, but the B-25 already has a Damage marker attached, so the player opts to elude the Interceptor. He places the B-25 in the Flight Zone. It must consume 1 Fuel, but the B-25 has no fuel to consume (because the Flight it detached from has no fuel). So, the B-25 must make a Flying on Fumes Check [7.2.4].

not make a Gunnery Check. Instead, put the Hazard back in the cup.

Night: If this Hazard is revealed during a night Flight Turn, there is a good chance it will be unable to find the B-25. Roll a die. If EVEN, the Hazard has no effect. If ODD, apply its effects normally.

Jammed Guns or Turret – Attach this Hazard to the B-25. It does not have an immediate effect. When this B-25 makes a Gunnery attempt [4.5], roll one less die.

Scenario 10: If the B-25 has improved or removed turrets [13.3.3D and 13.3.3I], a Jammed Turret Hazard marker has no effect. Put it back in the cup.

Mechanical Problem – Attach this Hazard to the B-25. There are different versions of this Hazard (Landing Gear, Sticky Elevator, Sticky Rudder), but none of them have an immediate effect. In fact, unless playing the Denouement segment, this Hazard will have no effect at all [see Landing, 14.1.1].

Landing Check [14.1.1]: These Hazards apply an adverse modifier when resolving Landing, as indicated on the marker (-1 or -3).

Remove Beacons – Remove all Landing Beacons from Landing Boxes in China [8.1.4]. If there are no Landing Beacons in play, this Hazard has no effect. In either case, put the Hazard marker back in the cup.

Scenario 10: If Stilwell was briefed, roll a die: if EVEN, ignore this Hazard marker (that is, do not remove Landing Beacons). If ODD, apply this Hazard by removing the beacons.

Vessel – If it is a night turn, put this marker back in the cup (it has no effect). If a daylight turn, place the Vessel marker in the B-25's Flight Zone. Then, count the total number of Vessel markers on the Flight Map (in all of the zones), and roll a die: If the number rolled is **less** than the number of Vessel markers, immediately increase the Alert Level by 1 and remove one Vessel marker. If **equal to or higher** than the number of Vessel markers, there is no effect.

Low Altitude: If the Flight is flying at low altitude, roll two dice instead, and only increase the Alert Level (and remove a Vessel marker) if BOTH dice are lower than the number of Vessel markers on the Flight Map. Clarification: do not add the two dice to make a sum.

Secrecy Test [6.3]: If the Hazard marker has the Secrecy Test icon, make a Secrecy Test before placing the Vessel marker in the zone. If at night, no Secrecy Test.

Wind Check – Immediately remove the Wind marker governing the Flight Zone's Wind state, and then make a Wind Check [8.2.3] for that Wind Box [5.3]. If this is for a Wind Box to the left (west) of the Japan/China time line [5.2.2], also make a Weather Check for the Sea Area [12.2.1]. After the Wind Check, remove the Hazard marker (do not put it back in the cup).

8.4 FUEL PHASE
At the conclusion of each Flight Turn, each Flight consumes 1 Fuel [7.2.3]. If a Flight has no Fuel to consume, each of its B-25s must make a **Flying on Fumes check** [7.2.4].

NEW TURN: Then, start a new Flight Turn by moving the Flight Turn marker [5.2.1] one space forward on the Flight Turn Track ("forward" here means later), and playing a new Move Phase.

FLIGHT SEGMENT ENDS: If there are no Flights on the Flight Map (they have all landed, ditched, or been destroyed), instead of starting a new turn, the Flight segment ends [see 5.1.1]. *It ends because there is nothing more to do in the Flight segment.*

Removed Beacons?
Vice Admiral Halsey was supposed to radio ahead when the B-25s launched, but fearing the safety of the Task Force, he neglected to do that. Historical scenarios assume this, which is why Landing Beacons are set-up only when playing variant scenarios, or when playing Scenario 10.

Those "beacons" were supposed to be a variety of things, including flares and lights. A transport plane was supposed to find the B-25s once they passed over the Chinese coast and lead them to landing strips, but Stilwell was never fully briefed and had no idea the B-25s were arriving after bombing Japan. Had he known, it is likely he would have felt more urgency and made a stronger effort to guide the Doolittle Raiders home.

NAVAL MAP AND ITS COMPONENTS

Naval Turn Track
April 2-5 is always the first Naval Turn

Planned **RV** Turn

NAVAL Turn

The Plan

planned **LAUNCH** Point

Planned **RV** Point

These markers go in Sea Areas, as indicated in the scenario's instructions, or if playing Scenario 10, by choice (during the April turn of the Planning segment) [13.5.1].
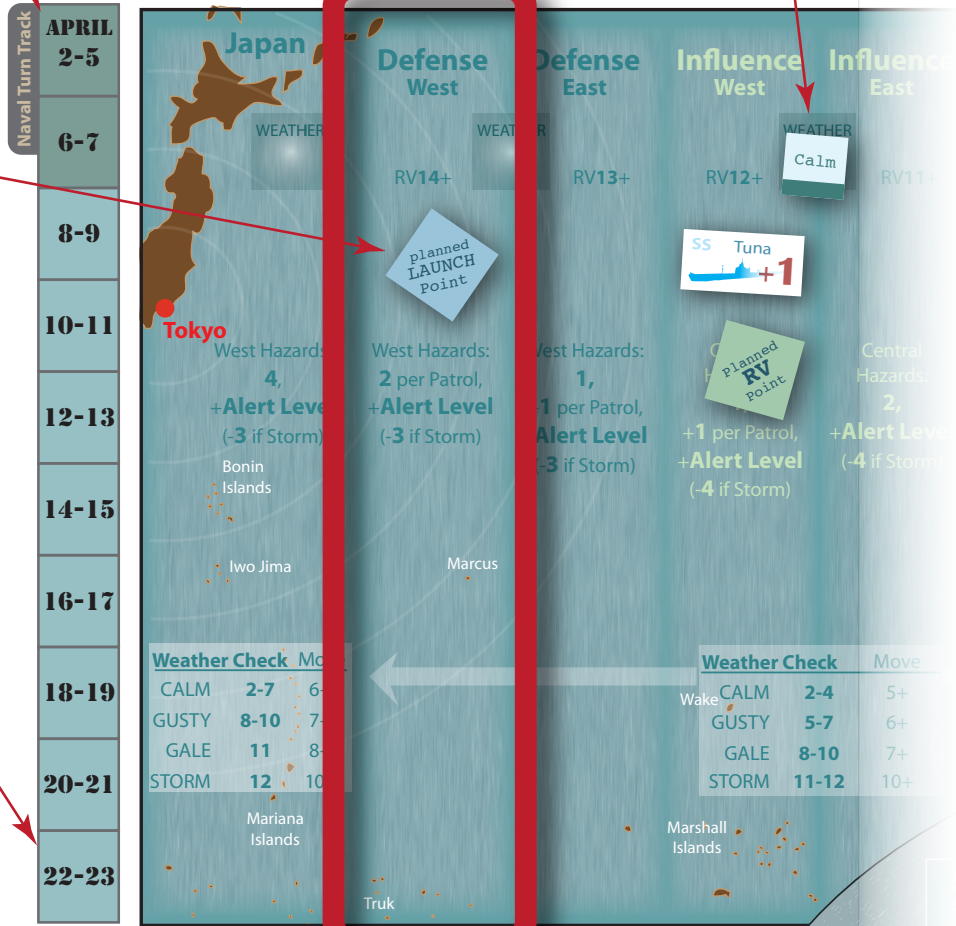
Sea Area
Defense West Sea Area [9.1]

Weather Box
Calm weather in both Influence East and West [9.3]

Japan

Defense West

Defense East

Influence West

Influence East

WEATHER   WEATHER   WEATHER **Calm**

RV**14**+   RV**13**+   RV**12**+   RV**11**+

SS Tuna **+1**

planned **LAUNCH** Point

Planned **RV** Point

Tokyo

West Hazards: **4**, +**Alert Level** (-**3** if Storm)

West Hazards: **2** per Patrol, +**Alert Level** (-**3** if Storm)

West Hazards: **1**, **-1** per Patrol, +**Alert Level** (-**3** if Storm)

Central Hazards: ... +**1** per Patrol, +**Alert Level** (-**4** if Storm)

Central Hazards: **2**, +**Alert Level** (-**4** if Storm)

Bonin Islands

Iwo Jima

Marcus

Weather Check	Move	
CALM	**2-7**	6+
GUSTY	**8-10**	7+
GALE	**11**	8+
STORM	**12**	10+

Wake

Weather Check	Move	
CALM	**2-4**	5+
GUSTY	**5-7**	6+
GALE	**8-10**	7+
STORM	**11-12**	10+

Mariana Islands

Marshall Islands

Truk

Last Turn?
If you play the last Naval Turn and you have yet to launch B-25s, the Task Force turns about and heads for safety (game over) [12.0.1].

Ship type [10.1]

Ship name

Reaction value [12.6.6 I-Boat]

CV   Hornet
14 7   [flak]

Defense value against I-Boat attack [12.6.6]

Flak value [11.4.2]
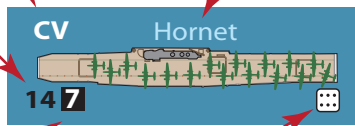
Ships
place in spaces on the Task Force Layout [9.4.1]

Torpedo Bomber

Slow ships not allowed in this zone

AHEAD FAR

local Recon

CAP high

AO   Cimarron
6 Refuel **7+** S

CL Nashville
10 7

DD Monssen
8 6
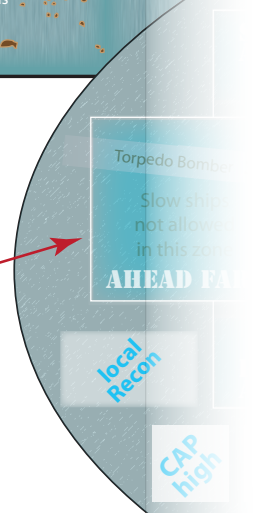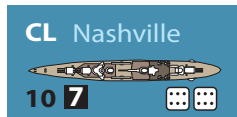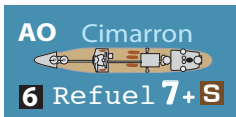
Patrol

a Patrolled Sea Area is any Sea Area with the Task Force, a Recon, or a Submarine in contact [12.6.2]
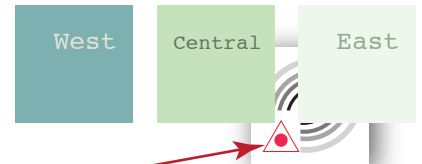
Task Force

TF-18 *fueled*

starts in San Francisco and moves from Sea Area to Sea Area

To move, you have to roll two dice and consult the Weather Table; if you fail to move the Task Force you can move it anyway by expending fuel (flip the marker to its Low Fuel side) [12.5]. This is called a Force Move.

NAVAL MAP

Hawaii

145 E

PORT San Francisco (Alameda)

WEATHER

RV**12**+

WEATHER
Calm

RV**13**+

WEATHER
Gusty

Pacific

RV**14**+

TF-18 *fueled*

Pacific Coast

WEATHER

RV**15**+
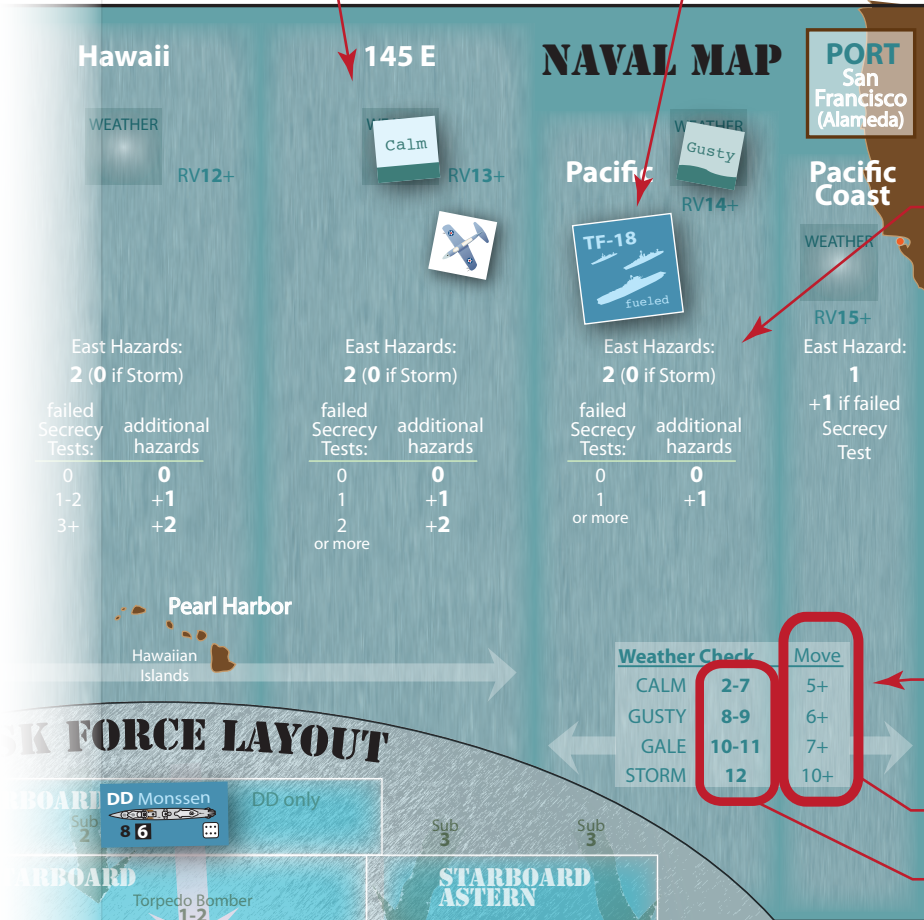
Hazard Type [12.6.1]

East Naval Hazards in the Pacific Sea Area **N6**

| West | Central | East |

these icons requires you to make a Secrecy Test ⚠ ⊡ ⊙ ! *[6.3]*

East Hazards:
2 (**0** if Storm)

failed Secrecy Tests:	additional hazards
0	**0**
1-2	**+1**
3+	**+2**

East Hazards:
2 (**0** if Storm)

failed Secrecy Tests:	additional hazards
0	**0**
1	**+1**
2 or more	**+2**

East Hazards:
2 (**0** if Storm)

failed Secrecy Tests:	additional hazards
0	**0**
1 or more	**+1**

East Hazard:
1
+1 if failed Secrecy Test

Pearl Harbor

Hawaiian Islands

Weather Check		Move
CALM	**2-7**	5+
GUSTY	**8-9**	6+
GALE	**10-11**	7+
STORM	**12**	10+

Weather Check Table

governs movement [12.5.1]

two dice to move **N2**

two dice determines what the Weather state is this turn *check each Patrolled Sea Area each turn [12.2.1]*

TASK FORCE LAYOUT

STARBOARD
DD Monssen
8 6
DD only

Sub 2

Sub 3

Sub 3

STARBOARD

Torpedo Bomber **1-2**

STARBOARD ASTERN

CENTER

CV Hornet
14 7

ASTERN
CL Nashville
10 7

ASTERN FAR
DD
8 6 5+

Ships with Mechanical Distress attachment must go in this space (Astern Far) [12.6.6]

Torpedo Bomber **5-6**

If ASTERN FAR has a slow ship, a Sub in Port Astern or Starboard Astern will attack it.

PORT ASTERN

Sub 4

Sub 4

DD only

Sub 5

CA Hangar

CAP low

CA

VF6
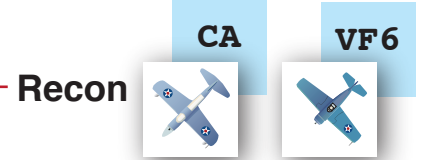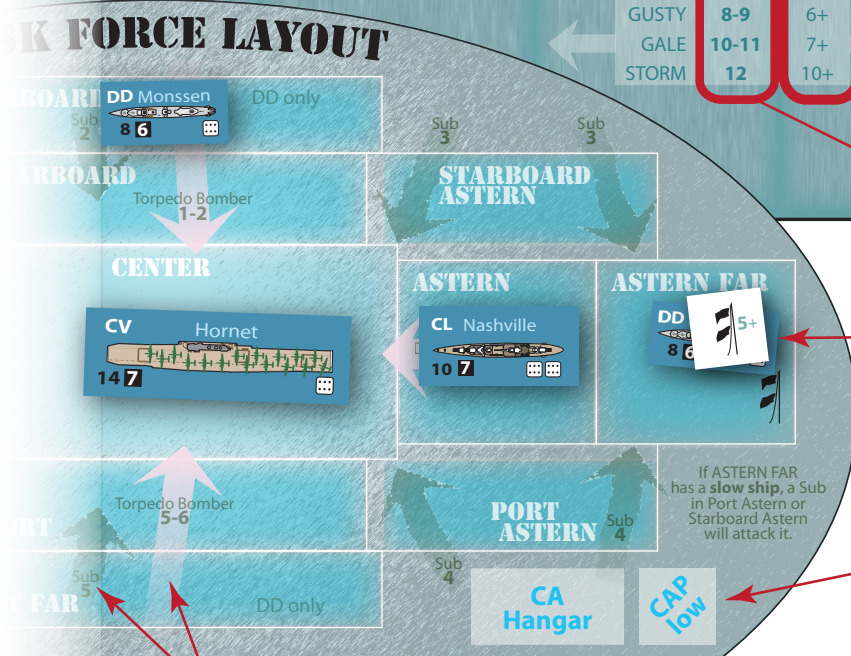
Recon

if not in a Sea Area, place in the Hangar; VF6 may be placed on CAP [12.1.2]

Airstrike [11.0] & I-Boat Attack [12.6.6]

arrows are where attacks will come from

Part 3 – NAVAL

This section of the rules explains how to play the Naval segment of the game, applicable to Scenarios 9 & 10. In Scenario 9, the game begins with the Naval segment. In Scenario 10 the Naval segment is triggered when you complete the Planning segment. In both scenarios, it ends when you make the decision to launch the B-25s for Japan (thus initiating the Flight segment, explained in Part 2). It is possible for the Naval segment to end prematurely, either by an Airstrike [11.0] or because the Task Force is ordered to turn back for Pearl Harbor [12.0.1 and 12.5.2], or because the *Hornet* is damaged and is unable to launch B-25s [12.0.1].

9.0 NAVAL MAP

Use the Naval Map to move the Task Force of ships carrying the B-25s from San Francisco Bay to the launch point at sea near Japan.

9.1 Sea Areas

The Naval Map is organized into ten spaces, called Sea Areas, each labeled at the top with a title. The Task Force will move from right to left across the map, from one Sea Area to the next, during the Underway Phase (each Sea Area is like a square on a Checkers board). Sea Hazard markers will also be placed in Sea Areas, as will Submarines and Recon. No marker may occupy more than one Sea Area at a time, although in Sea Areas west of the International Date line (printed in red on the Naval Map), some Weather Chits govern two Sea Areas.

9.1.1 Rendezvous Number

Near the top of each Sea Area, adjacent to the Weather Box, is located the Sea Area's Rendezvous Number (RV). That number is used when the Task Force attempts to make a Rendezvous [12.5.3].

9.2 Naval Turn Track

The Naval Turn Track is printed on the mapsheet to the left of the Naval Map, a continuous strip along that map's border. Each Naval Turn represents approximately two or three days on the ocean. Besides the Naval Turn marker, you will also place the RV Turn marker on that track, according to scenario instructions (unless playing Scenario 10, in which case you will choose where to place it during the April turn of the Planning segment [13.5]).

<u>April 22-23 Turn:</u> If you conclude the last turn on the track, the Naval segment ends. See 12.0.1.

9.3 Weather Boxes

Near the top of the Naval Map can be found a string of small boxes with the word "Weather" printed in them. Those boxes are just big enough to accommodate a Weather Chit, a 1/2" x 1/2" marker indicating the Sea Area's Weather state (Calm, Gusty, Gale, or Storm). Unlike Wind markers, Weather Chits potentially change every turn, via a Weather Check (during the Weather Phase [12.2]). The Weather Chit in that box establishes the Weather state for that Sea Area (or Sea Areas, if governing two).

9.3.1 Weather Check Table

Near the bottom of the Naval Map can be found three larger boxes, each containing a Weather Check table. Arrows emanating from those boxes indicate which table applies to those Sea Areas. When asked to make a Weather Check (during the Weather Phase, and sometimes at other times as well), use the table applicable to the Sea Area in question.
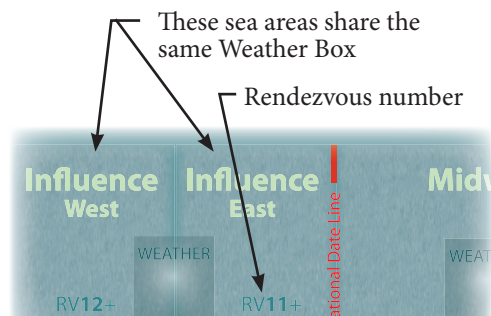
9.4 Task Force Layout

Below the Naval Map and overlapping with its lower edge, is the Task Force Layout. It is comprised of a cluster of rectangles and squares, as well as gray and pink arrows. Ship markers are placed on this layout, as well as Recon markers (although Recon markers may also be placed in Sea Areas).

9.4.1 Ship Spaces

Ship markers may be placed inside any of the Ship spaces in the Layout, although there are restrictions. Those restrictions are imposed in two ways: by note (printed directly in the space), and by size.

<u>Noted Restriction:</u> Some spaces note that only a certain Ship type may occupy it. For example, the Center space may only accommodate "CV and AO" ship types (aircraft carriers and oilers). If a space does not have a printed restriction, any Ship type may be placed in it.

