



## RULES FROM THE GAME - Version 1.6

### SUMMARY

Air Units	Pages 2-7
Ships and Forces	Pages 8-10
Sequence of Play	Page 11
Air Operations	Pages 12-15
Air Search	Pages 16-19
Airstrikes	Pages 20-24
Naval Moves	Pages 25-29
Surface Battles	Pages 30-34
Unloading and Bombardment	Pages 35-
36	
Air Attacks	Pages 37-38
Air Combat	Pages 39-40
Damage and Repair	Pages 41-44
Weather	Pages 45-47
Multiplayer	Page 48-50
Seaplanes (DLC)	Page 51-52
Advanced Fog of War (DLC)	Page 53
Submarines (DLC)	Page 54-59
Warning, Notice & Support	Page 60



# #1 - AIR UNITS

## Air Units

Each counter stands for 4 planes

Air to air factor: ability to attack other planes

In Blue:  
Can operate on carriers

Ruggedness: ability to sustain damage

In Green:  
Strategic Bomber

In White/Orange:  
Large/Small seaplanes. Managed by the program

Fighters



Air to Ground attack factor: ability to hit ground targets - ( ) = no bombs, strafe only

Level Bombers



Search radius in hexes  
Means this unit is currently searching up to this radius around its airbase

Dive Bombers



Torpedo Bombers



Air to Sea factor: ability to hit naval targets



Remaining endurance  
Number of HEXES it can fly or number of PHASES it can stay aloft before running out of fuel  
1 pt is spent per PHASE aloft or 2 pts if moved by 2 HEXES this phase

## Payload

TORPEDO



Carried by certain plane models, can only hit ships, lower chances to hit but more lethal

BOMBS



Carried by almost all plane models, attacks both ships and bases, highly effective against flight decks but less against ship structures  
A fighter equipped with bomb is called a fighter-bomber

DROP TANKS



Usually the default payload  
They increase the endurance at the expense of the offensive payload

CAP



Fighters in CAP do not carry drop tanks and thus have a reduced endurance

TRANSFER

















































No armament at all  
The best way to rebase from one friendly airbase to another

When you assign a mission to air units, the game selects for you the best payload fitting the mission depending on the distance and the target  
You may still have the option to send your fighters as bombers or escort



## Air units inventory


















































	CAP	Drop Tank	Bombs	Torpedo	Transfer	Scout
Boston			 1 3 1 2 8 A20		 22 A20	 1 2 8 A20
Hudson			 1 1 1 2 36 A29		 54 A29	
Claude	 1 (1) 2 11 A5M	 1 (1) 2 16 A5M			 20 A5M	
Zero	 3 (1) 1 29 A6M	 3 (1) 1 42 A6M			 52 A6M	
Hamp	 3 (1) 1 24 A6M3	 3 (1) 1 34 A6M3			 42 A6M3	
Rufe	 2 (1) 1 24 A6MN	 2 (1) 1 24 A6MN			 30 A6MN	
Anson			 1 1 1 1 16 Anson		 24 Anson	
Flying Fortress		 3 1 3 48 B17	 3 2 1 3 24 B17		 72 B17	 3 3 48 B17
Liberator		 3 2 2 52 B24	 3 3 1 2 26 B24		 78 B24	 3 2 52 B24
Mitchell			 2 2 1 3 20 B25		 60 B25	 2 3 20 B25
Marauder		 2 2 2 36 B26	 2 4 1 2 18 B26		 54 B26	 2 2 36 B26
Jean			 1 1 1 15 B4Y	 1 15 B4Y	 22 B4Y	 1 15 B4Y
Kate			 1 1 1 20 B5N	 1 2 20 B5N	 30 B5N	 1 20 B5N
Jill			 1 1 2 30 B6N	 1 2 30 B6N	 45 B6N	 1 2 30 B6N



