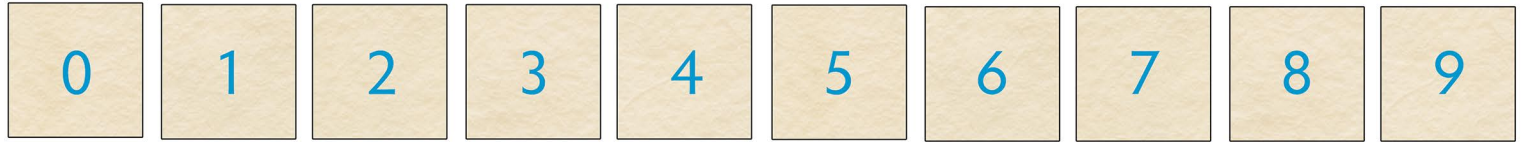


SEQUENCE OF PLAY:

1. Air unit/ship deployment
2. Spotting
3. Operations
 - a) Activation (alternating)
 - b) Movement/combat
4. Recovery and spotted marker removal
5. Victory determination, turn marker advance



AMERICAN DEPLOYMENT

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1 JUNE 3 0400	7 JUNE 4 0400	13 JUNE 5 0400
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2 JUNE 3 0800	8 JUNE 4 0800	14 JUNE 5 0800
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3 JUNE 3 1200	9 JUNE 4 1200	15 JUNE 5 1200
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4 JUNE 3 1600	10 JUNE 4 1600	16 JUNE 5 1600
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5 JUNE 3 2000	11 JUNE 4 2000	17 JUNE 5 2000
----------------------------	-----------------------------	-----------------------------

6 JUNE 3 2400	12 JUNE 4 2400
----------------------------	-----------------------------



1+ 2x ODD
1x EVEN

1 1xTURN

1/2 1x ODD if DR ≤6
DR >6 = No move
1x EVEN



1+ 2x ODD
1x EVEN

1 1xTURN

1/2 1x ODD if DR ≤6
DR >6 = No move
1x EVEN



1+ 2x ODD
1x EVEN

1 1xTURN

1/2 1x ODD if DR ≤6
DR >6 = No move
1x EVEN



1+ 2x ODD
1x EVEN

1 1xTURN

1/2 1x ODD if DR ≤6
DR >6 = No move
1x EVEN



1+ 2x ODD
1x EVEN

1 1xTURN

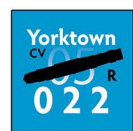
1/2 1x ODD if DR ≤6
DR >6 = No move
1x EVEN



1+ 2x ODD
1x EVEN

1 1xTURN

1/2 1x ODD if DR ≤6
DR >6 = No move
1x EVEN



AIR UNITS AVAILABLE
8 STEPS

AIR UNITS
UN AVAILABLE



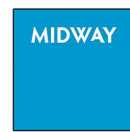
AIR UNITS AVAILABLE
8 STEPS

AIR UNITS
UN AVAILABLE



AIR UNITS AVAILABLE
8 STEPS

AIR UNITS
UN AVAILABLE



AIR UNITS AVAILABLE
8 STEPS

AIR UNITS
UN AVAILABLE

AIR DEPLOYMENT
FIRST
WAVE

AIR DEPLOYMENT
SECOND
WAVE

AIR DEPLOYMENT
THIRD
WAVE

2	1
---	---

3	4
---	---



SEQUENCE OF PLAY:

1. Air unit/ship deployment
2. Spotting
3. Operations
 - a) Activation (alternating)
 - b) Movement/combat
4. Recovery and spotted marker removal
5. Victory determination, turn marker advance



JAPANESE DEPLOYMENT

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AKAGI CV 022 022	AIR UNITS AVAILABLE 6 STEPS	AIR UNITS AVAILABLE UN AVAILABLE		1+ 2x ODD 1x EVEN	1 1xTURN	$\frac{1}{2}$ 1x ODD if DR ≤ 6 DR > 6 = No move 1x EVEN	AIR DEPLOYMENT <u>FIRST</u> WAVE
HIRYŪ CV 022 022	AIR UNITS AVAILABLE 6 STEPS	AIR UNITS AVAILABLE UN AVAILABLE		1+ 2x ODD 1x EVEN	1 1xTURN	$\frac{1}{2}$ 1x ODD if DR ≤ 6 DR > 6 = No move 1x EVEN	
KAGA CV 022 022	AIR UNITS AVAILABLE 6 STEPS	AIR UNITS AVAILABLE UN AVAILABLE		1+ 2x ODD 1x EVEN	1 1xTURN	$\frac{1}{2}$ 1x ODD if DR ≤ 6 DR > 6 = No move 1x EVEN	
SŌRYŪ CV 022 022	AIR UNITS AVAILABLE 6 STEPS	AIR UNITS AVAILABLE UN AVAILABLE		1+ 2x ODD 1x EVEN	1 1xTURN	$\frac{1}{2}$ 1x ODD if DR ≤ 6 DR > 6 = No move 1x EVEN	
ZUIHŌ CVL 012 012	AIR UNITS AVAILABLE 4 STEPS	AIR UNITS AVAILABLE UN AVAILABLE		1+ 2x ODD 1x EVEN	1 1xTURN	$\frac{1}{2}$ 1x ODD if DR ≤ 6 DR > 6 = No move 1x EVEN	AIR DEPLOYMENT <u>THIRD</u> WAVE
HŌSHŌ CVL 011 011	AIR UNITS AVAILABLE 2 STEPS	AIR UNITS AVAILABLE UN AVAILABLE		1+ 2x ODD 1x EVEN	1 1xTURN	$\frac{1}{2}$ 1x ODD if DR ≤ 6 DR > 6 = No move 1x EVEN	
CHITOSE SPT-1 011 011	AIR UNITS AVAILABLE 2 STEPS	AIR UNITS AVAILABLE UN AVAILABLE					
K.MARU SPT-2 011 011	AIR UNITS AVAILABLE 2 STEPS	AIR UNITS AVAILABLE UN AVAILABLE					1 2 4 3