These sea areas share the same Weather Box

Rendezvous number

This Sea Area contains this Flight Zone

FLIGHT MAP

Influence
West
1-6
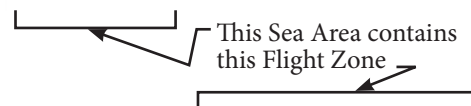
WEATHER

Weather Check		Move
CALM	2-7	5+
GUSTY	8-9	6+
GALE	10-11	7+
STORM	12	10+

Only CV and AO ship types are allowed in the Center space

CENTER

CV & AO only
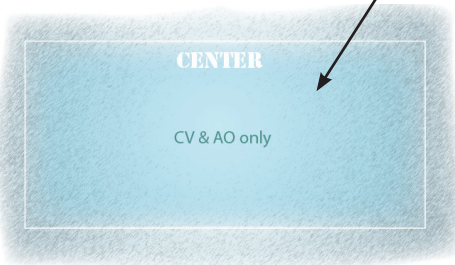
Size Restriction: A space may hold more than one Ship marker, but only if there is room for them. A Ship marker may not be stacked on another Ship marker (although they may touch), and every Ship marker must fit entirely within the boundary of the space it occupies. No part of a Ship marker may extend beyond a space's boundary nor may it overlap another Ship marker even a little bit. ASTERN FAR IS AN EXCEPTION: it may hold an unlimited number of Slow Ships, with the exception of a CV (the *USS Hornet* and *USS Enterprise* must remain in the Center space even if they have a Mechanical Distress Hazard attached [12.6.6]).

9.4.2 Hangars, CAP, and Recon Spaces
On the bottom of the Task Force Layout can be found a series of boxes for accommodating Recon. Do not place Ships in those boxes. If not placed directly in a Sea Area, Recon markers must be placed there. Unlike Ships, Recon markers may be stacked and crowded into the same Hangar space on the layout (that is, there is no size restriction).

10.0 SHIPS & RECON
In order to get close enough to launch for Japan, the B-25s will be carried aboard the *USS Hornet*, one of four operable aircraft carriers in the Pacific arsenal. A precious commodity in its own right, that carrier will be escorted by cruisers and destroyers forming a task force. Hopefully it will rendezvous with another task force along the way, more cruisers and destroyers clustered around a second aircraft carrier (*USS Enterprise*). The waters west of Pearl Harbor, and especially those west of Midway, are contested by military assets of the Japanese Empire, so you will use air reconnaissance (Recon) and possibly submarines to help rout the task force to its launch point unmolested.

10.1 Ships
There are five types of Ships, four of which belong on the Task Force Layout: aircraft carriers (CV), cruisers (CA and CL), destroyers (DD), and oilers (AO). Submarines operate independently, and are placed directly in a Sea Area on the Naval Map. The Ships on the Task Force Layout are collectively represented by the large 1" x 1" Task Force marker (TF-18 initially, and then TF-16 after Rendezvous [12.5.3]).

Vincennes is a CA Ship type (a cruiser)

Reaction value
[12.6.6 I-Boat]

Hull value
[12.6.6 I-Boat]

Flak value
[11.4.2]

10.1.1 Ship Damage
A Ship can be damaged by an enemy I-Boat (Sea Hazard), a botched refueling attempt, or by an Airstrike. When damaged, flip the Ship marker over so that its "damage" side is face up. If damaged again, the Ship is destroyed (remove it from the Task Force Layout).

**Damaged CV and AO:** A damaged CV may not launch B-25s or Recon (this may end the Naval segment [12.0.1]). A damaged AO may not refuel the Task Force [12.7.2].

10.1.2 Slow Ships
The oiler Ship type (AO) is a Slow Ship, marked with an 'S' icon. When damaged, all other Ship types on the Task Force Layout are also Slow Ships. When a Mechanical Distress marker is attached to a Ship, that attachment automatically renders that Ship slow, although once that Hazard marker is removed, the Ship is no longer slow (unless damaged). Being slow influences a number of game functions. Note that the Mechanical Distress Hazard printed with red flags (instead of black) does not have the 'S' icon, because it does not make any ship slow.

Refuel value
[12.7.2]

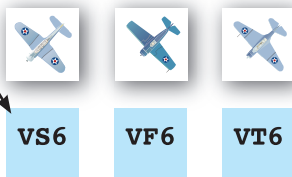*Cimarron* is a slow ship

10.2 Recon
Recon represents one or more naval aircraft. You employ them during the General Quarters Phase of the Naval Turn in Sea Areas or keep them in the Task Force Layout in boxes (such as CAP or Local Recon).

Eyes
The long-distance eyes of the Task Force belonged to cruisers who were capable of launching long-distance reconnaissance aircraft, such as the Curtiss SOC Seagull.

10.2.1 CA Recon
Two Recon markers are labeled "CA", a reference to the cruiser ship type. These markers represent long-range reconnaissance seaplanes launched from cruisers. Prior to Rendezvous, you may use only one of these markers, and only if an undamaged CA is on the Task Force Layout. After Rendezvous, you may use both markers.

10.2.2 Other Recon
The *USS Enterprise's* aircraft, VF6, VS6, VB6, and VT6, are available only after Rendezvous (in Scenario 10, they are only available if the *USS Enterprise* is available). They operate identically to CA Recon, but have additional capabilities, as follows:

"VS6" = scout squadron from the *Enterprise* (CV6)

**VS6, VB6, VT6:** These are dive and torpedo bombers. They may be assigned to a strike force during Step 1 of the Airstrike Sequence [11.1], but only if they are in the Hangar box on the Task Force Layout at the moment that the Airstrike Sequence is initiated.

VF6: This is the *USS Enterprise's* contingent of fighters. It too may be assigned to a strike force during Step 1 of the Airstrike Sequence [11.1], but only if it is in the hangar box on the Task Force Layout at the moment that the Airstrike Sequence is initiated. In addition, VF6 is the only Recon marker that may be placed in one of the two CAP boxes on the Task Force Layout.

11.0 AIRSTRIKE
An Airstrike is a sequence of steps that can only be triggered by a failed Secrecy Test [6.3.1], or as a result of a Return to Port (RTP) attempt during the Denouement segment [14.3.2]. It represents an attack by air assets of the Japanese Empire against your Task Force (or Ship group detached from the Task Force). When triggered, follow the steps explained in this section of the rules [11.1 to 11.5] (one of the tri-fold player aid cards presents these steps as well, and includes the tables needed to perform the actions mandated by the Airstrike Sequence [X1 to X6]). Those steps are performed only if the Airstrike was triggered by a Sea Hazard on the Task Force, Recon, or Ship Group. If triggered by a Sea Hazard on a Submarine, see 11.0.1.

11.0.1 Airstrike on a Submarine
If the Airstrike was triggered by a Sea Hazard on a Submarine, the Airstrike automatically destroys the Submarine. Remove the Submarine marker from play. If other Sea Hazards are assigned to the Submarine, return them to the cup (if some of them have yet to be revealed and resolved, do not reveal them or resolve them). This ends the Airstrike (resume the Naval Turn where you left off).

11.0.2 Airstrike on a Ship Group
If the Airstrike was triggered by a result on the Return to Port Check during the Denouement segment [14.3.1], targeting a Ship group detached from the Task Force, you must temporarily clear the Task Force Layout (set aside all Ship and Recon markers). Then, arrange the Ship markers of the detached group on the Task Force Layout before commencing the first step of the Airstrike Sequence [11.1]. If the group does not have a CV or AO, place a CA or CL in the center space. If none are in the group, place any Ship(s) there. After completing all of the steps of the Airstrike, remove those Ship markers and put the Ships and Recon of the Task Force back on the Task Force Layout.

11.1 Halsey Launches Naval Planes?
Skip this step unless the *USS Enterprise* is on the Task Force Layout and at least one of its Recon markers is in the Hangar box (it must be VS6, VT6, or VB6, or any combination of those).

11.1.1 Navy Launch Procedure **X1**
Roll two dice and find the result on the table printed on the tri-fold player aid [X1]. Use the row corresponding to the type of Patrol that triggered the Secrecy Test (Recon or Task Force), and use the column corresponding to the sum of numbers rolled. There are no modifiers.

Results:

YES: Select one or more Recon in the Hangar box. They must be VS6, VT6, or VB6, or any combination of those. If not in one of the CAP boxes and not in a Sea Area, you may also include VF6 (but VF6 may not be selected by itself, it may only be selected in addition to another Recon marker). Set your selection aside until the final step of the Airstrike Sequence [11.5]. Proceed to the next step [11.2].

NO: If the result is not "yes", the *USS Enterprise* is unable to launch a counterstrike against the enemy. Proceed to the next step [11.2].

11.2 Army Launches?
If the B-25s have already launched, skip this step. If the *USS Hornet* is damaged and thus can't launch B-25s, skip this step. If B-25s have yet to launch and the *USS Hornet* is not damaged, you may attempt to launch them now (this is considered an Emergency Launch). However, not all of the bombers may be able to get off the *USS Hornet's* deck before the Japanese strike force arrives. This step determines how many launch in time. Those that do not launch now must launch after step 5 [11.5] when the Airstrike Sequence is over, but only if the *USS Hornet* is not damaged or sunk by then (in which case the remaining B-25s may never launch).

11.2.1 Army Launch Procedure **X2**
Roll two dice and find the result in the table printed on the tri-fold player aid [X2]. Use the row corresponding to the type of Patrol that triggered the Secrecy Test (Recon or

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After the Airstrike?

If B-25s launched during the Airstrike, commence the Flight segment [12.0.1]. If B-25s have not launched, resume the Naval segment. However, if B-25s have not launched, but the *U.S.S. Hornet* is damaged or destroyed, the game ends (because the aircraft carrier is no longer capable of launching bombers). Proceed to Denouement or Debriefing.

Example – Halsey Launches:
An Airstrike has been triggered by a failed Secrecy Test. Rendezvous took place several turns ago and so the *USS Enterprise* is on the Task Force Layout, and as it happens, VS6 and VT6 are both in the Hangar, ready to launch. The Secrecy Test was necessitated by a Hazard revealed on a Recon, so the player will apply the result noted in the "Recon" row of Table X1. He rolls a pair of dice, a 2 and a 5, adding to 7, and locates the result at the intersection of the "7-11" column (corresponding to the sum of dice) and the "Recon" row. The result is "yes," which means VS6 and VT6 will launch against the enemy before enemy aircraft arrive. The result of the *USS Enterprise's* attack will be resolved after the Japanese strike force arrives. *Although the American attack may actually happen at approximately the same time as the Japanese attack, this deferred resolution simulates the delay in information back to the American Task Force.*

Task Force), and use the column corresponding to the sum of numbers rolled. There are no modifiers.

Results:

None: None of the B-25s are able to launch before the Japanese strike force arrives. Proceed to the next step of the Airstrike Sequence [11.3].

All: All of the B-25s are able to launch before the Japanese strike force arrives. Pause the Airstrike Sequence and perform an Emergency Launch [12.3.1]. After resolving the Emergency Launch, proceed to the next step of the Airstrike Sequence [11.3].

#/#: Some of the B-25s are able to launch before the Japanese strike force arrives. Pause the Airstrike Sequence and perform an Emergency Launch [12.3.1], but only for a portion of the B-25s on the Carrier Deck. The first number of the result (on the left of the slash) indicates the number of B-25s that launch now. The number to the right of the slash indicates how many Flights those B-25s must be organized into. After resolving the Emergency Launch, proceed to the next step of the Airstrike Sequence [11.3]. When the last step of that sequence is complete, the remaining B-25s on the Carrier Deck continue the Emergency Launch (but only if the *USS Hornet* is not damaged or destroyed by then).

11.3 Japanese Strike Force Arrives `X3`

Determine the size and composition of the Japanese strike force. Do this by rolling a pair of dice and consulting the table printed on the tri-fold player aid [X3]. Use the row corresponding to the type of CAP present on your Task Force Layout (if any). A Ship group will have no CAP unless the *Enterprise* is in the group, and it is not damaged, in which case you may choose where to place VF6 (Low CAP, High CAP, or the Hangar). Add the numbers rolled on the two dice to make a sum, and then add to that sum appropriate modifiers. Find the modified sum in the column of the table.

Modifiers:

Navy Counterstrike: +1 if step 1 of the Airstrike Sequence resulted in a counterstrike (that is, you will perform step 5 of the Airstrike Sequence [X6]);

Influence or Midway: **+2** if the Task Force or Ship group under attack is in one of the Influence Sea Areas or the Midway Sea Area;

East: **+4** if the Task Force or Ship group under attack is in a Sea Area East of the Midway Sea Area.

11.3.1 Strike Force Composition

Cross index the row with the column to find the composition of the strike force on the table [X3]. The numeral indicates the number of Japanese Strike Force markers to use, while the letter indicates the type of marker ("**D**" for Dive Bomber, "**F**" for Fighter, and "**T**" for Torpedo Bomber). For example, a "**T 2D**" result means the strike force is composed of one Torpedo Bomber marker and two Dive Bomber markers. After gathering together the Strike Force markers, proceed to the next step of the Airstrike Sequence [11.4].

"None" means the Airstrike is a false alarm. If you must play step 5 [11.5], do so now, skipping 11.4. Otherwise this ends the Airstrike Sequence. If some B-25s launched in step 3, and more are waiting to launch, perform an Emergency Launch for the B-25s still on the Carrier Deck (that have yet to launch).

11.4 Japanese Strike Force Attacks

This step requires you to select one Strike Force marker of each type (Fighter, Torpedo, Dive Bomber), to make a set (a set is called a "wave"). The Japanese strike force will attack in waves, and you must perform the following sequence for each wave until all of the waves have attacked.

11.4.1 Target Approach `X4`

The Strike Force markers of each wave will attempt to attack a Ship in the Center space of the Task Force Layout (if there is no Ship in that space, they will attack the nearest largest Ship marker). Select one wave, and then one Strike Force marker within that wave, one at a time, and roll a single die for each. Use the number rolled to place that Strike Force marker on the Task Force Layout, as follows:

Dive Bomber: Place on a pink arrow labeled "Dive Bomber". The arrow to place on will

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Each marker represents a small group of Japanese aircraft.

either be the one labeled "EVEN" or "ODD", depending on the die roll. If the number rolled is EVEN, place on the arrow marked "EVEN." Place the Strike Force marker on the outermost end of the arrow (away from the center space).

Torpedo: Place on a pink arrow labeled "Torpedo". Place on the arrow corresponding to the die roll. If the number rolled is 1 or 2, for example, place the Strike Force marker on the pink arrow labeled "1-2". Place the Strike Force marker on the outermost end of the arrow (away from the center space).

Fighter: If the die roll is EVEN, place the Fighter on any CA or CL of your choice (if none is on the Task Force Layout, place on any Ship marker). If ODD, place on the *USS Hornet* (or if not on the Layout, place on the largest Ship).

11.4.2 Flak X4
A Japanese Strike Force marker moves along its pink arrow towards its target in the Center space, presenting itself as a target for Ships. Starting with the outermost space, each Ship in a space with the Strike Force marker fires at that marker. After surviving this Flak attack, move the Strike Force marker towards the Center space. It may be attacked by Flak in each space by all eligible Ships in those spaces. For each firing Ship, roll a number of dice equal to the Ship's Flak rating. Apply the result on each die rolled (do not add the numbers rolled, each is applied as an individual result). If it survived all Flak attacks, including those in the Center space, a Strike Force marker releases ordnance (immediately resolve the release [11.4.3] before resolving movement of and Flak attacks against another Strike Force marker in the wave).

Flak Results:
1-4 – no effect;
5 – Diverted: The Strike Force marker attacks the firing Ship instead of the *USS Hornet*. Immediately resolve the Japanese Ordnance on that firing Ship [11.4.3]. If the Strike Force marker is a Fighter, remove the Strike Force marker (treat as a Hit result);
6 – Hit: Remove the Strike Force marker.

11.4.3 Japanese Ordnance X5
Unless diverted or removed during Flak, each Strike Force marker in the wave attacks the *USS Hornet*. If the *USS Enterprise* is present, however, and ALL B-25s have launched (none are on the *USS Hornet's* deck), there is a chance that the Japanese aircraft will target the *USS Enterprise* instead. Roll a die: if EVEN, the Strike Force marker attacks the *USS Enterprise*, if ODD it targets the *USS Hornet*. If neither carrier is present, the Strike Force marker attacks a Oiler (AO), and if no Oiler is on the Task Force Layout, it attacks any CA (and if no CA, it attacks any Ship). After resolving the attack, remove the Strike Force marker).

Release Ordnance Procedure: Roll two dice and find the result in the table on the tri-fold player aid card [X5]. Use the row corresponding to the type of Strike Force marker, and use the column corresponding to the sum of numbers rolled. There are no modifiers. Apply the result, and then resolve the Flak and ordnance release of the next Strike Force marker. When all Strike Force markers have released ordnance or been removed, resolve the attack of the next wave. And when all waves have attacked, the Airstrike Sequence is over (unless you are entitled to play step 5, the counterstrike [11.5].

Release Ordnance Results:
Sunk – The Ship is destroyed [10.1.1]. Remove the Ship marker from the Task Force Layout.

Damaged – The Ship is damaged [10.1.1]. If the *USS Enterprise* is damaged and you are entitled to a counterstrike (that is, you are scheduled to play step 5 of the Airstrike Sequence, the Navy counterstrike will still take place but none of those aircraft will be able to land on the *USS Enterprise* when they return; they land on the *Hornet*, or ditch).

Miss – The attack had no effect.

11.5 Counterstrike X6
Skip this step unless the *USS Enterprise* launched aircraft against the Japanese task force (in step 1 [11.1]). Perform this step to determine the outcome of the *USS Enterprise's* attack, as reported by returning Navy aircraft.

11.5.1 Counterstrike Procedure
Roll two dice and use the table printed on the tri-fold player aid [X6] to determine the report. Use the row corresponding to the composition of the *USS Enterprise's* Strike

Example – Torpedo Bomber:
The player rolls a 3, and so places the marker on the arrow marked "Torpedo 3-4." It is a long arrow spanning two spaces on the Layout, so the player places it in the space farthest from the Center.

Example – Flak:
A CL is in the Ahead space, but no Ship is in the Ahead Far space, so the Torpedo Bomber marker is not attacked by Flak in the Ahead Far space. Had there been a Ship in that space, it would have been able to Flak fire before the CL could do so. The CL has a Flak rating of two, so the player rolls two dice, a 2 and a 5. The 2 does nothing but the 5 diverts the Torpedo Bomber marker's attack. Instead of attacking a Ship in the Center space, it immediately attacks the CL [see 11.4.3].

Example – Japanese Ordnance:
Continuing the example, the Torpedo Strike Force marker has been diverted by the Flak result and instead of attacking a CV in the Center space, it is now attacking the CL in the Ahead space (and note that Ships in the Center space do not get a chance to attack the Torpedo strike force marker by Flak). To resolve the Torpedo Bomber marker's attack on the CL, the player rolls two dice and notes the sum. A 4 and a 2 which add to 6, so he refers to the "5-6" column of table X5, and locates the result at its intersection with the "Torpedo Bomber" row. The result is "damaged." He removes the Strike Force marker and flips the CL so that it is now damaged side face up.

Example – Counterstrike:
In step 1 of the Airstrike sequence Halsey ordered a counterstrike, and so the player may now resolve that attack against the Japanese. VS6 and VT6 were in the Hangar box on the Task Force Layout, and so they comprise the American strike force. The player will therefore refer to the "Any Two" row of table X6. He rolls two dice, a 3 and a 6, adding to 9. Had VF6 not been in the High CAP box it would have accompanied the counterstrike force and added 1 to the sum, changing the result. The player locates the result at the intersection of the "8-9" column and the "Any Two" row, noting that it is "contact." He immediately rolls another die, a 4, and adds 2 because there are two Recon in the counterstrike force (again, had VF6 accompanied the counterstrike, he would have added 3). The result is 6, so one Japanese ship is sunk. The type of ship is not confirmed (thus, for the purpose of Debriefing, it was not an aircraft carrier).

Force (the Recon markers you set aside in step 2 [11.2]), and use the column corresponding to the sum of the numbers rolled. If you added VF6 to the strike force, add +1 to the sum.

Results:
Disaster: The strike force found a target, but the Navy aircraft encountered heavy opposition from enemy aircraft. No enemy ships were sunk and only a fraction of the Navy aircraft return. Remove the Recon from play.

No Contact: The strike force was unable to find a target. Most of the Navy aircraft return (some ditched due to fuel exhaustion). Place Recon in the hangar.

Contact: The strike force found a target and attacked it. Roll a die and add the number of Recon markers in your strike force: if the sum is 6 or higher, an enemy ship was sunk. No confirmation as to the type of ship sunk. Place Recon in the hangar.

Contact2: The strike force found a target and attacked it. Roll a die and add the number of Recon markers in your strike force: if the sum is 6 or higher, an enemy ship was sunk. Then, roll another die and modify it too. If both dice score a sunk result, it is confirmed that one of the ships sunk was a Japanese aircraft carrier. Place Recon in the hangar.

Scratch!: The strike force found a target and attacked it. At least one enemy ship is sunk, but confirmation takes time to be communicated back to the Task Force. Through the radio garble an exuberant voice repeats the message: "Scratch one flattop!" A Japanese aircraft carrier is sunk. Place Recon in the hangar.

12.0 NAVAL TURN – SEQUENCE OF PLAY
Each Naval Turn is played in phases, and the phases must be played in the order given here [12.1 to 12.6, play aids N1 to N7].