Beaufighter					
Beaufort					
Boomerang					
Val					
Judy					
Jake					
Pete					
Buffalo					
Wildcat					
Corsair					
Hellcat					
Nell					
Betty					
Mavis					





Emily					
Sally					
Oscar					
Nick					
Lily					
Helen					
Sonia					
Tony					
Lightning					
Airacobra					
Kittyhawk					
Thunderbolt					
Black Cat					
Helldiver					



Vindicator



Dauntless



Seagull



Spitfire



Devastator



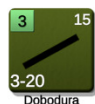
Avenger



## Airfields



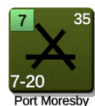
They are 3 types of airfields:



Operates ONLY Fighters



Operates any plane  
BUT Strategic Bombers



Operates ANY planes

Airfield availability, runways and type depends on the scenario

## Endurance and Ammunition

When the remaining endurance reaches zero, air units may still fly on their fuel reserve, up to 4 hexes.  
The effects are the following



No effect



10% probability of  
crash at landing



30% probability of  
crash at landing



50% probability of  
crash at landing



70% probability of  
crash at landing



Eliminated  
below -4

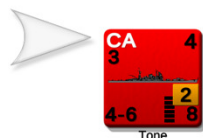
Because of ammunition depletion, each battle fought reduces all combat factors to zero  
Exception: a CAP fighter has a 50% chance to keep its ammunition  
Depleted units need to land on a friendly airbase in order to be able to fly more missions at full potential



## #2 - SHIPS AND FORCES

### Ships

Class: BB, CA, CL, DD  
are Surface ships  
In white:  
the ship has bombarded



Life points

Hangar capacity  
Number of air units (of the same color) the ship may embark

Damage control

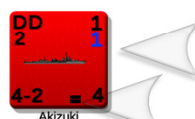
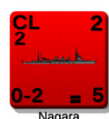
Anti-aircraft value  
Heavy - Light



Surface search radar

Surface combat factors

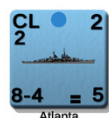
In white: the ship has Fire Control



Loaded cargo

Available torpedo ammunition:  
each bar represents a salvo of 4

CV Carrier  
CVL Light Carrier  
CVE Escort Carrier  
TRS Transport  
BB Battleship  
CA Heavy Cruiser  
CL Light Cruiser  
DD Destroyer



Seaplane tender



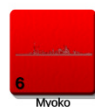
Air search radar

### Counter back

Sunk date



Available torpedo ammunition: each unit represents a salvo of 4








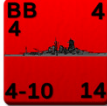



Number of depth charges pattern  
(representing between 7 and 9 grenades each)



## Task Forces and Intelligence

Ships move and fight together in Task Forces (TF)






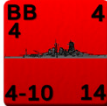



The more Intelligence you gain on a Japanese TF, the more details you get on its composition

Small			
Medium			
			

## Task Forces and Intelligence

Ships move and fight together in Task Forces (TF)

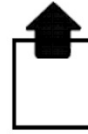
The more Intelligence you gain on a Japanese TF, the more details you get on its composition

Small			
Medium			
			



## Detach a Task Force

A task group may be detached in any hex if:



There are fewer than 20 friendly Task Forces in play (retiring TF and submarines do not count towards this limit)

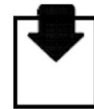


There are at least 4 ships in the current TF

When you detach a carrier from a TF containing several carriers, any airborne airstrike of this TF may be split

