

Fleet Commander Nimitz - Yamamoto

This expansion organizes the Japanese Ship counters into fleets of more effective fighting forces.

All Japanese Ship counters in play will always be part of a Fleet card.

Components



Fleet Cards - Each Fleet card has a title, year, and designates a starting Area of the map. Place the noted Ship counters on the Fleet card. The Ships in a Fleet always move together during the Japanese Orders step.

Example: Japanese Carrier

Fleet #1 starts in the East Asia Area of the map and has the Ships: CVL Ryujō, CRU Maya / Atago, and DD Destroyer Gp 3.



Fleet Counters - Place the corresponding Fleet counters in the noted Areas of the map. Instead of moving individual Ship counters, you now move Fleet counters.

The rules for moving Japanese Infantry and Land-Based Aircraft counters remain the same.

Example: For the 1942 Campaign, place Surface Fleet #1 Fleet counter in the Caroline Islands, Surface Fleet #2 in the Philippines, Surface Fleet #3 in East Asia, etc. for all 9 of the 1942 Fleet counters.

Transports

At the start of a Campaign, place Japanese Infantry counters on each Transport from the Fleet's starting Area. The Area must be left with at least 1 Infantry or Land-Based Aircraft. If placing Infantry on the Transport would leave the Area without Infantry and Land-Based Aircraft, take Infantry counters from Japan. If there are no Infantry counters in Japan, place Battalions on the Transports from the Japanese Battalion area of the map.

Example: In 1942, Surface Fleet #1 has 3 Transports and begins in the Caroline Islands. The Caroline Islands has 1 Battalion, no Infantry, and no Land-Based Aircraft. You cannot take the Battalion, and there are no Infantry counters in Japan, so you take 3 Battalions from the Battalion area on the map.

Scouting

During the Scouting phase, each Scouting counter lets you choose to Scout for a Fleet, or for the Infantry/Aircraft counters in the Area.

Orders

Unlike the individual Forces in the Nimitz core game, Fleets do not automatically perform a Hold Order when in an Objective area. Roll, and perform their Order as normal.

When a Fleet Moves from one area to a different area, check that all of its Transports have Infantry. If any Transport does not have Infantry, take Infantry counters from Japan. If Japan does not have enough Infantry, fill the empty Transports with Battalions. Do not perform this procedure if the Fleet received

an Order, and did not move to a different area.

Battle

When a Fleet enters a Battle, move the Ship counters from the Fleet card to the Battle map, resolve the Battle as normal, and then move the surviving Ship counters back to the Fleet card. If a Ship is Damaged in the Battle, return it Undamaged to the Fleet card, and reduce the Japanese Resupply counter by 1 position.

The only time Infantry counters leave a Fleet card is if the Fleet moves into an area with a Battle. At that time, use the standard Infantry and Transport rules. If a Fleet doesn't move, or moves into an area that does not have US Forces, its Infantry remain on their Transports.

Reinforcements

When you draw a Reinforcement Ship counter for Japan, place the counter on any random Fleet card that has an unused Ship counter position of the same Ship type. Fleet cards will have Ship counter positions become available as you Destroy their Ships.

Example: In the 1942 Campaign, you draw a Reinforcement Ship counter "CV Junyo". Carrier Fleet #1 has an available Ship position for a "CV" because you previously Destroyed the CV Akagi. Place the CV Junyo counter in the CV Akagi's position on the Fleet card.

If none of the Fleet cards have an available position for the same Ship type as the Reinforcement Ship, add the Ship counter to the Fleet card with the fewest number of Ships that has that Ship type.

Example: In the 1942 Campaign, you draw a Reinforcement Ship counter "CV Junyo". None of the Fleet cards have an available position for a CV because none have been Destroyed. Carrier Fleet #4 has taken losses and has only 2 Ships remaining, both CVs. Even though it does not have a CV position available, the card does have a CV position, and of the Fleet cards that have CV positions, it has the fewest Ship counters. You add Junyo to Carrier Fleet #4.

Fleet Destruction

When you Destroy the last Ship (do not count Transports) on a Fleet card, remove its counter from the map, Destroy any Infantry counters remaining on its Transports, and move any Battalion counters to the Battalion area. Place future Reinforcement Ship draws on the Fleet card using the Reinforcement rules above. When the Fleet card gains a Reinforcement Ship, place its Fleet counter in Japan, and treat it once again as a normal Fleet.

War Expansion

If you are using this expansion and the War Expansion at the same time, setup the 1942 Campaign and resolve 1942 as normal. Continue to use the 1942 Fleet cards into 1943 and beyond. As the Reinforcement Ships for 1943 and after enter play due to Reinforcement draws, place them on the 1942 Fleet cards as normal.