12.0.1 Naval Segment Ends
The Naval segment ends when you launch the B-25s. This can happen either during the Launch Phase [12.3], or during the Hazards Phase [12.6]. It can also end during the Underway Phase as a result of a failed Raid Move [12.5.2.]. When the Naval segment ends by a launch, keep a mental note of the Alert Level at the time of launch (it may be relevant during Denouement and Debriefing), and leave the Naval Map as it is. Start the Flight segment after setting up the Flight Map [12.4]. The Naval segment can also end during the Hazards Phase if the *U.S.S. Hornet* is damaged befored B-25s launch [12.6.6 – I-Boat], or as the result of an Airstrike [11.0]. If the Naval Segment ends without B-25s launching, do not play the Flight segment. Instead, proceed to Denouement or Debriefing, depending on which scenario you are playing. Also, if you reach the end of the April 22-23 Naval turn and B-25s have yet to launch, the Naval segment ends.

12.1 GENERAL QUARTERS PHASE
During this phase, Ship markers may be arranged or re-arranged on the Task Force Layout [see 9.4.1]. You may also assign Recon [10.2, 12.1.1] and CAP [12.1.2]. You may detach Ships from the Task Force and send them to Pearl Harbor [12.1.4]. You may attempt to make contact with Submarines, or deliberately break contact with them [12.1.3]. Finally, you may attempt to remove Mechanical Distress markers from your Ships and Recon (if any) [12.1.6], and repair a B-25 on the Carrier Deck [12.1.5].

12.1.1 Assign Recon
Recon markers may be placed in the Hangar Box on the Task Force Layout (*it really doesn't matter which Hangar Box)*, or be used for reconnaissance. If used as reconnaissance, you may place it either in the Local Recon box on the Task Force Layout (useful to guard against enemy I-Boat attacks), or place it in the Task Force's Sea Area (if the task force moves, Recon in its Sea Area automatically move with it).

USS Enterprise's Recon: Prior to Rendezvous, the only Recon marker you may use is the dark blue CA marker. But after Rendezvous, you may also use the light blue CA marker, and the VF6, VB6, VT6, and VS6 markers. If playing Scenario 10, however, and Nimitz did not allow the *USS Enterprise* to escort the *USS Hornet* [13.2.5], then the only light blue Recon marker allowed is the CA Recon.

12.1.2 Assign CAP
After Rendezvous [12.5.3], you may assign a Recon marker to CAP (Combat Air Patrol) to protect the Task Force against an Airstrike [11.0]. Only one Recon marker may be assigned CAP, the *USS Enterprise's* VF6. It may be placed in one of the two CAP boxes on the Task Force Layout. No other Recon marker may be placed in those boxes.

CA Recon has been placed in the Sea Area with the Task Force.
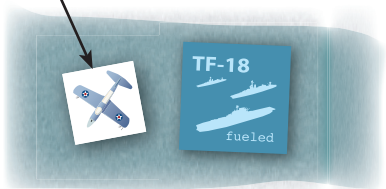
VF6 is the only Recon allowed in the CAP boxes.

12.1.3 Submarines
In this game, once placed on the Naval Map, Submarines do not move. Once in contact, a Submarine remains so until you choose to break contact by flipping the Submarine marker over during the General Quarters Phase. Success is automatic, no die roll is necessary. If not in contact, you may attempt to make contact. To do so, roll two dice (do this for each Submarine you wish to make contact with). If the sum of the numbers rolled is **7 or higher** (printed on the Submarine marker itself), the attempt is successful (flip the Submarine marker so that its Contact side faces up). If the sum is **less than 7**, the attempt fails and the Submarine remains out of contact.

12.1.4 Detach Ships
You may remove one or more ships from the Task Force Layout. If you do this, those Ships will steam towards Pearl Harbor (or San Francisco, whichever is closer, but doesn't matter which one for game purposes). Any Ship may be detached except the *USS Hornet*. You may detach as many ships as you like. Once detached, Ships may not return to the Task Force Layout and they are not a "patrol" for hazard draws [12.6.2].

Procedure: Take the Ship markers to be detached off the Task Force Layout and stack them together as a group (place attachments to those Ships, if any, back in the cup). If you will be playing the Denouement segment of the game, place the group in the Sea Area with the Task Force marker (you will make a Return to Port Check for them). If you will not be playing the Denouement segment, you can set those Ship markers aside since they will take no more part in the game.

Detached Recon: If the *USS Enterprise* is detached, remove its Recon markers as well (VB6, VF6, VS6, VT6). If there are no CA ship types on the Task Force Layout after detachment, remove CA Recon markers from the game.

12.1.5 Repairing a B-25
If you have a Copilot Elite Crewman marker with the Repair benefit, you may use that benefit to remove one Transit Hazard marker from any B-25 on the Carrier Deck. Alternatively, you may use that benefit to remove a Damage marker from a B-25 on the Carrier Deck (again, it may be any B-25, not merely the one the Copilot is attached to).

12.1.6 RECOVERY: Repairing Mechanical Distress
At the very end of the General Quarters Phase, you may attempt to remove Mechanical Distress Hazard markers from your Ships and Recon. Make your attempts one Hazard marker at a time.

Procedure: Roll two dice and add the numbers rolled to make a sum. Compare that sum to the number printed on the Mechanical Distress marker. If the sum is **equal to or higher** than that number, the attempt is successful and you must return the Hazard marker to its cup. The Ship or Recon marker must remain where it is (in Astern Far or the Hangar box) for the duration of this Naval Turn. If the sum is **lower**, the marker must remain attached and the Ship marker or Recon marker must remain where it is for the duration of the Naval Turn.

12.2 WEATHER PHASE
During this phase, remove all Weather chits. Then, you MUST make a Weather Check for each Weather Box governing a patrolled Sea Area. A Patrol is the Task Force marker, a Recon marker, and/or a Submarine in contact. (Clarification: even if a Weather Chit is already in a Patrolled Sea Area's Weather Box at the start of the turn, you must make a new Weather Check this phase.)

Defense and Influence Sea Areas: Although the Defense Sea Area is actually two distinct Sea Areas, Defense East and Defense West, make only a single Weather Check for both of them. Likewise for the two Influence Sea Areas.
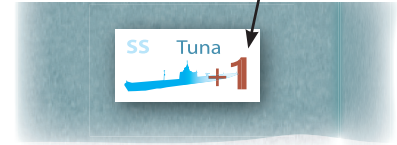
12.2.1 Weather Check   N1
Remove the existing Weather Chit from the Sea Area's Weather Box (if any). Then, roll two dice and add the numbers rolled to make a sum. Compare that sum to the numbers printed in the Weather Check table governing the Sea Area [9.3.1], and use it to find the Weather state (Calm, Gusty, Gale, Storm). Place the corresponding Weather Chit (Calm, Gusty, Gale, Storm) in the Sea Area's Weather Box as a reminder of that Sea Area's Weather state this turn.

12.2.2 Storm
If the Task Force marker is in a Sea Area whose Weather state is Storm, or if it moves into a Sea Area with such a Weather state, remove one Enemy Signals Hazard marker

SS Tuna is in contact and provides +1 to Target Acquisition Checks in Flight Zones in this Sea Area [8.1.4, play aid F6]

7 or better to make contact with the *SS Tuna* [12.1.3]

2 ships have been detached from the Task Force [12.1.4]

5 or better on two dice to repair this Mechanical Distress [12.1.6]

Weather Check		Move
CALM	**2-7**	5+
GUSTY	**8-9**	6+
GALE	**10-11**	7+
STORM	**12**	10+

Example – Weather Check:
Both Sea Areas must be checked because each has a Patrol in it. For the area with the Recon, the player rolls a 2 and a 5, adding to 7, so the Weather in that area is Calm. He rolls a 1 and a 3 for the other area (with the Task Force), adding to 4, so the Weather is Calm there as well.

Example – Wind Check:

A Recon is in Influence West and the Weather state there is Calm. The player chooses to make a Wind Check, hoping for a Tailwind (because the Task Force is about to move into that Sea Area and she is eager to launch as soon as possible). Following the procedure [8.2.3, play aid F2], she finds that the Wind is a Headwind. She doesn't even bother putting the Wind chit in the Wind box on the Flight Map. Had the result been a Tailwind or Severe Tailwind, she would have kept it, but unless she launched this Naval Turn [12.3.1], that Wind Chit would be removed before the start of the next Naval Turn.

Example – Launch:

The player decides to launch B-25s. He organizes them on the Carrier Deck by Flight, making sure that each Flight has at least two B-25s in it (loaded) but no more than four B-25s. He checks the First Flight's launch by rolling a pair of dice, a 2 and a 5, adding to 7. The Weather state in the Task Force's Sea Area is Gusty and this is a Planned Launch, so he checks the number at the intersection of the "Gusty" column and the "Planned" row. It is "6+." The 7 he rolled is higher than that number, so the result is "Launch Success." He arranges the B-25s of the First Flight at the top of the Carrier Deck display on the First Flight line, and then checks the next Flight's launch.

Example – Botched Take Off:

A Flight's launch is botched, so the player selects one B-25 and rolls a pair of dice. The selected B-25 has an Elite Pilot so he adds 1 to the sum (the two dice rolled were a 1 and a 3), so the modified sum is 5. The B-25 crashed on the deck instead of taking off, its crew and Elite Pilot are dead. The player will now continue launching the remaining Flights, but during Flight Map set up [12.4], these Flights will be placed in the Flight Zone one Flight Turn later than the Flights already launched (including the Flight with the botched launch). If the first Flight Turn is 0800, then the Flights that are delayed due to the crashed B-25, will not be placed on the Flight Map until the 1000 Turn.

[12.6.6] from the Naval Map (the marker can be in any Sea Area). Also, draw one Transit Hazard marker and resolve its effects immediately [13.5]. If the Task Force moves from a Sea Area whose Weather state is Storm to another Sea Area whose Weather state is also Storm, remove another Enemy Signals Hazard marker, and draw another Transit Hazard (and apply its effect).

12.2.3 Wind Check `F2`

Whenever you make a Weather Check for the Japan, Defense, or Influence Sea Areas, you may also make a Wind Check for the corresponding Flight Zone(s) on the Flight Map [8.2.3]. You may remove the Wind Chit immediately, but if you keep the Wind Chit it will only remain valid until the end of the current Naval Turn (at the end of the Naval Turn, if B-25s have not launched, remove all Wind markers from the Flight Map).

12.3 LAUNCH PHASE

If the Task Force is in the Sea Area with the Planned Launch Point marker, or in a Sea Area west of it (that is, to the left of it), B-25s on the Carrier Deck must be launched. This is a "Planned Launch." A Launch, Planned or Emergency, ends the Naval Turn and the Naval Segment, and initiates the Flight segment.

Emergency Launch: Only a Planned Launch can happen during the Launch Phase. An Emergency Launch can happen during the Hazards Phase [see 12.6.4], or during an Airstrike [11.2], but its procedure is the same [explained in 12.3.1].

12.3.1 Launch Procedure `N7`

When you make the decision to launch, organize B-25s on the Carrier Deck into Flights [7.1]. Launch one Flight at a time by rolling two dice. Add the numbers rolled to make a sum. Then, locate the Weather State of the Task Force's Sea Area on the table printed on the bi-fold player aid card [N7], and use it to find the appropriate column to use. If this is a Planned Launch (that is, you are launching B-25s during the Launch Phase), use the top row's number in that column. If this is an Emergency Launch (that is, you are launching B-25s during any other phase), use the number in the bottom row. If the sum of numbers rolled is **equal to or higher** than the number printed in the table, the Flight launches off the Carrier Deck without incident (Launch Success). If the sum is **lower** than the number, the take off is botched (Launch Botched [12.3.2]). When all B-25s have launched, set up the Flight Map [12.4] and initiate the Flight segment [8.1].

Launch Success: Place the B-25's of the Flight on the line at the top of the Carrier Deck display corresponding to their Flight number (start with the First Flight).

Launch Botched: There is a possibility that one of the B-25's has serious trouble taking off. Make a Botched Take Off Check [12.3.2].

12.3.2 Botched Take Off Check

If the result of a Flight's launch is "Launch Botched," all of the Flight's B-25s managed to launch successfully except the last B-25 in the Flight. Select one of the B-25s in the Flight to be that "last B-25" and roll two dice. Add the numbers rolled to make a sum. Modify that sum as noted below, and apply the result in the Botched Take Off Check table [on play aid N7].

Modifiers:
Elite Pilot: **+1** if the B-25 has an elite pilot (that is, it has an Elite Crewman marker with any Pilot benefit);

Damaged: **-1** if the B-25 is damaged (has a Damage marker as an attachment).

Result:

Modified sum is...
2 or less – The B-25 crashes on the Carrier Deck. The effect is catastrophic. Remove the B-25 (its crew and Elite Crewman, if any, are killed). The deck is so damaged that no other B-25s can launch. The Task Force turns about and heads for Pearl Harbor. The other B-25s of this Flight launched without incident and join those already launched (if any). If any launched, set up the Flight Map [12.4] and initiate the Flight segment.

3 – The B-25 crashes on deck and none of its crew survive. To determine how many other B-25s are consumed in the fire that rages on the carrier deck, roll a die: that number are destroyed (select bombers to remove but crews and Elite Crewman survive). No other B-25s may launch this Naval Turn, but they may launch next turn (pause the Naval segment to play out the Flight segment for the B-25s that have already launched, if any;

when the Flight segment ends, resume the Naval segment).

4-5 – The B-25 crashes on deck. Remove it from play (its crew are dead as is its elite crewman, if any). Continue the launch, but the next Flights (if any) are delayed one Flight Turn (place them on the Flight Map at the start of the Wind Phase on the second turn of the Flight segment). This delay represents time required to clear the carrier deck and conduct sufficient damage control to launch more bombers. If the launch is happening during an Airstrike, continue the launch after resolving the attack of the Japanese strike force (if any).

6 – The B-25 takes off but immediately ditches. Its crew and Elite Crewman (if any) are recovered by the Task Force.

7 – The B-25 very nearly ditches after taking off. The B-25 is damaged [2.1.3].

8 or higher – Navy deck crews shut fuel valves prematurely while preparing B-25s for launch. The Flight consumes 1 Fuel [7.2.3].

12.4 FLIGHT MAP SET-UP N7
Conclude the launch by setting up the Flight Map. You need to determine where the Flights of B-25s will start on the Flight Map (that is, in which zone will Flight markers be placed), and determine the starting Flight Turn (that is, in which boxes to place the Flight Turn marker on the Flight Turn Track). If the Task Force is east of Influence West, do not set up the Flight Map. Instead, B-25s fly to Midway or Pearl Harbor (proceed to Denouement or Debriefing).

12.4.1 Initial Flight Zone
Near the top of the Flight Map on the right are horizontal boxes with the name of Sea Areas in them, and numbers. Use the numbers and a roll of the die to determine the Sea Area all Flights start in. Roll one die if an Emergency Launch, and roll two dice if a Planned Launch (and then select one die's number, discarding the other die). If starting in an Influence Sea Area box, the Flight(s) immediately consume 1 Fuel [7.2.3] (a Fuel icon is printed on the Flight Map in that box as a reminder).

12.4.2 Launch Time
If this is a Planned Launch you are free to place the Flight Turn marker anywhere on the Flight Turn Track. The only restriction is that the China end of the marker is earlier than the Japan end [see 5.2]. If an Emergency Launch, you do not have control over the time of launch. Follow this procedure:

Emergency Launch Time: Roll three dice and add the numbers rolled to make a sum. Each turn on the Flight Turn Track has a set of small numbers printed in it [see 5.2.1]. Place the Japan end of the Flight Turn marker in the space corresponding to the sum. You may immediately slide the Flight Turn marker one space later, but if you choose to do so you must also increase the Security Risk the amount of a die roll. If launching during an Airstrike [11.2], the result must be a daylight turn (if that is impossible, given the numbers rolled, roll them again).

12.5 UNDERWAY PHASE
During this phase, the Task Force must attempt to move closer to Japan. This attempt to move is mandatory but success is not automatic. Determine if the Task Force moves by performing an Underway Check [12.5.1]. After a successful Underway Check, the Task Force may also perform a Raid Move [12.5.2]. Also, during this phase, you may perform two Rendezvous Checks [12.5.3] in order to add Ships and Recon to your Task Force.
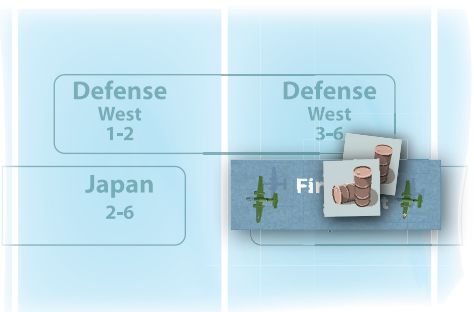
12.5.1 Underway Check N2
Roll two dice. There are no modifiers. Add the numbers and compare the sum to the Sea Area's Move number printed in the Weather Check box governing the Task Force's Sea Area. Use the Weather Check box corresponding to the Task Force's current location, not the Sea Area it is attempting to enter. Find the Move number corresponding to the Sea Area's Weather state (Calm, Gusty, Gale, Storm). If the sum of numbers rolled is **equal to or higher** than the Move number, the Task Force marker must be moved one Sea Area closer to Japan. If the sum is **less than** the Move number, the Task Force stays where it is, but you may be able to force it to move anyway (this is called a Force Move).

Force Move: If the Underway Check failed to move the Task Force, AND the Task Force is fueled, you may move the Task Force marker one Sea Area closer to Japan. If you choose to do this, flip the Task Force marker so that its Low Fuel side is face up, and move it into the adjacent Sea Area (the Task Force is now low on fuel).

Example – Initial Flight Zone:
Launch happens in the Defense West Sea Area (shown above). To determine where the Flights shall be placed on the Flight Map, the player rolls two dice (it was a Planned Launch; had it been an Emergency Launch he would only have rolled one die and not been able to choose between two). He rolls a 3 and a 6. He was hoping to roll lower than a 3 in order to start closer to Japan, but with those numbers he has no choice but to place all of the Flights in the zone shown below (Defense West).

Emergency Launch: Use these numbers to determine the Emergency Launch time. For example, if you roll three dice that sum to 7, place the Flight Turn marker on the 0800 space (China time is 0600).


Example – Underway Check:
The Task Force is in a Sea Area with Calm weather, and the Weather Check table indicates that the Move number is "5+." The player rolls two dice, a 3 and a 4, adding to 7, so the Task Force marker is moved one area to the left. Had the sum been less than 5, the player could have moved the Task Force anyway and then flipped the Task Force marker over (indicating that it is now low on fuel), thus performing a "Force Move."

Example – Raid Move:
TF-16 is in the Influence East Sea Area. It moves to the Influence West Sea Area and then the player decides that it will attempt a Raid Move to go one area further. There are no Slow Ships on the Task Force Layout (no AO ship types, no damaged Ships, and none with Mechanical Distress Hazards attached), and it is west of the International date line, so the attempt is legal. The Weather state in Influence West is Gusty, so the player needs a 6 or better. She rolls two dice, a 2 and a 3 that add to 5, so the attempt fails. However, the task force is fueled, so the player elects to flip the Task Force marker to its "low fuel" side and move the Task Force marker anyway (it is now in the Defense East Sea Area).

Example – Rendezvous:
TF-18 is in the 140W Sea Area. Before attempting to move it west, the player chooses to make a Rendezvous attempt (he planned to rendezvous in the Hawaii sea area, but the weather is not good there). The Planned RV Turn marker
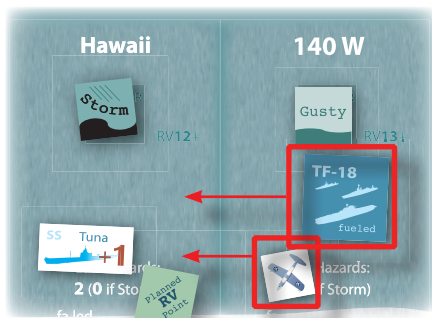
is in the current turn on the Naval Turn Track, so he enjoys a +3 modifier, and a +1 for the Recon. He rolls two dice, a 3 and a 3, and with the modifier the sum is 10, which is less than the 13 he needs, so Rendezvous is not successful. He increases the Security Risk by 1. Then, he makes an Underway Check [12.5.1] and moves the Task Force marker into the Hawaii sea area (the Storm forces him to draw a Transit Hazard and remove an Enemy Signals Hazard [12.2.2 & 13.5]). He then makes a second Rendezvous attempt. He gets the +3 modifier again (and the +1 for Recon, since it moves with the TF), but now he also gets a +1 for the Submarine. He must also deduct 3 for the Storm. The Task Force is now in the same sea area as the Planned RV Point marker, so instead of rolling only two dice, he may roll 3. He tosses the dice and gets a 2, a 5, and a 1, and with the modifiers the sum is 10. The RV number in that Sea Area is 12, so the attempt fails. This time, however, he chooses to break radio silence, which allows him to add 2 as a modifier, and thus, Rendezvous is succesful. He must also increase the Security Risk by 2, due to breaking radio silence.

12.5.2 Raid Move N3

If the Task Force is west of the International Date Line AND has already moved this phase, AND there are no slow ships on the Task Force Layout, you may attempt a Raid Move (a ship with a Mechanical Distress marker attached is considered a slow ship). To do so, perform an Underway Check again, using the procedure explained in 12.5.1. If you succeed, move the Task Force marker into the adjacent Sea Area (towards Japan). If you do not succeed, you may Force Move the Task Force but only if the Task Force is fueled.

Turns About: If the task force is already low on fuel when the Raid move attempt fails, the Task Force heads for Pearl Harbor, thus ending the Naval segment. You may order an Emergency Launch before proceeding to Debriefing (if playing Scenario 9) or Denouement (if playing Scenario 10, or the variant of Scenario 9) [12.3.1, play aid N7].