## Merge Task Forces

You may freely merge TF



which are not retiring



which are in the same hex



without disorder point



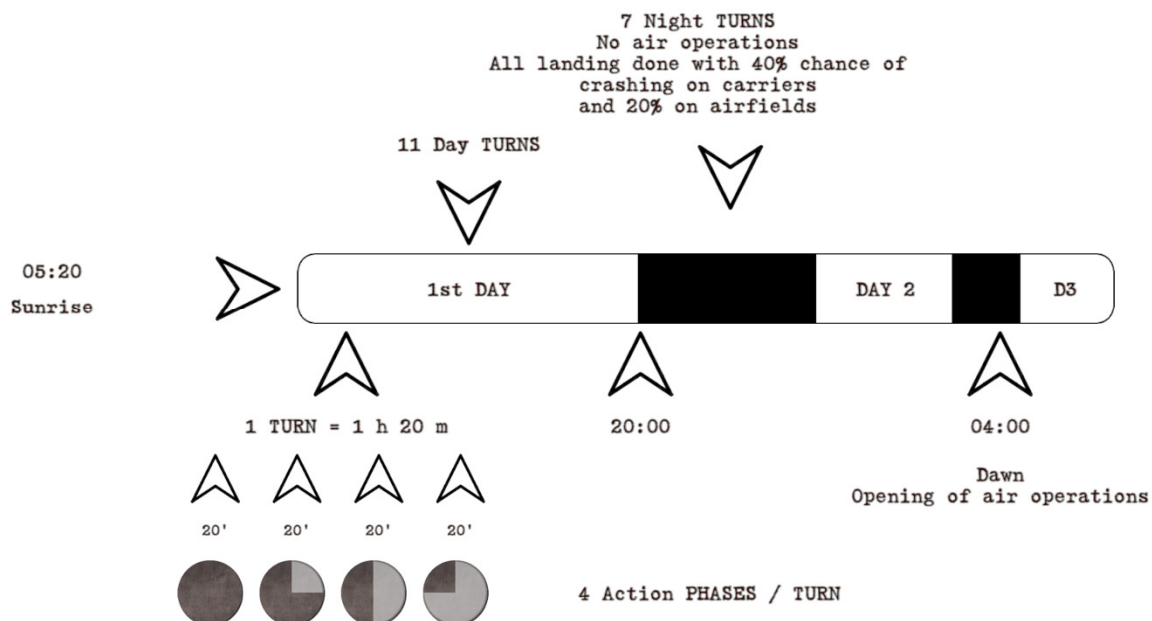
as long as a TF does not contain more than 12 ships

**IMPORTANT:** A merged TF is not allowed to move this TURN



## #3 - SEQUENCE OF PLAY

### Sequence of a SCENARIO



### Moving faster

You can move the game along faster with a LONG PRESS on



Play a few HOURS without any interaction from your side



The leap forward will stop if the following actions occur: battle, at dawn when air operations open, detected enemy airstrikes or carriers, unload or bombardment

Planned air operations will be performed and airborne units will safely land



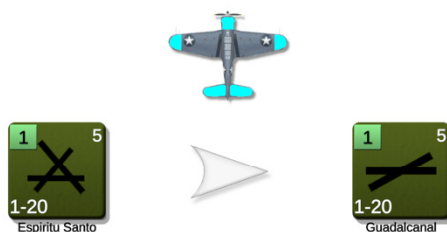
## #4 - AIR OPERATIONS

VIDEO TUTORIAL ON YOUTUBE : <https://www.youtube.com/watch?v=pJBbHgAlNso>

You have 2 tutorials at your disposal to learn the basics of air operation management. It is very important to follow them before starting a real game

### Transfer

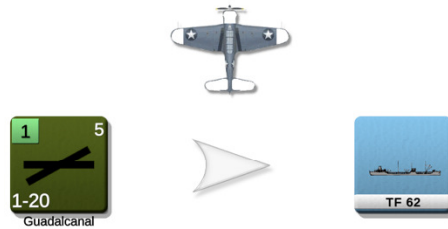
You may rebase air units between 2 allied bases  
Select the destination base from the STRIKE box of the start base



Transfer missions work like airstrikes and the destination base is always found  
Transfer missions are moving only 1 hex per PHASE

## Long-range CAP

Units already on CAP may temporarily protect another airfield or TF  
Select the target to protect and the number of fighters to allocate to this mission from the CAP box of the start base