12.5.3 Rendezvous N4

You may perform a Rendezvous Check twice during the Underway Phase, once before the Task Force moves, and once after it moves (however, it may not be made if the Task Force is in the Port box before it moves on the first Naval Turn of the game). This check may only be performed once per Sea Area each Underway Phase, so if the Task Force does not move, you may only make this check once. Once Rendezvous is successful, you may not attempt Rendezvous again for the rest of the game.

Rendezvous Check: Roll two or three dice. The number of dice you must roll is explained below. Add the numbers rolled to make a sum (include all dice rolled), and compare that sum to the Rendezvous Number (RV) printed in the Task Force's Sea Area (next to the Weather Chit Box). Add and/or subtract modifiers to the sum. If the modified sum is **equal to or higher** than the RV number, Rendezvous happens (a successful result, see below). If **less** than the RV number, the attempt fails, but you may break radio silence to modify the sum to grant yourself a successful result (see below).

How Many Dice? – Roll three dice if the Task Force marker is in a Sea Area with the Planned RV Point marker. If not in a Sea Area with that marker, roll only two dice. Once placed at set-up (or during the Planning segment in April [13.5.1]), the Planned RV marker may not be moved.

Modifiers:

Storm: **-3** if the Sea Area's Weather state is Storm;

Red Flags: **-3** if the red flag Mechanical Distress Hazard marker is attached to the Task Force; remove that marker after making the Rendezvous Check (even if it fails);

Delay: **-2** if the TF Delayed marker is attached to the Task Force (this is possible only in Scenario 10). Remove the Delay marker when Rendezvous is successful;

Planned RV Turn: **+3** if the Naval Turn marker is in the same turn box on the Naval Turn Track as the Planned RV Turn marker. Once placed at set-up (or during the Planning segment in April [13.5.1]), this marker may not be moved;

Recon: **+1** for each Recon marker in the Task Force marker's Sea Area;

Submarine: **+1** for each Submarine in contact in the Task Force's Sea Area.

Rendezvous Success: If the check is a success, immediately replace the Task Force marker (TF-18) with the TF-16 (light blue) Task Force marker. If TF-18 was low on fuel, TF-16 is also low on fuel. Add TF-16's light blue Ship markers to the Task Force Layout. You may rearrange the Ship markers already there as well, but Ships with Mechanical Distress attachments must remain in the Stern Afar space. Add TF-16's Recon markers as well (CA, VB6, VF6, VS6, VT6). They may be placed in the Task Force's Sea Area, in the Local Recon box, or in the CAP or Hangar boxes (only VF6 may be in the CAP box).

No *USS Enterprise* – If playing Scenario 10 and the Diplomacy Chek was not successful [13.2.5], then do NOT use the TF-16 marker. Keep the dark blue TF-18 marker in play. Do NOT add light blue Ship markers to the Task Force Layout, and the only Recon marker you may add is the light blue CA.

Rendezvous Failed: If the check is not a success, increase the Security Risk by 1. You may instead Break Radio Silence:

Break Radio Silence – Add another modifier to the sum. That modifier may be **+1** or **+5**, or a number in between that range (your choice). You may do this after rolling dice. If you choose to do this, you must also add the same number to the Security Risk.

12.6 HAZARDS PHASE
During this phase, draw, assign, and then reveal and apply the effects of Sea Hazard markers. Do this one Sea Area at a time, but only for Sea Areas that have Patrols in them (Submarine in contact, Recon, or Task Force).

12.6.1 Sea Hazard Types
There are three types of Sea Hazard markers, each distinguished by the color of the marker and the type printed on it: East, Central, or West. These colors correspond to Sea Areas.

Preparation: When drawing Sea Hazard markers, use only the appropriate type for that Sea Area. Before the game starts, group the markers according to type, and put each group in an opaque container (or, if you prefer to limit the number of cups you'd like to use, be ready to swap out one set of markers for another as your Task Force moves from right to left across the Naval Map).

12.6.2 Draw Sea Hazards
During the Hazards Phase of the Naval segment, draw Hazard markers for each Sea Area occupied by one or more Patrols (see below for what a "patrol" is). Place the markers in the Sea Area. The number of markers to be drawn, and the type of Hazards to draw from, is indicated by the text printed in the Sea Area itself. In some cases the number of markers to draw is contingent on the number of times you failed a Secrecy Test [6.3.1], the number of Enemy Signals Hazard markers on the Naval Map, the Alert Level, and/or the Weather state.

Patrol: In this game a "Patrol" is a Submarine in contact, a Recon in the Sea Area (not in the Local Recon box or a CAP box or a Hangar box), and the Task Force.

Don't Peek: As you draw each Hazard marker from the cup, do not peek at the back of the marker.

Empty Cup: If you go to draw a Hazard from a cup, but the supply of that type of Hazard has been exhausted (the cup is empty), do not draw from other Hazard marker types.

12.6.3 Assign Hazards to Patrols
After drawing and then placing Sea Hazard markers in the Sea Area, each marker must now be assigned to a Patrol in the Sea Area. If there is only one Patrol, assign all of the Hazard markers to it. If more than one, distribute the Hazard markers evenly so that no Patrol has two or more Hazards assigned to it than are assigned to another Patrol.

No Peeking: Do not peek at the back side of the Hazard marker.

12.6.4 Reveal Sea Hazards
Select a Sea Hazard assigned to a Patrol, and flip it over. Before applying its effects, you may order an Emergency Launch [12.3.1]. After resolving the launch, the Naval segment is over (do not apply the Sea Hazard), and the Flight segment is initiated [set up the Flight Map 12.4]. If you do not order a launch, resolve the Sea Hazard [12.6.5].

12.6.5 Resolve Sea Hazards   N6
After revealing a Sea Hazard, you must apply its effect (as described below; also described on the bi-fold player aid [N6]). Do this before revealing another Sea Hazard marker. After applying the effect, the Hazard is considered "resolved" and should be returned to the cup (unless it is marked with an 'A' for attachment, and must remain attached to the Recon, Ship, or Task Force marker). Repeat this procedure (reveal and apply effect [12.6.4 & 12.6.5]) until all assigned Sea Hazards have been resolved.

12.6.6 Effects of Sea Hazards
The effect of each Sea Hazard marker is described in alphabetical order below (you may also refer to the Sea Hazards list provided on the player-aid card [N6]). A Patrol may be affected by multiple Hazard markers in the same phase. Unless attachment is noted, or it must remain in the Sea Area, Hazard markers must be returned to their cup.

Secrecy Test: Many Sea Hazards are marked with a Secrecy Test icon. That icon requires you to make a Secrecy Test [6.3.1].

Example – Draw Sea Hazards:
The TF is in the 140 W Sea Area, and one Secrecy Test has been failed already. Thus, the player draws a total of three Hazard markers (East type) and places them in the Sea Area (two for the area, and one for the failed Secrecy Test). Had the Weather in that Sea Area been Storm, only one Hazard marker would have been drawn (zero for the area and one for the failed Secrecy Test).

Note – Reveal and Launch:
After revealing a Sea Hazard marker, you have an opportunity to declare an Emergency Launch, before applying the effect of the Hazard. If you choose to declare a launch, do not apply the Hazard's effects (perform the launch, thus ending the Naval segment before resolving that Hazard).

Example – Destroy the Boat:
A Boat Hazard is revealed on a Recon (it is VS6). The player chooses to destroy the Boat, and so rolls two dice, a 3 and a 2, one of which is even, so the Boat is destroyed and the Secrecy Test is avoided. Had the Boat Hazard been revealed on the task force, three dice would have been rolled: for this example the dice roll a 1, a 3, and a 4. The Boat is destroyed, but the Alert Level increases by 1 because the Boat managed to radio home. The Secrecy Test is avoided.

Example – Evade the Boat:
A Boat Hazard is revealed on a Recon (it is VS6). The player chooses to evade the Boat, and so rolls a die, a 3, which is odd, so the attempt fails. He must perform the Secrecy Test.

Example – Enemy Signals:
If Influence West and East both have Enemy Signals markers in them, when Defense East gets an Enemy Signals marker as well, decrease the Secrecy Value by 1.

Boat – This Hazard triggers a Secrecy Test. Before making the Secrecy Test, however, check to see if you may avoid the Secrecy Test altogether. If you destroy the Boat represented by the Hazard marker, or evade it, you avoid the Secrecy Test. If the Hazard was revealed on the **Task Force** marker, in addition to the Secrecy Test, you must increase the Alert Level by 1. This Alert Level increase may only be avoided if the Boat is destroyed before it radios home (see below). If you choose to attempt to evade the Boat, you may not also attempt to destroy it (you must choose one or the other).

Submarine: If this Hazard is revealed on a Submarine, you automatically avoid the Secrecy Test (do not increase the Secrecy Risk). Put the Boat back in the cup.

Recon: If revealed on Recon, you may attempt to evade or destroy the Boat. The Secrecy Test is avoided if the Boat is evaded or destroyed (do not increase the Security Risk). If destroyed, it does not radio home (it can only radio home if revealed on the Task Force).

Task Force: A Task Force may attempt to evade the Boat, cancelling the Secrecy Test, but the Alert Level will increase unless the Boat is destroyed. Even if the Boat is destroyed, the Boat may "radio home" before it is sunk, increasing the Alert Level anyway (see below).

DESTROY the BOAT: To destroy the Boat, roll dice and then select one of the numbers rolled. If the Hazard was revealed on the Task Force marker, roll three dice. If revealed on a VB6, VF6, VS6, or VT6 Recon marker, roll two dice. If revealed on a CA Recon marker, roll one die. If the number of the selected die is EVEN, the Boat is destroyed. If ODD, you fail to destroy the Boat.

Boat Radios Home: If the Boat is destroyed by the Task Force, and one or two of the dice thrown to destroy it rolled an ODD number, the Boat manages to radio home before it is sunk (the only way to avoid this is by rolling three EVEN numbers when attempting to destroy the Boat). If it radios home, increase the Alert Level by 1.

EVADE the BOAT: Roll one die: if the number rolled is EVEN, the Boat is evaded. If ODD, it is not. Evading the Boat cancels the Secrecy Test, but if the Task Force evades the Boat, increase the Alert Level by 1.

Clouds – This Hazard has no effect.

Enemy Signals – If the marker has a Secrecy Test icon, perform a Secrecy Test [6.3] (do this first). If revealed on a Submarine or Recon, there is no other effect (put the Hazard back in the cup). If revealed on the **Task Force**, place the Hazard marker in the Sea Area (it remains there, do not put it back in the cup at the end of the phase). If an Enemy Signals marker is placed in a Sea Area that already has an Enemy Signals marker, increase the Security Risk by 3 (do this after the Secrecy Test). Each additional Signals marker placed in the same area increases the Security Risk by 3. If three or more adjacent Sea Areas have Enemy Signals markers in them, reduce the Secrecy Value by one die (do this after the Secrecy Test). If four adjacent Sea Areas have Enemy Signals markers in them, decrease the Secrecy Value by another die (if a fifth Area…by another die, so on and so forth).

Storm: When the Task Force is in a Sea Area with Storm weather, remove one Enemy Signals Hazard marker. This marker may be in any Sea Area on the map.

Flying Boat – This Hazard triggers a Secrecy Test [6.3.1]. But before you make that test, if this Hazard is revealed on the Task Force marker, check to see if the Security Risk must be adjusted first. Roll **four dice** and add the numbers rolled to make a sum. Compare that sum to the number of Ship markers in the Task Force Layout. If that sum is **equal to or higher**, do not increase the Security Risk. If **lower**, increase the Security Risk by +6.

Enemy Signals: Before making the Secrecy Test, increase the Security Risk by 1 for each Enemy Signals Hazard marker on the Naval Map.

I-Boat – *Japanese submarine*. When revealed, make a Secrecy Test. Also, if this Hazard is revealed on the Task Force marker, AND there is at least one slow ship on the Task Force Layout [10.1.2], resolve an I-Boat Attack after making the Secrecy Test.

I-Boat Attack: There are four steps to an I-Boat Attack, explained as follows (and as noted on the mapsheet next to the Task Force Layout):

Step 1 – Detection? Roll two dice. Add the numbers rolled to make a sum, and then

add modifiers (listed below). If the modified sum is **12 or higher**, the Submarine is detected before it attacks (proceed to Step 2). If the modified sum is **less than 12**, the I-Boat is not detected. That means no reaction against it is possible, and you immediately go to Step 4.

Detection Modifiers:

I-Boat Calm: **+1** if the Weather state in the Sea Area is Calm;

Destroyers: **+1** for each undamaged DD on the Task Force Layout;

Local Recon: **+1** for each Recon in the Local Recon box on the Task Force Layout;

Low CAP: **+1** if VF6 is in the Low CAP box on the Task Force Layout.

Step 2 – I-Boat Location? If the I-Boat is detected, roll one die. Place the I-Boat Hazard marker in the corresponding arrow on the Task Force Layout. Place on an arrow marked "I-Boat" corresponding to the number rolled. If arrow 2 or 5, the I-Boat is considered to be in the Far space.

Step 3 – Reaction: If the I-Boat is detected, you may attack it before it fires its torpedoes. Select a Ship in the same or adjacent space occupied by the I-Boat Hazard marker, and roll two dice. Add the numbers rolled to make a sum, and modify the sum by the modifiers listed below. If the modified sum is **equal to or higher** than the Ship's Reaction value, remove the I-Boat Hazard marker (this ends the I-Boat Attack; the enemy submarine was either sunk or damaged, or it moved off; in either case, for the purpose of Debriefing it is considered destroyed). Put the I-Boat marker back in the cup. If the modified sum is **lower,** the reaction fails and you must go to Step 4.

Reaction Modifiers:

Storm: **-2** if the Weather state in the Sea Area is Storm;

Adjacent: **+1** if the Reacting Ship marker is in an adjacent space on the Task Force Layout;

Local Recon: **+1** if one or more Recon markers are in the Local Recon box on the Task Force Layout.

Step 4 – Torpedoes: To determine which Ship the I-Boat attacks, see "Detected" or "Undetected" below. Once the target has been determined, resolve the attack by rolling two dice (there are no modifiers). Add the numbers rolled to make a sum and compare it to the Hull value printed on the Ship marker. If the sum is **equal to or higher** than the number, the attack does not inflict damage on the Ship. If **lower** than the Ship's Hull value, the Ship is damaged [10.1.1]. This ends the attack (put the Hazard marker back in the cup).

Detected: If the I-Boat was detected in Step 1 but not removed in Step 3, the I-Boat attacks a random Ship in its space (if on arrow 2 or 5, it attacks "Far" unless that space is empty, in which case it attacks the inner space). If its space is empty, it attacks a CV in the Center space (select randomly if more than one CV is in that space; roll a die, if EVEN it attacks the *USS Enterprise*; if ODD it attacks the *USS Hornet*). However, if on I-Boat arrow 3 or 4, and there is a Slow Ship in the Stern Afar space, it will attack that Ship instead (if more than one, select randomly).

Undetected: If the I-Boat was not detected in Step 1, it attacks a CV in the Center space (if more than one CV is in that space, select one of them randomly).

Damaged *USS Hornet*: If the attack damages the *USS Hornet*, B-25s may not launch. This ends the Naval segment of the game and the Flight and Attack segments are not played. If playing Scenario 10 or the variant of Scenario 9, proceed to the Denouement segment. If playing Scenario 9 without the variant, proceed to Debriefing.

Mechanical Distress –This Hazard must be attached. If revealed on a Submarine, its attachment lasts only a moment: flip the Submarine so that it is now out of contact and return the Hazard to its cup (if the Submarine has another Hazard marker assigned to it, yet to be resolved, return it to the cup too). If the Hazard marker was revealed on the Task Force marker, attach the Hazard to a Ship marker on the Task Force Layout. That Ship marker must now be moved to the Astern Far space (if attached to an AO Ship, that oiler may not refuel the Task Force as long as the Mechanical Distress marker remains

Example – I-Boat Detection:
An I-Boat Hazard is revealed on the TF marker. After making the Secrecy Test, the player checks to see if it is detected by his Ships and local Recon. He rolls two dice, a 2 and a 3, and adds +2 because he has two Recon in the "Local Recon" box (CA Recon and VS6). He has six undamaged destroyers on the Task Force Layout, so that allows him to add another 6 to the sum. Altogether, his modified sum is 13, which means the I-Boat has been detected. He now assigns   one of the destroyers to attack it (Step 3).
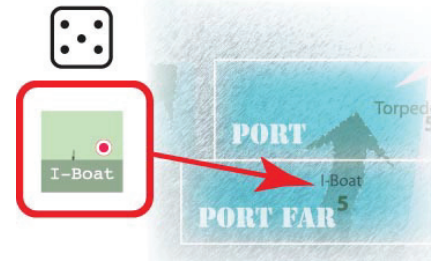
Example – Reaction:
An I-Boat Hazard was revealed on the Task Force marker and was detected. Now the player may assign a destroyer to attack it. He selects the *Monssen* which has a Reaction value of 8 and is in an adjacent space. He rolls two dice, a 2 and a 6, and adds +1 for the adjacent space and another +1 because he has two Recon in the "Local Recon" box. The modified sum is 10, which is higher than the 8, so the I-Boat is removed. Had the attempt failed, the I-Boat would have fired torpedoes at the *Monssen* (because it was detected, and because in this example there is no Ship in the I-Boat's space). Had it not been detected at all, the I-Boat would have targeted a CV in the Center space.
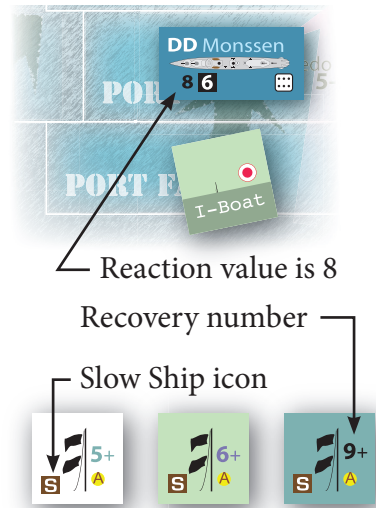
Reaction value is 8

Recovery number

Slow Ship icon

RV modifier [12.5.3]
TF-18 has been informed that RV will be delayed.

Refuel number is 7

attached [12.7.2]). If this Hazard is revealed on a Recon marker, return the Recon to the Hangar box on the Task Force Layout and attach the Hazard to the marker. If the Recon has another Hazard marker assigned to it, yet to be revealed, assign it to the Task Force marker.

Recovery: Once attached, Mechanical Distress markers can only be removed by Recovery [12.1.6]. The exception is the marker with red flags.

Red Flags: If the Hazard has a red flags icon (instead of black flags), attach it to the Task Force marker itself. Do this even if revealed on a Submarine or a Recon marker. It remains attached until a Rendezvous Check [12.5.3], and may not be removed by Recovery. If Rendezvous has already happened, put it back in the cup.

Medals – When revealed, attach this marker to a B-25 on the Carrier Deck. It affords a one time benefit to that B-25 (return the Hazard marker to its cup when that benefit is used).

Benefit: During a Flight or Attack Turn, the B-25 is allowed one re-roll (once only). This is equivalent to the re-roll Elite Crewman benefit [2.3.7]. If you have not used the benefit by the time the B-25 releases ordnance, return the Medals marker to its cup.

Ship – When revealed, make a Secrecy Test. Then, if the Hazard was revealed on the Task Force marker, roll a die: If the number rolled is EVEN, there is no further effect. If ODD, increase the Alert Level by 1.

12.7 REFUELING PHASE
During this phase, you may attempt to Refuel the Task Force [see 12.7.2].

Start a New Naval Turn: After making the Refuel attempt, or if you do not make the attempt at all, start a new turn by advancing the Naval Turn marker one space down the Naval Turn Track and initiating a new General Quarters Phase [12.1]. If the Turn marker has already reached the end of the Naval Turn Track (that is, you just finished the April 22-23 Turn), the task force is considered to turn about, initiating the Denouement segment or Debriefing [see 12.0.1]. Before that happens, however, you may perform an Emergency Launch before this final turn is over [12.3.1].

12.7.1 Submarine (in contact) in Japan
If the Naval turns ends and at least one Submarine is in contact and that Submarine is in the Japan sea area, place a Contact marker in one of the three Japan City Boxes on the Flight Map. Once placed it remains there until used during the Flight segment. More than one Contact marker may occupy the same box. Each Contact marker grants one re-roll during a Target Acquisition Check during the Flight segment [8.1.4].

12.7.2 Naval Fuel
If the Task Force is low on fuel (that is, the marker is Low Fuel side face up), AND there is at least one undamaged oiler (AO ship) on the Task Force Layout, you may attempt to Refuel the Task Force. You may make one attempt per undamaged AO Ship on the Task Force Layout. The Task Force may become low on fuel during the Underway Phase [12.5.1 – Force Move].

Mechanical Distress: If an oiler (AO) has a Mechanical Distress marker attached [12.6.6], it may not attempt to refuel the Task Force.
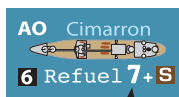
Refuel Procedure: Roll two dice and add the numbers rolled to make a sum. Subtract modifiers from that sum if any are applicable (see below). Compare the modified sum to the Refuel number printed on the oiler (AO). If the modified sum is **equal to or higher** than the number, the attempt is successful. If the modified sum is **lower,** the attempt fails. (As noted below, if an attempt fails, you may voluntarily damage the AO Ship to automatically refuel the Task Force.)

Modifiers:
Gale: **-1** if the Weather state in the Sea Area is Gale;
Storm: **-3** if the Weather state in the Sea Area is Storm.

Results:

Success: Flip the Task Force marker over so that its Fueled side is face up.

Failure: The Task Force remains low on fuel. If the Weather state in the Sea Area is Gale,

one ship on the Task Force Layout is now damaged (your choice of ship). If Storm, two Ships are damaged. Then, after applying damage (if any) you may automatically Refuel the Task Force by imposing damage on the AO Ship (it must not already be damaged). If you choose to do this, flip the AO Ship so that it is now damaged, and apply the effects of a Success result (noted above).

Part 4 – PLANNING
This section of the rules explains how to play the Planning segment of the game, applicable to Scenario 10. The game begins with the January turn of the Planning segment and the Naval segment is triggered when you complete the Planning segment's April turn. See p. 34 of the **Scenario Book** for components.

13.0 PLANNING TURN – SEQUENCE OF PLAY
The Planning Turn requires you to use the Mission Planning Blotter on the far right of the mapsheet. It is graphically organized from top to bottom to handle the four turns of the Planning segment, each turn representing a month of historical time. Each section of the Blotter is devoted to one of those months. There is no turn track for the Planning segment, nor is there a Planning Turn marker. Instead, work your way down the Blotter as you proceed through the Planning segment, starting at the topmost section titled "January 1942."

13.0.1 Planning Blotter Components
A variety of playing pieces are used in conjunction with the Mission Planning Blotter. They are explained below, in the rules section pertaining to each month of the Planning segment. The Scenario Book also graphically explains the components needed and locates where they will be used on the blotter [p. 34].

13.1 JANUARY
During this month's turn, you must first place Diplomat markers on the Calendar and then decide where Doolittle will go [13.1.1]. Next, you will select the B-25s for the mission [13.1.2], and finally, if you scheduled any for January, you will make Diplomacy Checks [13.2].

13.1.1 Plan the Calendar
At the very top of the Mission Planning Blotter is the Calendar, a table organized into four monthly columns and three rows, each row corresponding to one of the three Diplomat markers (Thompson, Stilwell, and Nimitz). Where you place the Diplomat marker will determine when you may begin to make Diplomacy Checks, and it also determines how much the Security Risk will be increased (Security Risk will be assessed at the conclusion of the April turn [13.5.6]).

Procedure: Place at least two Diplomat markers on the Calendar. You must place the Nimitz marker, and you must place either the Stilwell or Thompson marker, or both. This is the only opportunity you have to place these three markers. Each marker must be placed so that it is in a cell of the Calendar, at an intersection of a column and a row. A cell is called a "box" and has a "no/yes" table in it which is used to determine the success of a Diplomacy Check [13.2]. Thompson may only be placed in the top row, Stilwell may only be placed in the middle row, and Nimitz may only be placed in the bottom row. You will use the table in the box when making a Diplomacy Check later [13.2.1]. Once placed, a Diplomat marker may not be moved. Finally, place the Doolittle marker in one of the Doolittle Boxes on the Mission Planning Blotter.

Doolittle – On the Mission Planning Blotter, do not use the Elite Crewman marker representing Doolittle. Instead, use the one illustrated here. Each Month's section has one Doolittle box. By placing the marker in a box, you are selecting that month's benefit (noted in the box). If you place the Doolittle marker so that the telephone illustration on the marker is face up, you will be able to move the Doolittle marker to other Doolittle boxes during the Planning segment (and you may move it at any time; this means you get the benefit of all of the boxes). If not telephone side up, Doolittle will refrain from using the telephone, and you will not be able to move that marker out of the box you placed it in (which means you only get that box's benefit). Placing it telephone side up may increase the Security Risk by a variable amount [13.5.6].

13.1.2 Select B-25s
There are twenty four B-25 markers provided in the game. You may select all of them for the mission, or fewer, as you like. Place the selected B-25s in a group and keep them handy. This is the only opportunity you will have to bring B-25s into play, and you will not use B-25 markers you do not select in January. The number you select may influence the Secrecy Value and the Security Risk [13.5.6].

Briefing?
"At this point, only five of us knew what was being planned: (Admiral) King, (General) Arnold, Duncan, Low, and me. And that's the way I wanted to keep it until whoever the Navy selected to lead the task force was given the details."
– James Doolittle, *I Could Never Be So Lucky Again.*

"Loose Lips Sink Ships!"
-War Advertising Council, 1942

Security Risk modifier [13.5.6]
Calendar [13.1.1]

Note – Diplomat Placement:
Placing Thompson, Stilwell, and Nimitz on the Calendar represents informing these individuals about the raid. Although placing them earlier gives you more chances to make Diplomacy Checks, it also increases the Security Risk. A Diplomat marker in the January column, for example, adds +4 to the Securiy Risk.

Doolittle Marker
There are two markers representing Doolittle, one as an Elite Crewman marker and one used on the Mission Planning Blotter. In Scenario 10, when drawing Elite Crewman markers during the March turn [13.4.3], it is possible that the Doolittle elite crewman marker will not be drawn. If that happens, General Arnold, Doolittle's superior, has decided that he needs Doolittle back in Washington, and is too valuable to risk on this mission. Historically, it was not until the end of March that Doolittle knew for sure he was to lead the raid in the air.
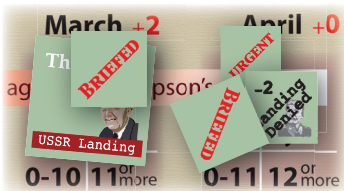
Example – Diplomacy Check:
It is March and the Thompson marker is in the March box on the USSR row of the calendar, so you may make a Diplomacy Check. You choose to brief Thomson (adding a Briefed marker to the Calendar), which will give you a +1 modifier. You roll two dice, a 1 and a 6, adding to 8 (including the modifier), which is less than the 11 needed, so the attempt fails. You must place the Stalin marker on the USSR row to indicate that landing has been denied.
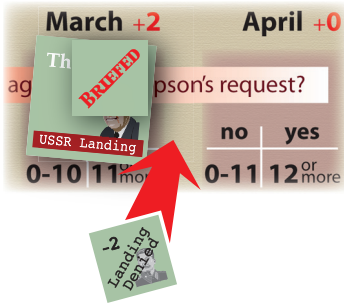
Example 2 – Diplomacy Check:
Continuing the example, it is April and you choose to make another try at persuading Stalin to allow a landing in the USSR. Thompson is already briefed, giving you a +1 modifier, but now you choose to brief Stalin as well (adding another Briefed marker), and you also decide to place an Urgent marker in the April space (it is too late to place another in the March space). Since Stalin has already denied the request, you are stuck with a negative 2 modifier as well. You roll two dice, a 3 and a 5, and add and subtract modifiers, for a modified sum of 9, which is less than the 12 you need for success.

13.1.3 January Diplomacy Check

If a Diplomat marker is in the January column on the Calendar, you may make a Diplomacy Check [13.2]. This is the player's choice. If the marker is in the January box, and you choose not to make a Diplomacy Check in January, you may still make a check in a subsequent month. In January, Diplomacy Checks are possible only for Thompson and Stilwell.

13.2 DIPLOMACY CHECK

Diplomacy Checks are voluntary. You are permitted to make a Diplomacy Check if a Diplomat marker is on the Calendar, and that marker is located in the current month's column or in a previous month's column.

New Markers: You may influence a Diplomacy Check by placing Briefed, Urgent, and Leader markers on the Calendar (leaders are Chiang and Stalin). Once placed, you may not remove any of these markers. Each will add **+1** to the Security Risk at the end of the April turn [13.5.6].

13.2.1 Diplomacy Check Procedure

Roll two dice and add the numbers rolled to make a sum. Modify that sum by the modifiers listed below. If the modified sum falls within the "yes" range printed in the current month's cell on the Calendar, the check is successful. If in the "no" range, it fails. A failed Diplomacy Check may be overturned in a later month by making a Diplomacy Check again, using the table printed in that month's box. The results of success and failure are described below [13.2.2 , 13.2.3, and 13.2.5].

Modifiers: You may influence a Diplomacy Check in three ways:

Briefed: **+1** if you place a Briefed marker on the Diplomat or Leader marker, or both (earn a +1 modifier for each Briefed marker); a Diplomat or Leader may only be Briefed once; to brief a Leader, either Chiang or Stalin, you must place the Leader marker in the box and then immediately place the Briefed marker on it;

Urgent: **+1** if you place an Urgent marker on the Diplomat marker's row; you may place one Urgent marker each time you make a Diplomacy Check;

Doolittle: **+1** if the Doolittle marker is in January's Doolittle box [13.1.1].

Once placed, Briefed and Urgent markers remain on the Diplomat or Leader they were placed on, or on that row of the Calendar, and will influence Diplomacy Checks attempted in future months (if any). They will also increase the Security Risk [13.5.6].

13.2.2 Thompson – Diplomacy Check   `P1`

The top row of the Calendar represents the Soviet Union's (U.S.S.R.) official position on allowing United States aircraft to land in Soviet territory. Besides briefing Thompson and adding Urgent markers, you may influence a Diplomacy Check for that top row by placing the Stalin leader marker there and then briefing him [see "Briefed" in 13.2.1].

Success: Permission to land B-25s in the Vladivostok landing site box is granted. Flip the Thompson marker over so that its "Permission Granted" side is face up.

Failure: Permission to land B-25s in the Vladivostok landing site box is denied. Flip the Stalin leader marker so that its Landing Denied side is face up (if not yet on the Calendar, place him there now). If you make a Diplomacy Check again for this top row, you must impose an adverse -2 modifier (as indicated on the Stalin marker).

Note that B-25s may land in the Vladivostok landing site box even if permission is denied, but their fate will be influenced by the denial of permission [14.5].

13.2.3 Stilwell – Diplomacy Check   `P2`

The middle row of the Calendar represents the Republic of China's cooperation with the United State's scheme to land bombers in China. Besides briefing Stilwell and adding Urgent markers, you may influence a Diplomacy Check for that middle row by placing the Chiang leader marker there and then briefing him [see "Briefed" in 13.2.1].

Success: Permission to land in China is granted. You may immediately attempt to prepare Landing Site boxes in China (see below).

Failure: Permission to land B-25s in China is denied. Flip the Chiang leader marker so that its Landing Denied side is face up (if not yet on the Calendar, place him there now).

If you make a Diplomacy Check again for this middle row, you must impose an adverse -1 modifier (as indicated on the Chiang marker).

Preparing Landing Sites in China: Once permission has been granted to land in China, you may prepare Landing Site boxes (as many as you like each turn). For each, select a Landing Site box in China and roll two dice. Add the numbers rolled to make a sum (there are no modifiers). If the sum **equals or is greater** than the Landing Site box's Stockpile number, you succeed (the site is prepared). If **lower**, the attempt fails (you may try again next month). Signify that a Landing Site is prepared by placing a Landing Beacon marker in the Landing Site box (draw the marker randomly from a cup and do not peek at the back). You may immediately place Groundcrew and Fuel markers in prepared sites. If at least one Landing Site box has a Landing Beacon in it, make an Event Check at the end of the Planning Turn [13.2.4].

Groundcrew – You may place one Groundcrew marker in a Landing Site box in China each Planning Turn (clarification: one marker total per turn, not one marker in each Landing Site per turn).

Fuel – You may place Fuel markers totaling 8 Fuel each turn (total, not per Landing Site box). If both Stilwell and Chiang are briefed, you may place 15 Fuel each turn, instead of 8. No more than 40 Fuel may be stockpiled in China, in total.

13.2.4 Event Check – China
You must make an Event Check each Planning Turn that a Landing Beacon marker is in one or more Landing Site boxes in China. Make the Check at the end of the Planning Turn (after all Diplomacy Checks have been made). During the Naval segment, if the Alert Level increases to 4, you must also make one Event Check.

Procedure: To make the Event Check, roll two dice. Add the numbers rolled to make a sum, and modify that sum (see below). Locate the modified sum on the table printed in the China section on the mapsheet, and apply the noted result.

Modifier:

Extensive Preparations**: -1** if three or more Landing Site boxes have Landing Beacon markers in them.

Results:

No Effect: There is no event.

Japanese Attack: Roll two more dice and note their sum (no modifiers). Locate that sum on the table and use it to determine which Landing Site is attacked (Lishui, Chuchow, Kian, etc.). Remove the Landing Beacon marker from that Landing Site box (if any), and remove all Fuel and Groundcrew markers from it as well. Place a Japanese Attack marker in the Landing Site box (this will increase the Security Risk in April [13.5.6]). A new Landing Beacon marker may not be placed in that site and B-25s may not land there.

Storm: Roll two more dice and note their sum (no modifiers). Locate that sum on the table and use it to determine which Landing Site is wracked by a storm (Lishui, Chuchow, Kian, etc.). Roll another die and note the number rolled: remove that much Fuel from the Landing Site box.

13.2.5 Nimitz – Diplomacy Check   P3
The bottom row of the Calendar (in the January section of the Mission Planning Blotter) represents the U.S. Navy's ability to collaborate with the U.S. Army on this mission. The result of the Diplomacy Check will determine what happens at Rendezvous during the Naval segment. It will also determine the number of Submarines you may place on the Naval Map (once placed, Submarines do not move). To influence Diplomacy Checks for this bottom row of the Calendar, you may brief Nimitz and add Urgent markers. If this Diplomacy Check for Nimitz is never attempted, treat as a "Failure" result.

Success: Flip the Nimitz marker over so that its Escort side is face up. When Rendezvous is successful [12.5.3], replace the TF-18 marker with the light blue TF-16 Task Force marker, and add all of the light blue Ship markers to the Task Force Layout. Also add the light blue CA Recon marker, as well as the VB6, VF6, VS6, and VT6 Recon markers. Roll a die to determine the number of Submarines dedicated to this mission: three Submarine markers if the die roll is EVEN, or two if ODD. Set the Submarine markers aside until the April turn [13.5.1].

Kweilin **4**

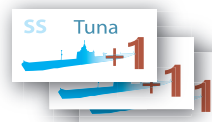Stockpile number (in this example, 5 or more)

Example – Event Check:
The player just placed a Landing Beacon marker in Kweilin, and so, before this Planning Turn is over, she must make an Event Check. She rolls two dice, a 4 and a 3, adding to 7, garnering a "no effect" result. Had two other Landing Sites contained Landing Beacons, she would have subtracted a -1 modifier to the sum, reducing it to 6, which would have resulted in a Storm. The player would have then rolled another two dice (let's say a 2 and a 5, adding to 7), to determine which Landing Site suffers the storm (in this case it would be Lishui), and if Fuel markers were there they would have to be removed (another die would be rolled to determine the amount to be removed).

Joint Ops	Will Nimitz insist on ...		
no	yes	no	yes
2-6	7 or more	2-7	8 or more

success: 3 max.

fail: 2 max.

Guzzle Check number [8.2.4]
(determined by Weight)

Modifications (start at 0)

Gunnery and Weight
(both start at 3)

deduct | add

Weight

Gunnery

Training Point

Failure: The *USS Enterprise* and its light blue Ships will not be available for this mission. When Rendezvous is successful [12.5.3], add the light blue CA Recon marker to the Task Force Display. Roll a die to determine the number of Submarines dedicated to this mission: two Submarines if the die roll is EVEN, or one if ODD. Set the Submarine(s) markers aside until the April turn [13.5.1].
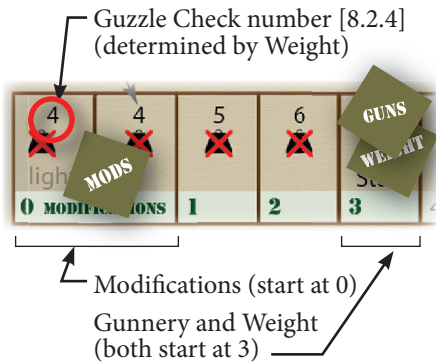
13.3 FEBRUARY
During this month's turn you have the opportunity to make modifications to the B-25. The modifications you make will apply globally to the B-25s you selected last month [13.3.2]. You will end this turn by making scheduled Diplomacy Checks and attempting to overturn failed checks from January, if any [13.2]. And if one or more Landing Beacons are in a landing site in China, you must make an Event Check [13.2.4].

13.3.1 Modification Markers
You may select one or more modifications, and each will have an effect on the B-25's performance. The effect of each modification is described in 13.3.3, as well as on the bifold player aid card [P5]. Use dark olive green markers to signify the modifications you make to the B-25, placing them on appropriate spaces of the February section of the Mission Planning Blotter. Once you finish this Planning Turn and move on to the next turn, you will be unable to make changes to this section of the Blotter.

Modifications Track: at the bottom of the February section of the Mission Planning Blotter is a track upon which you must record the number of modifications you make this turn, and use it to keep track of the B-25's relative weight and Gunnery rating. Place the MODS, Weight, and Guns markers in their starting spaces on that track.

13.3.2 Modification Procedure
There is no limit to the number of modifications you may make (you are not required to make any modifications at all). If you choose to make one or more modifications, do so by placing the appropriate Modification marker in the appropriate space on the Mission Planning Blotter. Some markers have different effects depending on which side you place face-up. Keep a tally of the total number of modifications you make using the MODS marker on the Modifications Track [modifies Delay Check dice roll: 13.5.5]. If more than 6, flip the marker over.

Weight: Some modifications will increase or decrease the weight of the B-25, as noted on the Modification marker (anvil symbol). When weight increases, slide the Weight marker to the right. If weight decreases, slide to the left. This will determine the Guzzle Check number during the Flight segment [8.2.4].

Gunnery: Some modifications will increase or decrease the gunnery rating of the B-25, as noted on the Modification marker (dice symbol). This determines the number of Gunnery dice [4.5.1]. Training in March can also increase the Gunnery rating [13.4.5].

Training Points (TP) & Morale: Some modifications increase or decrease morale and training points. TP and Morale are explained in the section of the rules describing the March turn of the Planning segment [13.4].

13.3.3 Modification Effects   P5
The modifications have been assigned a letter code (A-J), and the effects of each modification is described below in alphabetical order of that code:

A. **Radio** – Remove the Liaison radio set. This modification decreases weight by 1. Crews will not be able to contact each other during Flight Turns and may adversely effect navigation (which means that Faulty Compass and Compass Error Hazards will affect B-25s). If you do not make this modification, those Flight Hazards will not affect B-25s (*because crews will use the radio*), but instead will incur a Secrecy Test [8.3.7].

B. **Bombsight** – Remove the Norden Bombsight (this counts as 1 Modification). Doing so prevents B-25s from entering Target Boxes on Target Maps. Once removed, you may make a second Bombsight modification (flip the Modification marker over). This signifies that the "Mark Twain" bombsight has been installed, allowing B-25s at low altitude to enter Target Boxes. With the Mark Twain installed, high altitude B-25s may NOT enter target boxes [3.3.1].

C. **Propellers & Carburetors** – Decrease weight by 1. This represents fuel-efficient adjustments made to carburetors and the replacement of propellers. If you draw the Adjusted Carburetors Transit Hazard, this modification will be nullified [13.5.2].

D. **Top Turret** – You may either remove or improve the top turret on the B-25. You may not do both. If you remove the turret, decrease weight by 1 and decrease Gunnery by 2 dice. You must also decrease Morale by 1. If you improve the turret instead, you gain an extra Training Point, but Weight, Gunnery, and Morale are not affected. Also, Jammed Turret Flight Hazard markers will not affect B-25s if both this modification and the Improved or Removed Ventral Turret modification (I) are made.

E. **Armor Plating** – You may either add more armor to the B-25 or take some away. You may not do both. If you add armor, increase weight by 1. Also, a B-25 may suffer 2 hits of Damage before it is destroyed, which means you must use both sides of the Damage marker. When a B-25 suffers Damage, place the marker on the B-25 as an attachment, and if it suffers Damage again, instead of destroying the B-25 flip the Damage marker so that its "Severe" side is face up. Once that side of the marker is face up, if the B-25 suffers Damage again it is destroyed. If you remove armor, decrease weight by 1, and, when a B-25 suffers damage, do not place a Damage marker on it. Instead, the B-25 is destroyed.

F. **Fake Guns** – Install fake wood guns in the tail of the B-25. Doing so gains you one Training Point (*simulating a small boost in morale*).

G. **De-Icers** – This modification improves the B-25's ability to land in Vladivostok. The effect of this modification applies during the Landing step of the Denouement segment [14.1.1].

H. **Extra Tanks** – If you do not add extra tanks, B-25s will be able to carry 6 Fuel (the default indicated on the Planning Blotter). You may either add extra fuel tanks to the B-25, or extra ordnance. You may not do both. If you add extra fuel, your Flights will have an initial stock of 8 Fuel when they launch (four Fuel-2 markers). You may make a second modification and increase that stock even more (flip the Modification marker over), increasing the Fuel stock to 10 (five Fuel-2 markers).

H. **Extra Ordnance** – Instead of adding fuel, you may add ordnance (place the "extra Ordnance" Modification marker on the blotter instead of the "extra" marker). Doing so will increase the Blast value of released ordnance to 3 when a B-25 makes a successful Detonation Check [4.9.3]. If you add extra ordnance, or make no modification at all, each Flight will launch with a fuel stock of 6 (three Fuel-2 markers).

I. **Ventral Turret** – You may either remove or improve the lower turret. You may not do both. If you remove it, decrease the B-25's weight by 1 and reduce the number of Training Points by 1. If you improve the turret, add a Training Point. Also, Jammed Turret Flight Hazard markers [8.3.7] will not affect B-25s if both this modification and the Improved or Removed Top Turret modification (D) are made.

J. **50 Caliber Guns** – Replace all guns with .50 caliber guns. Adds one die to your Gunnery rating, and allows you to use the .50 Caliber Training Track instead of the .30 Caliber track in March [13.4.5].

13.3.4 February Diplomacy Checks
If a Diplomat marker is in the January or February column on the Calendar, you may make a Diplomacy Check [13.2]. If you made a Diplomacy Check for Thompson and/or Stilwell last turn, and it failed, you may now make another Diplomacy Check to overturn that failed result (but use the table in the February column of the calendar). Any Briefed and Urgent markers already on that row of the Calendar remain in play as modifiers, and you may add another Urgent marker, or a Briefed marker to a Diplomat or Leader marker (but only for those that do not already have a Briefed marker).