Long-range CAP units will move towards the target and act as CAP as long as it remains above it

Fighters will return to base if out of ammunition or if forced by remaining endurance or daylight

After completing their mission, air units will be automatically reallocated to CAP, except for fuel-limited airfields

## Repetitive Missions

Select a stack of CAP/searching air units to make their mission repetitive



CAP mission are repetitive by default, except on airfields with limited fuel supply

The repetition stops:

- By a new selection of the air units
- When cancelling the mission by moving the air units to the hangar or to another kind of mission
- At night

## Automation

The game will manage automatically without any action from your side



The preparation and the launch of missions  
The fighters will show up in the CAP box once aloft



The relentless cycle landing-refuel-launch of CAP fighters  
This will ensure a constant cover over the airbase  
Emphasized by the blue circular arrow on air units



If you want a mission to have precedence over others, set it as top priority  
Select on the flag in the Air op screen to do so

To cancel all or part of a mission, drag the units to the HANGAR  
You may also reallocate them to a different mission

Carrier-based air units will always attempt to land on their original carrier first

## Limitations

The following factors limit air operations



A carrier cannot land and launch air units within the same PHASE



With several missions at the same time or with many units, the resulting traffic on deck/runway, elevators or in the hangar will slow down operations



A single-wave air strike will take more time to mount



A carrier or an airfield may take damage slowing down or hindering operations



Air units may not land or launch from a carrier on fire, crippled or with a damaged flight deck



An airfield without any operational runway may not launch aircraft but may still land them with a risk of crash

On average, each carrier or runway may operate 8 air units per PHASE  
Lexington, Saratoga, CVL and CVE have fewer elevators and usually manage 6 units per PHASE



Some airfields have a limited fuel supply  
Each launched unit burns 1 fuel point





## Traffic

The flags above the deck/runway are reflecting the state of the traffic on air operations



Operations proceed optimally



Traffic-jam, units are somehow hindering each other. The number indicates the cumulated delay in multiple of 20 minutes. Ex: 2 may mean that a unit has been delayed by 40 min. or 2 units may be delayed by 20 min. Play with priority or reduce the number of aircraft trying to launch



No operation is allowed

## Ready on deck/runway

OPTIONAL. You might want to prepare and keep as reserve on the deck a few air units for a quick reaction or opportunity  
Just move them on DECK/RUNWAY box and select a payload  
Such air units will be very quick to take off



Maintaining air units on the deck/runway may reduce the pace of the air operations especially for carriers. Choose well the payload because changing it once on the deck, will take a lot of time



## #5 - AIR SEARCH

VIDEO TUTORIAL ON YOUTUBE : <https://www.youtube.com/watch?v=PiGg4qyPJAg>

### Search for enemy Task Forces

There are several ways to search for enemy TF



You may send search units from airfields or carriers



US surface TF and all Japanese TF will send seaplanes from capable cruisers. Managed by the program



Seaplanes are also launched from seaplane bases which are not visible to the player and again managed by the program



Airstrikes will attempt to detect enemy TF when arriving at the target area but also while en-route



Each TF adjacent to enemy Task Force or airbase may be detected



Coastwatchers may detect TF and airstrikes in their hex  
They are not visible on map. Pro-US are located in all large Solomon islands and in New Guinea. Pro-Japanese are in New Britain



Unloading transport TF are immediately detected during daylight  
A TF performing naval bombardment is automatically detected

## Air Search formula

The chance is determined by this formula

$$4 \times N \times 40 * (M + 1) * W / (30 \times (a + D \times A / 60))$$

- D = distance from the searching airbase to the searched TF
- N = number of searching units able to reach the TF. Non-scouts units count for half
- A = arc of the search pattern
- W = weather effect in the TF hex (0.2 Storm, 0.35 Rain, 0.5 Overcast, 0.8 Clear before July 42, Otherwise 1)
- a = 1 or 0 if 360° arc
- M = Sum of modifiers:
  - +0.01 per ship above the first
  - +0.10 if the TF contains at least one BB/CV
  - +0.50 if the TF has an oil leak