13.4 MARCH
During this month's turn you do four things. First, you will select the location where your squadron of B-25s will train for this mission [13.4.1]. Then, you will select security measures [13.4.2]. Third, you will train the crews of your B-25s in a variety of Training categories [13.4.4], and finally, you will make scheduled Diplomacy Checks and attempt to overturn failed checks from January and/or February, if any [13.4.10]. If one or more Landing Beacons are in a landing site in China, you must also make an Event Check at the very end of the turn [13.2.4].

13.4.1 Training Site
Select where the B-25 crews will conduct training, at Eglin Field in Florida or at McClellan Field in California. To signify your selection, place the Training Site marker in the appropriate Training Site box in the March section of the Mission Planning Blotter.

Extra Fuel?
A 225 gal. rubber tank was installed over the bomb bay, a 160 gal. rubber tank was installed in the crawlway, and a third 60 gal. tank was installed over the lower turret, refilled during flight from ten 5 gal. cans in the rear.

Example:
50 Caliber Guns:
The player elects to make the .50 caliber guns modification. By placing the marker in the appropriate space in the February section of the Mission Planning Blotter, the player "erases" the one Gunnery rating printed on the blotter and replaces it with the marker's two Gunnery rating (thus increasing the Gunnery rating by 1).

Clarification: Modification markers replace the ratings and icons printed in their spaces. Those spaces present the default, unmodified, factory ratings of the B-25.

Eglin Field: If you place the marker in this box, you will add two dice to your Secrecy Value.

McClellan Field: If you place the marker in this box, you will add one die to your Secrecy Value and add 2 Training Points.

Liberty: When you place the Training Site marker, you may place it star side up or "Liberty" side up. If you do the latter, this signifies that you will allow the crews some rest and relaxation, which will increase the Security Risk in April, but improves morale [13.4.3].

13.4.2 Security Measures
Each Security marker signifies a precaution against the leaking of information to the enemy about the mission, and each has a good effect on your Secrecy Value (increasing it). Most will also have an adverse effect on Morale (lowering it). You are not obligated to select any measure and you may select some or all. To signify your selection, place the Security marker(s) in the Security Measures Box (this is a convenience to help remember your choices). Once there, they may not be removed. Their effects are as follows:

Quarantine: If you place this marker in the box, it places the training site under a quarantine order. It adds two dice to your Secrecy Value.

No Wives: If you place this marker in the box, the wives of crewmen will not be allowed to join their husbands at the training site. This adds one die to your Secrecy Value, but it lowers Morale by 1.

Extra Military Police: If you place this marker in the box, a large contingent of Military Police will be assigned to the training site. This adds one die to your Secrecy Value, but it lowers Morale by 1.

F.B.I.: If you place this marker in the box, agents of the Federal Bureau of Investigation will be assigned to the training site where they will covertly watch and investigate crewmen and the people they come in contact with. Families of crewmen may also find themselves under scrutiny. This adds one die to your Secrecy Value, but it lowers Morale by 1.

13.4.3 Morale
Place the Morale marker in the "start" space on the Morale Track in the March section of the Mission Planning Blotter. Shift it to the right one space whenever Morale improves (also referred to as an "increase" in morale), or to the left one space when it worsens (decreases). This can happen as the result of a Modification during the February turn, or by a number of decisions you make during the March turn. As indicated on the track, Morale determines the number of Elite Crewman markers you are allowed, and supplies you with Training Points (TP) [13.4.4].

Lower than Low? If Morale is in the "Low" box on the left end of the track, and Morale decreases again, you MUST either brief the Squadron or grant it Liberty to keep the marker in the "Low" box. After doing one or the other, the Morale marker remains in the "Low" box on the track.

Briefing the Squadron: The back of the Morale marker is its "Briefed" side. You may place that marker Briefed side face up, thereby signifying that Doolittle tells the men of the squadron that they are training to bomb Japan. If you do so, improve Morale by 1 (but be prepared for an adverse Security Risk increase during the April turn [13.5.6]). Once briefed, you may not flip the marker back to its un-briefed side.
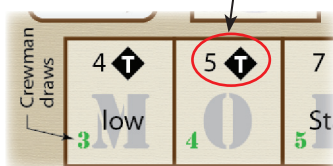
Doolittle Box: If the Doolittle marker is in the March section's Doolittle box, increase Morale by 1 [13.1.1].

Elite Crewman markers: After making all changes to Morale (that is, after making all shifts left and right), locate the Elite Crewman number in the Morale marker's space on the Morale Track. Draw that many Elite Crewman markers from a cup and set them aside. Alternatively, if you prefer, select them instead of drawing them randomly.

13.4.4 Training
The purpose of Training is to improve the crew's capabilities, thereby increasing the B-25's ratings (such as Gunnery, Evasion, and so on). There are five Training categories and each is represented in the March section of the Mission Planning Blotter by its own Training Track. These Training tracks record the "level" of training in that category, and

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Security?
Eglin Field comprised several airstrips and it was easy to cordon off a corner of it, keeping the squadron in seclusion. Wives were allowed on base, and the F.B.I. was active, investigating behind the scenes.

Doolittle's Presence?
"So that night we sat around and buffaloed about a lot of things, mostly guessing at what was in store for us. One of the boys from another squadron said to me, 'Guess who's here?' I said I couldn't guess. 'Jimmy Doolittle,' he said. "He's a Lieutenant Colonel now, and I think he's going to have a hell of a lot to say about this mission.'"

— Ted Lawson
Thirty Seconds Over Tokyo
1943.

5 TP (Training Points)

Crewman draws

4	5	7
low		St
3	4	5

No Doolittle?
Drawing elite crewman markers randomly may mean that you won't draw Doolittle. *The brass in Washington don't want to risk him on this mission.*

each level starts at zero (place a Training marker in the bottom space on each track). You are awarded a number of Training Points (TP) determined by Morale as indicated on the Morale Track in the March section of the Mission Planning Blotter, and modified by Modifications in the February section [13.3.2]. Assign TP to Training categories by sliding Training markers up their respective tracks. To move the Training marker up to the next space (or "level"), you must assign a number of Training points indicated in that space. The effect of each level on a training track is noted to the side of each space on the track (and explained below [13.4.5 to 13.4.9]). When all TP are assigned, and after ordering extra training, if any, Training is complete.

Extra Training: You may push a Training marker up one space (thus increasing the level by one) by ordering extra training. This does not require TP assignment. To do so, flip the Training marker over so that its "extra" side is face up, and shift the marker up one space on its track. You may do this only once for each Training category. Each time you order Extra Training, randomly draw one Elite Crewmen marker (this is in addition to Elite Crewman markers allowed by the Morale level [13.4.3]).

13.4.5 Gunnery
There are two tracks in this category. Use the .50 Caliber track if you chose the Gunnery modification in February [13.3.3j], or if you did not choose that modification, use the .30 Caliber track. If you assign either one or two training points to shift the Training marker to level one, you add one die to your Gunnery rating. Assigning another two TP moves the marker to the next level increasing your Gunnery rating higher. If on the 50 Caliber track you may assign another two TP to push it one level higher, adding a third die to your Gunnery rating. As the Gunnery rating increases, shift the Guns marker on the Modifications track [13.3.2].

13.4.6 Hedgehopping (low altitude flying)
Assigning one TP pushes the Training marker to level one, increasing your Evasion rating to 1 [Evasion is explained in 4.4.1]. Assigning another two TP keeps your Evasion rating at one, but allows each Elite Pilot to Evade one additional Hazard during the Attack Turn if at low altitude [4.4.1]. Assigning another two TP increases the level again, setting your Evasion rating to 2 (but Elite Pilots may not evade a third Hazard).

13.4.7 Navigation
Assigning one TP pushes the Training marker up one level, setting your daylight Navigation skill to 1. Assigning two more TP increases the level by one and adds 1 to your Navigation skill. Assigning two more TP increases that skill to 3. This skill is a modifier applicable to Target Acquisition Checks during a daylight Flight Turn [8.1.4], and Approach Checks during the Attack Turn [4.8.1] but only when using the daylight side of the Target Map.

13.4.8 Night Flying
This skill is a modifier applicable to Target Acquisition Checks during a night Flight Turn [8.1.4], and Approach Checks during the Attack Turn [4.8.1] but only when using the night side of the Target Map. Assigning one TP pushes the Training marker up one level, setting your night Navigation skill to 1. Assigning two more TP increases the level by one and adds 1 to your Navigation skill. Assigning two more TP increases that skill level to 3, adding 1 to your Evasion rating at night (that is, it increases your Evasion rating when your B-25s are on the night side of a Target Map).

13.4.9 Short Take Off
Unlike the other four categories, to increase the Short Take Off training level you must assign one TP, and that allows you to roll two dice. Add the numbers rolled to make a sum, and locate that sum on the Training track. If the B-25's Weight marker is in the "heavy" section of the Modifications track (in the February section of the Blotter), modify the sum by subtracting 1. Place the Training marker in the space corresponding to the modified sum.

Consequences: Some spaces on the track have letters printed in them ('c' and 'd'), indicating consequences to your B-25s. Each 'c' requires you to remove one B-25 marker from those selected in January (it crashed during training), and each 'd' requires you to place a Damage marker on it as an attachment [2.1.3] (if you chose to remove armor plating as a modification in February, treat each 'd' result as a 'c' result instead).

Carrier Deck Capacity: The number to the right of the Training marker's space indicates the quantity of B-25s you may place on the Carrier Deck during the upcoming April turn. If no number, no B-25s may be placed on the Carrier Deck.
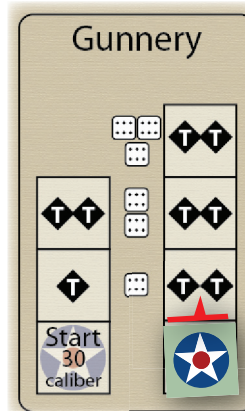
Example – Gunnery: The player chose the .50 Caliber modification back in February and now decides to assign 2 TP to Gunnery, pushing the Training marker up the track. This adds one die to his Gunnery rating.
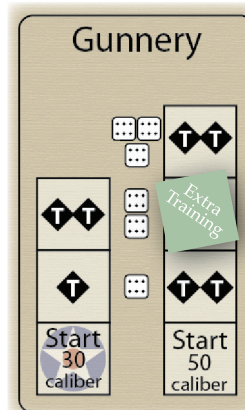

Example – Extra Training: Continuing the example, the player pushes the Training marker up another level, adding another die to his Gunnery rating. He doesn't want to assign two more TP for this so opts for extra training. He flips the marker over and then draws an Elite Crewman marker.

Example – Short Take Off Training: The player rolls a pair of dice, a 2 and a 5, adding to 7.

He moves the Training marker as shown, and then places Damage markers on two B-25s.

Example – Adjustment: Only 14 B-25s will be allowed on the Carrier Deck, and the player would like more, so he decides to assign another TP to roll a third die. He rolls a 1, pushing the marker up one space, and forcing him to place another Damage marker on a B-25.

Naval Plan
Example

Advisory – Launch Point: You are advised to place the Planned Launch Point marker in the Influence West Sea Area, or a Sea Area to the west of it. If B-25s launch from a Sea Area east of Influence West, they must fly for Midway or Pearl Harbor instead of Japan [12.4]

Adjustment: After rolling dice and applying consequences, you may spend another TP to roll a third die. Move the Training marker up the track a number of spaces equal to the die roll (if the new modified sum of three dice is more than 12, place the Training marker in the topmost space on the track). Then, apply any new consequences, if any.

Extra Training – Short Take Off: As with the other Training categories, you may order extra training to shift the Training marker up one space on the track (applying new consequences, if any) and draw an additional Elite Crewman marker [13.4.4].

13.4.10 March Diplomacy Checks
For each Diplomat marker in the January, February, or March column on the Calendar, you may make a Diplomacy Check [13.2]. Use the table in the March column of the calendar. This means that if you made a Diplomacy Check on a previous turn, and it failed, you may now make another Diplomacy Check to overturn that failed result. Any Briefed and Urgent markers already on that row of the Calendar remain in play as modifiers, and you may add another Urgent marker, or a Briefed marker to a Diplomat or Leader marker that does not already have one.

13.5 APRIL
The April turn unfolds in six steps. First, you place markers on the Naval Map to plan the mission [13.5.1], then you make a Transit Check to determine if your B-25 crews experience mishaps on the way to their point of embarkation in the San Francisco Bay [13.5.2]. You then make a Crane Check to see if any B-25s are damaged as they are hoisted onto the Carrier Deck [13.5.3]. You then make scheduled Diplomacy Checks and attempt to overturn failed checks from previous months, if any [13.5.4]. If one or more Landing Beacons are in a Landing Site in China, you must make an Event Check [13.2.4]. Next, you make a Delay Check to see if the Task Force embarks on time [13.5.5]. And finally, you tally your Secrecy Value and then determine the Secrecy Risk [13.5.6]. You conclude the Planning segment by making an initial Secrecy Check [6.3], and then initiate the Naval segment of the game [12.1].

13.5.1 Naval Plan
Place the Planned RV Point and Planned Launch Point markers in Sea Areas on the Naval Map, and place the Planned RV Turn marker in a turn box on the Naval Turn Track. Place Submarine markers in Sea Areas, "no contact" side up (the number of markers was determined by the Joint Ops Diplomacy Check [13.2.5]; if the Joint Ops check has not been made yet or may be overturned, place three Submarine markers now – you may have to remove one or two when you make that check later in this month's turn).
Note: These markers do not move during the Naval segment.

13.5.2 Transit Check
Roll two dice and add the numbers rolled to make a sum. Increase or decrease that sum by the modifiers listed below. Find the modified sum on the Transit Check table printed at the bottom of the Mission Planning Blotter, and apply the results.

Modifiers:

Doolittle: **+1** if the Doolittle marker is in April's Doolittle box [13.1.1];

McClellan Field: **+3** if the Training marker is in the McClellan Field box in the March section of the Mission Planning Blotter [13.4.1];

Extra Training: **+1** for each Training level marker extra training side face up [13.4.4].

Results – Transit Hazards: Draw one to four Transit Hazard markers from a cup. Apply their effects immediately, as follows (also noted on the player aid A4):

Adjusted Carburetors – Increases the Guzzle Check number of ALL B-25s by +1. This may not be repaired (that is, you may not remove this Hazard). If Engines modification (Box C) was not completed during the March turn, then this Hazard has no effect (return it to the cup).

Cracked or Jammed Turret – Attach to a B-25. Reduce its Gunnery rating by 1 or 2, as indicated by the crossed-out die icon on the Hazard marker. If both the Top and Ventral Turret have been improved and/or removed (Modification D and I), these Hazards have no effect (place the Hazard marker back in the cup).

Damage – The B-25 is damaged. Place a Damage marker on a B-25 and then put the Hazard marker back in the cup. Damage may be repaired during the Crane Check step

of the April turn during the Planning segment [13.5.3], or by a Copilot's Elite Crewman benefit on the Carrier Deck or Landing Site box [2.3.2].

Security Risk – Increase the Security Risk by 1 [6.3]. Place the marker back in the cup.

13.5.3 Crane Check
First, choose a Diligence modifier (see below). Then, roll two dice and add the numbers rolled to make a sum. Increase that sum by the Diligence modifier. Apply the result indicated by the table printed in the Alameda Box next to the April section of the Mission Planning Blotter (explained below). Then, place B-25s on the Carrier Deck section of the mapsheet, up to the limit imposed by the results of Short Take Off training [13.4.9]. Damaged B-25s may be placed on the Carrier Deck and so may B-25s with Transit Hazards attached. You may arrange B-25s in any manner you like on the Carrier Deck, but all should be loaded [2.1.1]. You may then repair B-25s (see below), and finally, assign Elite Crewman markers to B-25s.

Diligence Modifier: This is a number you impose by choice. The modifier may be as low as zero and as high as 13. Make a mental note of the modifier you chose before you roll dice, and be sure to remember the modifier (because it will be used as a modifier again during the Delay Check [13.5.5]).

Results:

Damaged – Attach 2, 3, or 4 Damage markers to that many B-25s. Those aircraft are now damaged [2.1.3].

Transit Hazard – Draw one Transit Hazard from the cup and apply its effect immediately [13.5.2].

Security Risk – Increase the Security Risk by the amount indicated [6.1].

Repair: You may remove one or more Damage markers attached to B-25s (even if Severe side face up), and you may remove one or more attached Transit Hazards. No die roll is necessary, success is automatic (and does not require the Copilot Elite Crewman benefit). Remember the number of Damage and Hazard markers you remove, because that number will serve as the "Repair modifier" when you make the Delay Check [13.5.5]. Removing a Severe Damage marker of a B-25 that is severely damaged counts as one repair, not two.

Elite Crewman Assignments: Attach Elite Crewman markers to B-25s on the Carrier Deck. No more than one Elite Crewman marker may be attached to a B-25 [2.3].

13.5.4 April Diplomacy Checks
You may make a Diplomacy Check for each Diplomat marker on the Calendar [13.2]. If you made a Diplomacy Check in a previous turn, and it failed, you may now make another Diplomacy Check to overturn that failed result (but use the table in the April column). Any Briefed and Urgent markers already on that row of the Calendar remain in play as modifiers, and you may add another Urgent marker. You may add a Briefed marker to a Diplomat or Leader marker (but only for those that do not already have a Briefed marker).

13.5.5 Delay Check
Place the TF-18 marker (fueled side face up) in the Port/San Francisco Box in the upper right corner of the Naval Map. Place TF-18's Ship markers and CA Recon on the Task Force Layout [9.5 & 10.0]. Then, Check for Delay.

Delay Check Procedure: Roll two dice and add the numbers rolled to make a sum. Increase or decrease that sum by the modifiers listed below. Find the modified sum on the Delay Check table printed at the bottom of the Carrier Deck section on the mapsheet, and apply the result.

Modifiers:

Diligence – **-?** use exactly the same modifier used during the Crane Check [13.5.3];

Repairs – **-?** subtract the total number of Damage and Transit Hazards removed at the end of the Crane Check [13.5.3 Repair];

Modifications – **-?** subtract the total number of Modifications made during the Febru-

Example – Crane Check:
The player decides that the Diligence modifier will be 2. He rolls a pair of dice, a 2 and a 4, adding the modifier, for a modified sum of 8. The result forces him to randomly draw a Transit Hazard, which he does (its Security Risk +1).

Example – Delay Check:
The player rolls a pair of dice, a 2 and a 7, and subtracts the Diligence modifier (he chose 2 during the Crane Check) and the Repairs modifier (he repaired two B-25s, so it is -2). He made 8 modifications, but the Doolittle marker is in the February box on the Mission Planning Blotter, so he is allowed to ignore this modifier (if Doolittle was elsewhere, it would have been a -8 modifier). Nimitz was not briefed. The modified sum is 5, which means the Task Force is not delayed.

Example: Secrecy Value:

The player selected Quarantine and No Wives, giving him a Secrecy Value of 3 (that is, 3 dice), and he trained the crews at Eglin Field, adding another two dice, for a total Secrecy Value of 5.

Example – Security Risk:

Two Diplomat markers are in the February column and one is in the April column (see the illustration below), adding 6 to the Security Risk. There is one Urgent marker, one Briefed marker on the calendar as well, for another +2 to the Security Risk (do not count Doolittle). Two Training markers are "extra training" side up, so that is another +2. No Landing Sites were attacked, the Task Force was not delayed, Doolittle refrained from using the telephone and he did not tell crews what they were training for, so there are no increases for these. However, he did grant crews liberty (the Training Site marker is "Liberty" side up), so the player must roll two dice, a 2 and a 5, adding to 7. He selected 24 bombers in January, so that imposes a negative 3 modifier to the sum, reducing it to 4, which results in a +3 increase to the Security Risk. Altogether, the Security Risk is 13.
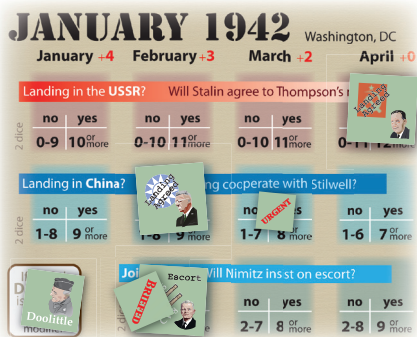
ary turn [13.3.2]; however, if the Doolittle marker is in the February Doolittle box, this modifier is zero (if that marker is telephone side up, you may move it to that box now);

Nimitz was Briefed – **+5** if you placed a Briefed marker on Nimitz [13.2.1] (if not already Briefed, you may place a Briefed marker on the Nimitz marker now).

Results:

TF Delayed – Place the TF Delayed marker on the Task Force marker. It must remain attached until Rendezvous is complete, and will serve as an adverse modifier each time you attempt Rendezvous [12.5.3].

No Delay – There is no effect.

13.5.6 Security Check

Determine the Secrecy Value and the Security Risk (see below). Then, make your first Secrecy Test [6.3]. Finally, initiate the Naval segment by playing the April 2-5 Naval Turn.

Determine the Secrecy Value: Tally the red dice icons on all of the Security markers you placed in the Security Measures box [13.4.2], and those in the Training Site box you selected during the March turn [13.4.1]. Add one to the Secrecy Value if you selected 18 or fewer B-25s in January [13.1.2]. Eight dice is the maximum Secrecy Value.

Determine the Security Risk [6.1]: Transit Hazards and the Crane Check may already have increased the Security Risk [13.5.2 & 13.5.3] (it starts the Planning segment at zero). Increase the Security Risk as follows:

Diplomats – **+4** for each Diplomat marker in a January column; **+3** for each Diplomat marker in a February column; **+2** for each in a March column;

Calendar – **+1** for each Urgent, Leader, and Briefed marker on the Calendar (do NOT count Diplomat markers (Thompson, Stilwell, and Nimitz), do not count Doolittle);

Doolittle Spilled the Beans – **+4** if the Morale marker is Briefed side face up (March section of the Mission Planning Blotter);

Extra Training – **+1** for each Training marker that is "extra" side face up (March section of the Mission Planning Blotter) [13.4.4];

Variable Increases to the Security Risk: For each of the following four risk categories, you must roll two dice and add the numbers rolled to make a sum. Modify that sum by the modifiers specific to that category (noted below), and increase the Security Risk by the amount indicated on the table printed in the April section of the bi-fold player aid. If the conditions of a category have not been met, do not roll the dice and do not increase the Security Risk. The conditions and modifiers of each category are described below:

Japanese Attacked Landing Sites – This only applies if one or more Landing Site boxes have a Japanese Attack marker in it and the Stilwell Diplomat marker is on the Calendar. Modifiers: **-2** if Chiang was briefed [13.2.1], **+3** if Fuel markers were not removed by the attack(s);

Task Force Delayed – This only applies if the Task Force is delayed [13.5.5]. Modifiers: **-1** if you selected 19-23 B-25s in January [13.1.2], **-3** if you selected 24 B-25s in January;

Liberty – This only applies if the Training Site marker is "Liberty" side face up. Modifiers: **-2** if the Training marker is in the McClellan Field box; **-3** if you selected 24 B-25s in January [13.1.2]; **+5** if the FBI Security marker is in the Security Measures box [13.4.2];

Doolittle's Telephone – This only applies if the Doolittle marker is telephone side up. Modifiers: **-2** if the Quarantine Security marker is in the Security Measures box [13.4.2], **+5** if there are no Briefed markers in play on the Calendar and the Morale marker is not briefed side face up.

Part 5 – DENOUEMENT

This section of the rules explains how to play the Denouement segment of the game, applicable to Scenario 10, and to Scenarios 7, 8 and 9 if you opt to play the variant to those scenarios. At the conclusion of this segment, you must use the Debriefing Manual in order to derive the scenario's outcome, instead of the Scenario Book.

14.0 DENOUEMENT – SEQUENCE OF PLAY

The Denouement segment is initiated when the Flight segment ends [5.1.1], or the Naval segment ended without initiating the Flight segment [12.0.1]. Once initiated, follow the sequence of steps described in this section of the rules. As you proceed through the Denouement segment, use the tri-fold player aid as a guide. It has tables and charts necessary to resolve the steps of this segment.

14.0.1 Crew Markers

B-25 markers represent both the airplane and the five man crew operating it. When a B-25 ditches or lands, you must place a Crew marker on the mapsheet at the location of the ditching or landing (if landing, you may place it on the B-25 marker). Crew markers are generic and have two sides, a Fit side (green with star) and a Wounded side (red border). If the B-25 had an Elite Crewman attached, place it with the Crew marker.

14.1 LANDING

Check each B-25 whose Flight is in a Landing box (China, Vladivostok, and Korea). Check each B-25 one at a time, using the Landing Check table on play aid D1. If B-25s launched for Midway or Pearl Harbor, their landings are automatically "good" (no Landing Check required). If all B-25s ditched or were destroyed, skip this step and proceed to 14.2.

14.1.1 Landing Check [D1]

Check each B-25 in a Flight that is in a Landing Site box. Check each B-25 individually to see if the airplane lands without incident. When all B-25s of a Flight have landed, remove the Flight marker (or for convenience, keep it as a placeholder for the B-25s in a crowded Landing Site box).

Procedure: Roll two dice, add the numbers rolled to make a sum, and add or subtract modifiers (if any apply), as explained below. Compare the sum to the Landing Value (LV) of the Landing Site (printed on the map in the Landing Site box).

Modifiers:

Mechanical Problems: subtract the number indicated on the Flight Hazard marker [8.3.7];

Night Turn: **-2** if the B-25 landed during a Night Turn;

Gale: **-1** if the B-25 landed in a Sea Area with Gale weather state;

Storm: **-3** if the B-25 landed in a Sea Area with Storm weather state;

Elite Pilot: **+1** if an Elite Crewman is attached to the B-25, and it is a pilot (any benefit);

No De-Icers: **-5** if the B-25 is landing in Vladivostok and you did not make the De-Icers modification [13.3.3g]; this modifier only applies during Scenario 10.

14.1.2 Landing Check Results

Good Landing – Place a Crew marker on the B-25, Fit side facing up. The aircraft landed without incident. If its Flight had a Fuel stock, place the same amount of Fuel on the B-25 marker.

Poor Landing – Determine the B-25's fate by rolling one die and applying the result indicated on the Poor Landing table printed on the tri-fold player aid. Use the column corresponding to the B-25's status, damaged or not damaged (if playing Scenario 10 and the B-25 has added armor plating – Modification E – it is possible for it to be severely damaged). Use the "normal pilot" column unless there is an Elite Pilot attached to the B-25.

Poor Landing Effects:

Crash – The B-25 is destroyed (remove the B-25 marker). If there are survivors (as indicated by the table), place a Crew marker in the Landing box, Wounded side up.

Denouement?

This segment is intended to add detail to the story played out by the game, bridging between the Flight segment and Debriefing.

Fit   Wounded

Example – Landing Check:

A Flight with 1 Fuel is in the Kweilin Landing Site box, so the player checks each of its two B-25s.

Hoover gets a +1 modifier because it has an Elite Pilot attached (Greening), but no other modifiers apply. The player rolls two dice, a 3 and a 1, adding to 5 including the modifier, which is higher than the Landing Value in the Kweilin box (which is 4). It is a good landing, so the player places a Fit crew marker on the B-25, and because the Flight has 1 Fuel, he also places a 1 Fuel marker on the B-25. Watson has a mechanical problem which imposes a negative 3 modifier. The player rolls two dice, a 2 and a 4, and with the modifier the sum is 3, which results in a poor landing. The player immediately rolls a third die, a 3, and locates the result in the "damaged" column of the Poor Landing table on play aid D1. The B-25 does not have an elite pilot, so the result is Crash with survivors. The player removes the B-25 and places a Crew marker in the Kweilin Landing Site box, Wounded side up.

Damaged – The B-25 is damaged [2.1.3] but the crew is unharmed. Keep the B-25 in the Landing box and place a Crew marker on it, Fit side up. If its Flight had a Fuel stock, place the same amount of Fuel on the B-25 marker. If the damage destroys the B-25, however, its Fuel is lost and place the Crew marker Wounded side up.

Good Landing – Place a Crew marker on the B-25, Fit side facing up. The aircraft landed without incident. If its Flight had a Fuel stock, place the same amount of Fuel on the B-25 marker.

14.2 DITCHING

When B-25s ditch during the Flight segment [7.2.4], the B-25 is replaced with a Crew marker and placed in the Flight Zone. During this step of the Denouement segment, check each Crew marker by using the Ditched Check table on the tri-fold player aid [D2]. An Elite Crewman shares the fate of the Crew it ditched with.

14.2.1 Ditched Check D2

Resolve the fate of each ditched Crew one at a time (its Elite Crewman shares its fate). Roll a die for each ditched Crew, and find the result in the appropriate column of the table. Each column corresponds to a location on the Flight Map, either east of Japan, in Japan, or west of Japan, as indicated by the map on the table.

Ditched Results:

Captured – *The crew is captured by the Japanese.* Place the Crew marker in the Captured box on the mapsheet. Its fate will be resolved during Debriefing.

China – Place a Crew marker in the Trekking box, wounded side up (if result is "China (fit)", place Fit side up). During the China step of Denouement, it will attempt to move to Chungking [14.4.3].

Missing – *The crew is missing in action.* Remove the Crew marker from the game.

Missing (submarine) – If a Submarine (in contact) is in the Japan Sea Area, the Crew is rescued (see below). If no submarine, it is missing (remove the Crew marker).

Rescued – A Submarine (in contact) in the Japan Sea Area may rescue a maximum of one Crew marker (and its Elite Crewman marker, if any). Rescued Crew markers return to Pearl Harbor for reassignment (for Debriefing puposes, they are not captured and are not in China).

14.3 RETURN TO PORT (RTP)

Make a Return to Port Check [14.3.1] for the Task Force. Then, if one or more Ships broke out of the Task Force during the Naval segment to head back to Pearl Harbor [12.1.4], check them as well. Do so for each Ship Group that was removed from the Task Force during the Naval segment, one group at a time (each group should be in a Sea Area on the Naval Map).

14.3.1 Return to Port Check D3

Select a ship group or the Task Force, and roll two dice. Add the numbers rolled to make a sum and modify the sum (see below). If the modified sum is **equal to or higher** than the RTP number in the Sea Area (as noted on the tri-fold player aid), return happens without incident (remove the Task Force marker or Ship markers). If **lower**, an incident occurs (see below).

Modifiers:

Destroyers: **+1** for each undamaged DD Ship marker in the Task Force or group;

Aircraft Carriers: **+3** for each undamaged CV Ship marker in the Task Force or group;

Low Fuel: **-4** if the Task Force is low on fuel [12.5.1 & 12.7.1]; this modifier applies only to the Task Force, not to a Ship Group;

Alert Level: subtract the Alert Level at the time of launch; this modifier applies only to the Task Force, not to a Ship Group; if B-25s never launched, use the current Alert Level;

Fast Ships: **+5** if there are no Slow Ships in the Task Force [10.1.2]; this modifier applies only to the Task Force, not to a Ship Group.

Captured
Place Crew markers captured by the Japanese in this box.

Trekking

Example –RTP Check:
The Task Force launched in the Defense East sea area. It has six destroyers (DDs) and two undamaged CVs, giving the player a +12 modifier. The Task Force is low on fuel, however, imposing a negative 4 modifier, and it has at least one Slow Ship. The Alert Level when the launch was ordered was 1, imposing yet another negative modifier (-1). Altogether, the modifier is +7. The player rolls two dice, a 2 and a 4, adding to six, and with the modifier the sum is 13. The RTP number is 14, however, which means the result is an "incident."

14.3.2 Incident
If the RTP Check result is an incident, resolve it immediately, as follows:

Airstrike: The Task Force or Ship Group is attacked from the air. Initiate the Airstrike sequence [11.0]. If this result happens to a ship group, clear the Task Force Layout and place the Ship markers of the Ship Group on the layout [as per 9.5].

Ships: The Task Force or Ship Group encounters enemy ships and are attacked. Roll a die: if the number rolled is ODD, one of your ships in the group or Task Force is sunk (you may select the ship). Additionally, if the number rolled is 1, resolve an Airstrike [11.0]. If the number rolled is EVEN, two ships in the group or Task Force are damaged (select them) (however, in the case of an EVEN result, if there are no Slow Ships in the Task Force or group, none are damaged).

I-Boat: The Task Force or Ship Group is attacked by an enemy I-Boat (this result is applied only if there are Slow Ships in the group or Task Force). Resolve an I-Boat attack [use the same procedure described in 12.6.6]. If this result happens to a Ship Group, clear the Task Force Layout and place the Ship markers of the ship group on the layout [as per 9.4]. If no Ships are slow, treat this result as "no effect."

14.4 CHINA
Check each B-25 in a Landing Site in China to determine if it is flight capable (use the **Flight Capable?** table printed on the tri-fold player) [14.4.1, and play aid D4]. Then use the **Transport Table** to move B-25s to Chungking [14.4.3, also play aid D4]. They may refuel and get repaired, if Fuel and Groundcrew are available in the B-25's Landing Site box. They may fly directly to Chungking or to an intermediate Landing Site (and then fly again to another site until they "hop" their way to Chungking). Crews and Elite Crewmen may trek by land instead of flying by using that same table (using the "Crew" row instead of the "B-25" row). Crews in the Trekking Box MUST travel by land. You may have to use the Japanese Capture Table if instructed to do so by the Transport Table [14.4.4]. Ignore this step if B-25s did not land in China.

14.4.1 Flight Capable   D4
Damaged B-25s are not flight capable, which means they may not leave the Landing Site box they are currently in. Such B-25s may be repaired (see below), or their Crew marker and Elite Crewman marker (if any) may be carried by another B-25 (see below). B-25s that are not flight capable and are not repaired, are destroyed by their crew (remove the B-25 marker but not the Crew marker).

Repairing: Each Groundcrew marker in the Landing Site box may repair three B-25s. "Repairing" means removal of the Damage marker and any and all Hazard attachments. Severely Damaged B-25s may not be repaired by Groundcrew. An Elite Crewman marker with the Repair benefit may repair his B-25, even if Severely Damaged [2.3.2].

Carrying Crew: Each flight capable B-25 may carry two Crew markers (or three if all are Wounded side up) and their Elite Crewman markers (if any). The two (or three Wounded) Crew markers include the Crew operating the B-25. If more than one Elite Crewman is aboard a B-25, only one may use its elite benefit.

Fuel: You may transfer Fuel from one B-25 to another in the same Landing Site box. You may transfer Fuel from B-25s that are not flight capable to those that are. Fuel from crashed B-25s are not transferable (it is lost).

14.4.2 To Chungking
After determining which B-25s are flight capable (if any) and destroying those that are not, you may attempt to transport all flight capable B-25s to Chungking (if you choose to not fly some of them, they are destroyed). Crews and their Elite Crewman markers (if any) not carried by B-25s must also attempt to make their way to Chungking by trekking. Use the Transport Table to make the attempt [14.4.3]. The journey to Chungking may be made all at once, or in intermediate "hops." Continue this procedure until every flight capable B-25 and every Crew has made it to Chungking or been captured. Crews in the same box may combine or split, as the player wishes.

14.4.3 Transport Table
To use this table, select a Landing Site box in China, or the Trekking box, with flight capable B-25s and/or trekking Crew markers. The B-25s in a box all fly as a group, and the Crew markers not carried by B-25s may all trek as a single party or in multiple parties, as you like. Select one group or party at a time and then select a destination. The destination must be another Landing Site box in China, or Chungking (the final destination).

Example –Incident:
Continuing the example (from p. 57), the player rolls a single die, a 5, indicating that the Task Force has encountered enemy ships. The table on play aid D3 asks the player to roll another die, and he does so, another 5, which is an ODD number, and so one of the Ships of his Task Force is sunk (had he rolled a 1, the Ship would have been sunk and he would have had to resolve an airstrike too). The player concludes the RTP Check by selecting a destroyer (DD) as the sunk Ship.

Example –Flight Capable:
The Lishui Landing Site box has two B-25s in it and two additional wounded crews. One bomber has 1 Fuel, and one is Damaged. The site also hase a Groundcrew marker and 4 Fuel stockpiled there.

The Groundcrew can repair the Damage. The Wounded crews can each be carried by one bomber, and the 4 Fuel can be distributed to the B-25s.

Example –Fly to Chungking:
Two B-25s are in Lishui. One has 2 Fuel the other has 3 Fuel. Both have two Crew markers. The player decides to have the B-25 with 2 Fuel fly to Kweilin, consuming its fuel. From there the Crew will trek on foot (see the example below). The other B-25 will fly to Chungking. To go from Lishui to Chungking requires 4 Fuel, so the B-25 consumes all of its fuel (3 Fuel) and then makes a Flying on Fumes check because it still needs to consume 1 Fuel more. If it does not Ditch as a result of the check, the B-25 arrives in Chungking, but if it Ditches its Crew and Elite Crewman must be placed in the Trekking Box. Alternatively, it could have flown to Kweilin, and then the Crew could have trekked to Chungking.

Example –Trek to Chungking:
Two Crew markers are in Kweilin, one is Fit the other Wounded. Another two Wounded Crew markers are in the Trekking box. The player decides to have the Crews in Kweilin trek to Chungking. He rolls two dice, a 3 and a 2, adding to 5. He must subtract 3 from the sum because the Alert Level is 3, but there are no other modifiers. The modified sum is 2 which means the party makes it to Chungking. The player then decides to have the two Wounded Crew markers in the Trekking Box go to Kian. He rolls two dice and subtracts the modifier for the Alert Level, needing a 3 or higher to make it there without risk of capture. He rolls a 5 and a 4, which adds to 6 after subtracting the modifier, so the player moves the Crew markers to the Kian box. He then has them trek to Kweilin, rolling two more dice, a 2 and a 2, adding to 4. He must deduct the Alert Level modifier, so the modified sum is 1, which is less than the 3 he needs, so now he must immediately make a Japanese Capture Check.

Example –Japanese Capture:
Continuing the example, two Wounded Crew markers attempted to trek from Kian to Kweilin, but the Transport Table result required the player to use the Japanese Capture Table. The player must use the Wounded table, and since there are two Crew markers he must use the "2" column of that table. He rolls a single die, a 3, and locates the result in the "2" column. The result is 1, which means one Crew marker makes it to Kweilin but the other must be placed in the Captured Box. There was also one Elite Crewman marker in the party, so it too must be placed in the Captured Box.

The table is organized in rows and columns, each row corresponding to either a B-25 group or a Crew party. Each column corresponds to a route.

Route: Find the starting location in the "from" row at the top of the table, and select a destination in the "to" row just below it. *For example, Kian in the "from" row and Kweilin in the "to" row (which means the group or party is starting in Kian and heading for Kweilin).* Find the resulting Fuel requirement below in the same column, or if a party, note the Trekking number indicated below in that same column. If the destination is not indicated in the "to" row, you may not select it as a destination *(for example, you may not fly from Lishui to Chuchow)*. Ignore Wind Effects when using the Transport Table.

Fuel Requirement: The Transport Table indicates the Fuel required to make the journey. If the B-25 has the required Fuel, that Fuel is consumed and the B-25 group automatically arrives (and lands safely) at the destination. Each B-25 that does not have the Fuel required, may attempt the journey anyway by Flying on Fumes. Make a FoF Check(s) as needed (B-25s are at low altitude) [7.2.4]. Before consuming Fuel or making FoF Checks, you may transfer and distribute Fuel between B-25s at the same Landing Site box, and if Fuel has been stockpiled at that Landing Site you may distribute it as you like to B-25s in that same box. If an FoF Check results in a B-25 ditching, immediately make a Ditched Check [14.2.1]. B-25s that make the journey do not need to make a Target Acquisition Check or Landing Check, the target is automatically acquired and landing is automatically good.

Trekking Number: The success of a party of trekking Crews must be determined by rolling two dice. Add the numbers rolled to make a sum, and add or subtract modifiers (see below). If the modified sum is **equal to or higher** than the Trekking number indicated by the table, the party arrives at the destination. If **lower**, immediately make a Japanese Capture Check [14.4.4].

Trekking Modifiers:

Alert Level: **-?** subtract the current Alert Level;

Japanese Attacked: **-1** if one or more Landing Sites were attacked by the Japanese [13.2.4] (this only applies to Scenario 10);

Chiang: **+1** if Chiang was briefed [13.2.1] (this only applies to Scenario 10).

14.4.4 Japanese Capture Check `D5`
Use the Japanese Capture Table if directed to by the Transport Table [14.4.3], or as a result of landing in Korea [14.6].

Procedure: Split the party of Crew markers into two groups, Fit and Wounded. Place one Elite Crewman marker (if any) with each Crew marker. If all Crews are Wounded or all are Fit, there will be only one group. Then, check one group and then the other. Roll a die for each group and find the result in the column of the Japanese Capture Table corresponding to the number of Crew markers in that group, using the appropriate side of the table (Fit or Wounded).

Medic: If Doc White (Elite Crewman marker) is in the group of Wounded Crews, you may treat that group as Fit (that is, roll on the Fit table).

Results:

Number – The number indicates how many Crew markers are captured by the Japanese. Place captured markers in the Captured box on the Flight Map. The remaining Crew markers are not captured, and they arrive at the destination. If Elite Crewmen markers are part of a group that had at least one Crew marker captured, an equivalent number of Elite Crewmen markers are captured as well (you choose them, or if you prefer, select them randomly).

Captured – The entire group is captured. Place the markers comprising that group in the Captured box on the Flight Map. Their fate will be resolved during Debriefing.

Close Call – One Crew marker has a narrow escape, or suffers a cruel fate. Roll a die and locate the result in the Close Call Table on the player aid. *Some results are for narrative purpose only and do not materially affect the game.*

14.5 U.S.S.R. `D6`
Ignore this step if B-25s did not land in Vladivostok. If at least one B-25 or Crew marker is in the Vladivostok box, use the **Crew Internment?** table printed on the tri-fold player aid to determine if they are imprisoned by the Soviets [14.5.1]. If internment happens, make a **Passage Check** to determine if and when the American flyers are released [14.5.2].

14.5.1 Crew Internment
Each row of the Crew Internment table corresponds to the Diplomacy situation at the end of the Planning segment [13.2.2]. "Landing Agreed" means the Diplomacy Check in the top row of the Calendar was a success, while "Landing Denied" means it was a failure (and that failure was never overturned). "No Diplomacy Attempt" means you did not make a Diplomacy Check on that top row at all. The columns of the Crew Internment table correspond to the total Blast value of all Blast markers on the Target maps.

Scenario 7-9: Use the Landing Denied row.

Procedure: Cross index the Diplomacy situation with the total Blast value on all Target Maps, and roll two dice. Add the numbers rolled to make a sum. If the sum is **less** than the number indicated in the table (at the intersection of row and column), all Crews are imprisoned (immediately make a Passage Check [14.5.2]). If **equal to or higher** than the sum, none are imprisoned (do not make a Passage Check).