## Search radius

Each searching air unit covers an arc circle shape centered on its airbase

Its search radius is displayed on top right

Scout planes have a horizon of 1 hex from their search radius depending on their journey



This TBF has just started its mission and may search all hexes at 5 or 6 hexes around its carrier  
Planes look on the side and in front of them  
The search radius increases by 1 each PHASE



This TBF has reached its turning point and may search all hexes at 8, 9 or 10 hexes around its carrier  
Here planes look in all directions



This TBF is returning and may search all hexes at 5 or 4 hexes around its carrier  
The search radius decreases by 1 each PHASE



Fighters may not search as they lack required radio equipment and extra crew

The search radius is limited by the remaining endurance, nightfall, and the maximum search radius you may define



## Detection of scouts

When an air unit detects a Task Force, it may be detected itself

A D10 is rolled. The scout is detected on a 6 or more



- +1 if CAP above the TF
- +2 if at least a US carrier with radar
- +1 if at least a ship with air radar
- 2 overcast
- ☁ -3 rain
- ⚡ -4 light storm
- +1 if the scout was already shadowing this TF
- A natural 1 is always a failure

Without detection or CAP, the scout stays in the surroundings to shadow the TF  
This TF will be automatically detected on the next PHASE

The plane symbol reminds the presence of a shadowing scout around the TF



## Interception of scouts

Scouts may be intercepted by CAP provided they have been detected

A D10 is rolled



- +1/4 per fighter in CAP. Random rounding and maximum +2
- + air-to-air rating of the best fighter
- - air-to-air rating of the scout
- - scout ruggedness
- +1 US CAP (+2 against Japanese human player)
- 2 overcast
- ☁ -3 rain
- ⚡ -4 light storm

### Results

- < 6 Chased away. The air unit resumes its patrol but may not shadow the Task Force  
10% chance to transmit partial information on the TF, 20% no info transmitted at all
- 6-8 Abort. The scout returns to base and may not search until it lands  
20% partial info, 30% no info
- 9-12 Damaged. Aborted mission and the air unit gets damaged  
30% partial info, 40% no info
- 13+ Destroyed. The air unit gets immediately destroyed  
40% partial info, 50% no info



Partial information: the TF position will be approximative

- The location error in hexes may be up to 1/5 (rounding down) of the distance from the scout's airbase
- The error must be smaller than the current error



## Intelligence upgrade

When a Task Force is detected, its intelligence level may increase by 1

One D10 is rolled per current intelligence level  
The level increases is the lowest die at least equals 6



- +2 if a scout is shadowing this TF
- +1 if the detection has been achieved by a TF equipped with surface radar
- +1 with clear weather if the detection was performed by an air unit
- ☔ -1 rain
- ⛈ -2 light storm
- -3 if the detection has been done by a coastwatcher
- -2 at night
- Automatic for a TF which was not visible on map (level 0)

A TF vanishes from map and its level becomes zero

- After 4h after last detection at day
- After 1h20 after last detection at night

## Detection of Task Forces from the ground

TF may be detected by adjacent enemy forces, airfields or coastwatchers

Distance	0	1
TF or airfield	60 %	30 %
Coastwatcher	40 %	

### Modifiers

- -10 US coastwatchers in 1943
- +20 with surface radar
- -20/-10 at night US / Japanese
- +10 TF with seaplane at day or Japanese
- weather effect when not using radar





## #6 - AIRSTRIKE

VIDEO TUTORIAL ON YOUTUBE : <https://www.youtube.com/watch?v=mK3upia-8pg>

### Allied Airstrike Status



The strike has not yet reached its target



The strike has successfully contacted its target



The strike has failed to find its target



The strike has contacted the wrong target



Long-range CAP



Transfer mission toward a friendly airbase



Landing air units

## Recall and Target change



Air units will abort and return to start base  
The chance of success is equal to the radio efficiency  
Automatic for transfers, airstrikes returning to base or long-range CAP  
One attempt allowed per PHASE