No Crews Are Imprisoned: If not imprisoned, all B-25s and their Crews (and Elite Crewman markers, if any) fly either to Chungking, the Mediterranean Theater (to assist the British in Egypt), or to Archangel (to assist the Soviets against U-boats attacking convoys). If you made a Diplomacy Check for landing in China (during the Planning segment [13.2.3]), the B-25s automatically fly to Chungking via India (place the B-25s and Crew markers in the Chungking box). If no Diplomacy Check was made for China, roll a die: if EVEN, the B-25s and their crews fly to the Mediterranean; if ODD, they fly to Archangel (in either case, they exit this story; remove them).

14.5.2 Passage Check
If the result of the Crew Internment table indicated that Crews are imprisoned by the Soviets, use the Passage Check table on the tri-fold player aid to determine if those Crews are released before the war's end or just after it.

Procedure & Results: Cross index the Diplomacy situation with the total number of undamaged B-25s in the Vladivostok Landing Site box, and roll two dice. Add the numbers rolled to make a sum. If playing Scenario 10 and Stalin was briefed, add 5 to the sum. If not already briefed, he may not be briefed now. If the sum is **less** than the number indicated in the table (at the intersection of row and column), crews remain imprisoned, released only near the war's end. If **equal to or higher** than the sum, they are released within eighteen months.

If released, the imprisoned Crews are allowed to "escape" into Turkey where they make their way to the British in Iran. The B-25s, however, remain in the hands of the Soviets.

* If an asterisk is appended to the number in the table, and the result was "released," the result may be overturned by the results of the Health of Alliances Check during Debriefing [see the Debriefing Manual, p. 13].

14.6 KOREA
Ignore this step if there are no Crew markers in the Korea Landing Site box. Roll a die for each B-25 in the Korea box: if EVEN, the B-25 is destroyed by the Crew before it is captured by the Japanese (remove the B-25 marker). If ODD, it is captured (its Crew is also automatically captured). Place captured Crew markers and B-25s in the Captured box on the mapsheet. Then, make a Japanese Capture Check for the Crew markers remaining in the Korea box (see the Japanese Capture Table in the China section of this tri-fold player aid, D4). Crews that elude capture are officially missing in action (remove them).

Thompson?
While the U.S. Ambassador to the USSR abandoned Moscow at the end of 1941, he left behind his young secretary, Llewelyn Thompson. Thompson's cool head during that alarming winter, enduring the *Wehrmacht* at the capital's gates, established him as an effective liaison to the Soviet Union and the East Block. During the Cold War, Thompson would serve as U.S. Ambassador to Austria for five years and to the USSR for twelve years.

Example –Crew Internment:
Ten B-25s are in the Vladivostok box. During the Planning segment the player had placed the Thompson Diplomacy marker on the top row of the Calendar but never actually made a Diplomacy Check for the USSR, so he must use the "No Diplomacy Attempt" row of the Crew Internment table. The total Blast value on all of the Target Maps was 21, so he must use the rightmost column of the table. He needs a 12, which is unlikely considering there are no modifiers. He rolls two dice, a 5 and a 2, adding to 7, and thus the ten crews are imprisoned. He must now make a Passage Check

Example –Passage Check:
Continuing the example, the player must now make a Passage Check to determine the fate of his ten improsined Crews. He uses the same "No Diplomacy Attempt Row" of the table. Three of the ten B-25s in the Vladivostok Box are damaged, so he must use the leftmost column of the table. Stalin was not briefed. The player rolls two dice, a 3 and a 5, which add to 8, which is lower than the '9' printed in the table. Since the sum is lower than the printed number, the crews are not released and remain interned until the Cold War.

Korea?
There was virtually no likelihood that B-25s would touch down in Korea. The Korea Landing Site box represents Japanese controlled territory in the region at large.

Lazy Gamer [15.1]:
You can expedite the Incident Chit preparation by putting all the chits into the cup at once. When you draw a chit at the start of each month, apply it only if it is the appropriate month, otherwise ignore it and draw another chit (put those you don't apply back in the cup). *For example, in February, if you draw a January or February chit, apply it; if a March or April chit, ignore it and keep drawing until you get a January or February chit.*

9066
On February 19, President Roosevelt signed the order, and "evacuations" began in March. Often given only a day's notice, evacuees were permitted to take only what they could carry, and many returned after the war to find their possessions confiscated or sold, including their property. Although the text of the executive order did not mention the term "Japanese," memorandums leading to the drafting and signing of the order were more explicit. "In the war in which we are now engaged, racial affinities are not severed by migration. The Japanese race is an enemy race..." - Lt. Gen. DeWitt to Secr. Stimson, Feb. 14, 1942.

Bataan?
On April 9, concluding a siege that began in January, over 60,000 troops surrendered on Bataan to the Japanese army. They were marched sixty miles in five summer days, many executed enroute, in what was dubbed the "Death March." Nearly 10,000 prisoners died, most of them Filipino.

Blast?
In January, on its way to rendezvous with the *U.S.S. Enterprise*, in preparation for contesting the Japanese invasion of Wake Island, the *U.S.S. Saratoga* was damaged by torpedoes let loose from a Japanese I-Boat. The *Saratoga* limped to port for emergency repairs, then made its way to the west coast. It was not operational again until June, just missing the Battle of Midway.

15.0 Optional Rules
This rule set is optional. You are welcome to incorporate any of these rules. Rules 15.2, 15.3, and 15.4 can be added independently of 15.1, and of each other.

15.1 INCIDENT CHITS
This is intended to place the Doolittle Raid in context with other events taking place during the first quarter of 1942. It adds a dose of uncertainty for those who have played Scenario 10 more than once. *It makes things a little harder, and may veer the game into the thick mists of a land called "what if."*

Preparation: Before starting the January turn of the Planning segment, put the January Incident chits into a cup (those eight noted "Jan" on the chits). Add more chits at the start of each month, as follows:

February
Add four "Feb" chits to the cup. You will now have "Jan" and "Feb" chits combined together.

March
Add four "March" chits to the cup.

April
Add two "April" chits to the cup.

15.1.1 Procedure
At the beginning of each month of the Planning segment, draw one Incident chit. Apply the effects as explained below, and then keep the chit nearby for future reference. If you draw a chit you already have (for example, a "Wake" chit and you already have a "Wake" chit), apply the effect and then immediately draw another chit. In this way it is possible that you will draw two or more chits in the same Planning Turn.

15.1.2 Chit Effects

9066 – *Executive Order 9066: The U.S. government orders the internment of people of Japanese heritage and aliens from Japan living in the United States.* There is no game effect, but if this chit is never drawn, ignore references to Japanese internment camps in the Debriefing Manual (*those camps are slow to establish, impeded by vigorous court challenges and stubborn governors who refuse to host them in their state*).

Bataan – *The Japanese invasion of the Philippines sweeps across the Bataan peninsula.* Roll a die: if the number rolled is a **1**, General MacArthur and his staff remain to fight on. If the number is **2-6**, he evacuates. There is no effect in either case, but if a **second "Bataan" chit** is drawn, and MacArthur has not evacuated, roll a die: if EVEN, he slips out to safety. If ODD, he is captured. If MacArthur was captured, Doolittle is not permitted to fly the mission (you may not attach his Elite Crewman marker to a B-25). Captured or not, if you draw **two "Wake" chits, two "Rabaul" chits, and two "Bataan" chits**, roll a die: if EVEN, there is no effect. If ODD, the Joint Chiefs deem the Doolittle Raid too risky under the present circumstances, and is therefore aborted (game over).

Blast – *A Japanese submarine cripples a U.S. aircraft carrier.* Roll a die: if EVEN, the carrier limps to the west coast for repairs. If ODD, it is scuttled. In either case, you may not make a Joint Ops Diplomacy Check this turn.

Ceylon – *The Imperial Japanese Navy attacks the Royal Navy's forces in the vicinity of the British colony.* There is no effect, but if a **second "Ceylon" chit** is drawn, roll a die. If you roll **1-5**, the British are defeated in a decisive air-sea battle (there is no effect on game play). If you roll a **6**, the Royal Navy damages and possibly sinks a Japanese aircraft carrier. Roll another die: if EVEN, reduce the Security Risk by 5 when you start the Naval segment (but it can't be adjusted below zero). If ODD, fish out a "Wake" chit from the cup and apply its effects just as though you had drawn it (if all are already drawn, there is no additional effect).

Quit India – *The British colonial government in Bengal is alarmed by the surge of violent protest in Calcutta and elsewhere, spurred on by Japanese military success. Fuel and other vital materiel are evacuated from the city, including stockpiles of grain and other foodstuffs.* You may not place Fuel and Groundcrew markers in any Landing Site in China this turn. If a **second "Quit India" chit** is drawn, you are no longer permitted to add Fuel and Groundcrew in Chinese landing site boxes for the rest of the game.

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Rabaul – *The Imperial Japanese Navy raids Rabaul.* Roll a die: if EVEN, the Japanese invade the island and capture it, and U.S. land-based air assets begin raiding it (no effect on game play, this is the historical result). If ODD, U.S. carriers intervene, precipitating an air and sea battle. Roll a die: if the number rolled is **1-4** a U.S. carrier is sunk. If it is a **5** or **6**, both a Japanese and a U.S. carrier is sunk. In either case, when you make a Diplomacy Check for Joint Ops (bottom row on the calendar), you must deduct **3** from the sum of dice (that is, this imposes a -3 modifier to the Diplomacy Check). If a **second "Rabaul" chit is drawn**, U.S. carriers raid Marcus island near Japan. Roll a die, increase the Security Risk by the number rolled. If this second chit is drawn in April, it also imposes a restriction on where you may place the Planned RV Turn marker on the Naval Turn Track: it may only be placed in the April 14-15 space or later.

Rangoon – *British forces demolish refinery facilities in Rangoon, evacuating that port city to retreat north towards India, hotly pursued by the Japanese 15th Army.* This chit has no effect unless or until a "**Quit India**" chit is drawn, in which case you may no longer place Fuel and Groundcrew in Chinese Landing Site boxes for the duration of the game.

Shanghai – *The Japanese army launch raids to expand its control of Chinese territory on the periphery of its foothold at Shanghai and Nanking.* Roll a die: if EVEN, the Japanese capture one Landing Site in China (roll two dice and use the Event Table on the mapsheet to determine which one). Place a Japanese Attack marker in the box and remove any Fuel and Groundcrew markers that may be there [as per 13.2.4]. If a Landing Beacon marker is in that box, remove it permanently. If the die roll is ODD, two landing site boxes are captured (as above), and all Landing Beacon markers are permanently removed from all Chinese landing sites. If a **second Shanghai chit is drawn**, you are prohibited from making Diplomacy Checks for China. Also, during Denouement, trekking parties suffer an adverse **-2** modifier on the Transport Table [14.4.3]. If **drawn a third time**, the Doolittle Raid will be aborted unless Stalin agrees to allow B-25s to land in Vladivostok (game ends at the conclusion of the Planning segment).

Wake – *Japanese forces capture Wake atoll and the U.S. Navy raids it with a significant carrier force.* Drawing the first Wake chit has no effect, unless the "Blast" chit has already been drawn, in which case an adverse -3 modifier is permanently imposed on all Diplomacy Checks for Joint Ops. If **another "Wake" marker** is drawn in a subsequent month, roll a die: if EVEN, the Japanese do not seem to respond to the raid. If ODD, intelligence believes the Imperial Japanese Navy intends to respond, in which case you must increase the Security Risk by the roll of two dice (do this now). If a **third Wake chit is drawn**, the U.S. invades Wake Island. Roll a die: if EVEN, the invasion is successful, if ODD it is not. In either case, set the Security Risk to zero. If the invasion is not successful, you must impose a **-5** die roll modifier when you make a Joint Ops Diplomacy Check (in addition to the -3 modifier for the "Blast" chit noted above, if that chit has been drawn). If a **fourth Wake chit is drawn**, ignore it unless the invasion was successful, in which case the Japanese raid the island and precipitate a carrier battle nearby. Roll a die: if the number rolled is **1-4** a U.S. carrier is sunk, the island is captured by the Japanese, and the Doolittle Raid is aborted (game ends). If a **5** or **6**, set the Security Risk at zero now, but you may not use TF-16 or its Ships (you still may add a CA Recon at Rendezvous [as per 13.2.5] – in other words, this means you automatically failed the Joint Ops Diplomacy Test). *Nimitz and the Pacific Fleet are too busy to cooperate meaningfully with the Army.*

15.2 PLANNED LAUNCH BONUS
When you set-up the Flight Map as the result of a **Planned Launch** [12.4], you may remove from the game two Fuel Leak Flight Hazard markers, and two Fuel Evaporation Flight Hazard markers.
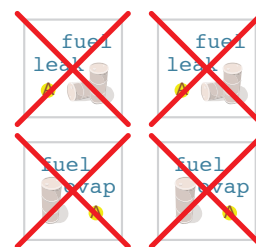
15.3 TRACERS
If you choose to use this optional rule, add this to the Flak procedure [4.6.3 - Flak]:

Doubles: If both dice roll the same number (for example, a 2 and a 2), apply the result (if any), and then roll the dice again. Apply the new result too. If you roll doubles again, apply the result and roll again. *This rule is borrowed from* Enemy Coast Ahead: The Dambuster Raid. *It is an optional rule here, because unlike German flak gunners in the Ruhr Valley in 1943, Japanese gunners in the home islands were not anticipating action, nor were they the empire's crack personnel.*

15.4 COORDINATED FIRE
On a Target Map, when a Searchlights Hazard and a Flak Hazard marker are both assigned to the same B-25, roll three dice for the Flak attack instead of the normal two, and select two of the dice. If two of the three dice would inflict damage, you must select them. If the B-25 is at high altitude, roll four dice and select the most lethal two.

Rabaul, Wake, Marcus

Admiral Nimitz was ordered to harass the Japanese without risking loss of his aircraft carriers. Beginning in February, he sent carriers against the perimeter of Japan's expanding defensive line, and the Doolittle Raid was the most ambitious of the raids. This strategy continued until Japanese expansion threatened the line of communication with Australia, and Nimitz was forced to order carrier assets to confront the Imperial Japanese Navy. Historically, that happened in May, at the Battle of the Coral Sea, but here it could happen sooner.

Design Notes

Why the Doolittle Raid? To my knowledge, a game simulating the first raid on Tokyo by the United States military during World War Two had never been published, so that made this subject a good bet. Or maybe a bad one. Was there no market for such a topic, or was the market starved for it? Probably somewhere in between. Not that I cared if there was or wasn't a market, but I knew the publisher would care. For me, this project was fueled by the story.

The idea to do this game emerged gradually during the tail end of the design process for *The Dambuster Raid*, when I was thinking about other events during that war that might work with the system I had developed for *Enemy Coast Ahead*. The Doolittle Raid involved the same scale (a squadron), a good amount of specialty training of crews and modifications to aircraft, giving the player some decisions to make before the action of the raid (a Planning segment). The result of the raid was in the middle of the effectiveness scale, neither a perfect success nor a dismal failure. That meant there was room for a player to do better or worse, making this a very good situation for a game. Most of all, however, the raid was an interesting story. Since concocting a design such as this requires a serious investment of time and energy, the story has to be a siren's song drawing the designer into its depths (and to his doom, so my wife tells me).

Solitaire and Secrecy: Games seem best suited to a conflict that ebbs and flows back and forth, giving each player a role to play and a chance to win. In a solitaire situation, however, the designer doesn't need to worry about a second player. Indeed, there is no need to pit the player he does have against a fake player, an artificial intelligence robot. Instead, he can select a situation that can't be simulated well in a traditional two player format, one that is lopsided in some way, or one that involved the element of surprise where the fog of war demands a more intricate treatment than dummy blocks or "idiot rules."

Sources & Voices: Two excellent books have been published on this subject. *The First Heroes* by Craig Nelson (2002) and *Target Tokyo* by James Scott (2015) are excellent reads and well researched. The story of this raid appears in numerous other secondary sources that treat the Pacific War during this very interesting period, each placing the raid in a slightly different context. Those were useful as well, but there are too many to enumerate. James Doolittle's autobiography, *I Could Never Be So Lucky Again*, published in the 1990s, was also useful, but it was ghost written, which means the voice of Doolittle is not entirely his own. His report, written in the summer of 1942, was in some ways more helpful, at least in terms of telling the designer what were the crucial issues for Doolittle in 1942. It also gave a more genuine sense of mood, having been written during the war. A *Life* magazine article about the raid, published in 1943, was excellent in that regard, written by what today we would call an embedded journalist. He rode aboard the *U.S.S. Hornet* but was allowed to publish the piece only a year after the raid. Ted Lawson's famous book, *Thirty Seconds Over Tokyo*, written by the amputee a few months after his recovery, with the assistance of a journalist ghost writer, was also invaluable. In fact, I'd say a design like *Enemy Coast Ahead* should not be attempted without such immediate sources. There are numerous oral histories of the raid too, and they were helpful, especially in compiling the many anecdotes that make this small event during World War Two a fascinating story. But they were put down on paper many years, sometimes decades, after the events. Nothing can compare to sources dating from the time of the event, but still, it is hoped that the mood and some of the details of these many anecdotes lend their voice to this game. The Scenario Book and the Debriefing Manual were designed with that as a goal. You may detect a faint note of racism in some of those voices. World War Two was a racially polarized war, and that antiquated worldview strikes the modern ear rather harshly. It is well that it does.

Debriefing and the Red Herring of Victory: It is customary in games to design in such a way that the player, or players, understand very clearly who is the victor and who the loser. I really do not care if the player comes away feeling as though victory has been achieved or lost. It's war, which means winning is not absolute, and there is always failure and calamity, even in victory. The "outcomes" in the Scenario Book and the Debriefing Manual are intended to paint a picture. In small scenarios, a very small picture, but even there, to give the player the sense that this little episode is tied to other events and other lives. When bombs fall, lives are changed.

Messy History: Naturally, players will strive to do well. They will want to win, and that is as it should be. And yet, doing poorly makes for an interesting game. One of the most interesting moments in *The Doolittle Raid* is when an airstrike happens, or when crews hop their way to Chungking, or trek their way, only to suffer a "close call." That's more absorbing than easy success. A B-25 saddled with a fuel leak is more interesting than one without, and the player's interest surely increases each time a Secrecy Test is called for. This too is as it should be. History is interesting largely because it is messy. Clear-cut wins are few and far between, and what story can be called intriguing that does not involve struggle and doubt? The Doolittle Raid was selected as a subject for a game because it presents an ambiguous outcome. There was failure and there was success. It is hoped that the player will come away with an appreciation for both ends of that spectrum. The larger context is also hinted at, and the experience of playing this game may prompt some players to think about what came later. This raid may have been heroic and daring, but it can also be viewed as a first hesitant droplet of a storm soon to break over Japan. Ultimately, that storm would clear only after its horrific culmination over Hiroshima and Nagasaki.

Elite Crewmen

Dieter

A10	2.3.1	**bombardier** (+1)	Add 1 as a modifier to the Detonation Check during the Bombs Away phase of the Attack Turn [4.2]. It only benefits a B-25 in a Target Box, not one releasing ordnance in an Area.

2.3.2 **co-pilot** repair use once — Use this benefit to remove a Damage marker or an attached Hazard marker from a B-25 on the Carrier Deck during the Planning segment or the Naval segment, or from a Landing Site Box shared by the Co-Pilot during Denouement. In Scenario 10, this benefit may be used to remove a Severe Damage marker [14.4.1]. This benefit may be used only once.

D5 2.3.3 **doctor** medic — This benefit only applies to the Japanese Capture Table during the Denouement segment. It allows you to treat a group of wounded Crew markers as fit. This is a permanent benefit.

F1 2.3.4 **engineer** use once — During a Flying on Fumes Check (FoF) [7.2.4], this benefit may be used to either nullify all Dry Tank penalties, or, if no penalties to nullify, to re-roll the FoF Check. This benefit may be used only once.

A5 F5 2.3.5 **gunner** remove use once — During an Attack or Flight Turn, use this benefit to remove an Interceptor Hazard assigned or attached to the B-25. It may be used at any time during the Attack or Flight turn, but may only be used once per game.

A1 F6 2.3.6 **navigator** +1 — Add 1 as a dice roll modifier when you make a Target Acquisition Check during a day or night Flight Turn. On the Flight Map, this is a benefit that applies to the Flight as a whole [Table F6] [8.1.4]. This benefit also applies to the elite navigator's B-25 on a Target Map, when it attempts an Approach Check during an Attack Turn, day or night [Table A1] [4.8.1]. On a Target Map, it only benefits the B-25, not the entire Flight. This is a permanent benefit.

2.3.7 **pilot** re-roll use once — You may re-roll one or more dice. You may do this only if the roll directly affects the Elite Crewman's B-25. If on the Flight Map, however, you may use this benefit if the roll directly affects ANY bomber in the Flight as long as it also affects Doolittle's B-25 too (or affects the group or party he is a part of during the Transit Table Check during Denouement). Regardless of how it is used, this benefit may only be used once.

F1 2.3.7 **pilot** use once — During a Flying on Fumes Check (FoF) [7.2.4], this benefit may be used to either nullify all Dry Tank penalties, or, if no penalties to nullify, to re-roll the FoF Check. This benefit may be used only once.

A1 F6 2.3.7 **pilot** +1 — Add 1 as a dice roll modifier when you make a Target Acquisition Check during a day or night Flight Turn. On the Flight Map, this is a benefit that applies to the Flight as a whole [Table F6] [8.1.4]. This benefit also applies to the elite pilot's B-25 on a Target Map, when it attempts an Approach Check during an Attack Turn, day or night [Table A1] [4.8.1]. On a Target Map, it only benefits the B-25, not the entire Flight. This is a permanent benefit.

2.3.7 **pilot** ignore damage use once — When the crewman's B-25 suffers damage, you may choose to ignore it. This benefit may be used only once each game.