Air units will change target or return base  
One attempt allowed per PHASE

## Radio efficiency

Radio transmission has an impact on:



The probability for an airstrike to be informed of the last position of its target



The probability to change the target of an airstrike



The probability to recall an airstrike

The efficiency is equal to 100% minus 10% (15% for the Japanese) for each hex to the closest radio source

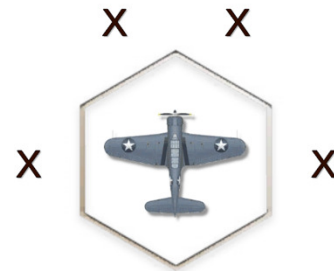
A source is a friendly Task Force, airfield



## Detection of enemy Task Forces

An airstrike may detect enemy TF

- En-route  
Only in forward hexes (marked with a X)
- When reaching its target  
In all adjacent hexes



The detection chance is 200% in the airstrike hex, 100% in adjacent hexes  
Modifiers:

- x Weather in TF hex (0.2 storm, 0.35 rain, 0.5 overcast, 1 clear)
- +1% per ship in the TF above the first
- +10% if the TF contains at least a BB/CV
- +50% if the TF has an oil leak

## Contacting the target



Each phase, each airstrike moves 2 hexes (1 for transfer, seaplanes, or with storm) closer to the last known position of its target  
Each time the target is successfully searched, if the radio is efficient, then this position is updated



Air units will abort the airstrike if they have just enough endurance to return home. A little risk of 2 pts of endurance is granted against a target CV or when the target is detected in an adjacent hex



If the airstrike manages to reach its target, it attacks it  
Airfields are automatically found because they don't move



If unsuccessful, the airstrike attacks an enemy detected Task Force in adjacent hexes



Otherwise, it will attempt to follow the last known direction taken by the TF to a maximum of 2 hexes



If nothing is found, then the airstrike returns to base without attacking



On its way back, it will attack any enemy TF detected and in the same hex

## Contact

When target is successfully contacted by an air strike



Then a Naval Air battle starts



Target immediately becomes detected and visible on map



Target Intelligence increases to level 4

Contact chances are good if



The airstrike contains a lot of units



The last known position of the target is frequently updated through an efficient search

## Warning

Radar gives a tremendous advantage to the Allies

Each time an air strike moves within 4 hexes of an enemy airbase, it may be detected

Detected air strikes are visible on map and leave time for the defense to react

Distance	0	1	2	3	4
US Airfield with radar	90 %	70 %	50 %	30 %	10 %
US carriers with radar or Japanese airfield with radar	80 %	60 %	40 %	20 %	
US surface with radar, US airfield or Japanese carrier with radar	70 %	50 %	20 %		
Japanese surface ship with radar, Japanese airfield CAP, scout or friendly airstrike	60 %	30 %			
Ship without radar and Coastwatcher	30 %				



+10 for the US in 43



-20 against an air strike containing less than 4 air units



+10 against an air strike containing more than 10 air units



against an airstrike containing at least a 2 or 4-engines air unit



A Coastwatcher in an enemy airfield hex use the row above



weather effect when not using radar



## Airstrike Intelligence

Enemy airstrikes are not fully detailed on map until they enter battle. Instead you get progressive information on their size and composition

### Size (favored by radars)

- Level 1 : Small, Medium and Large
- Level 2 : an approximate number of air units (from -25% to +50%)

### Models (favored by visual observation)

- Level 1 : dominant number of engines or mixed
- Level 2 : exact models but without info on carried payload

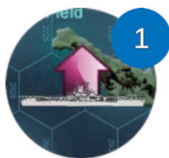




# #7 - NAVAL MOVEMENT

## Naval Move

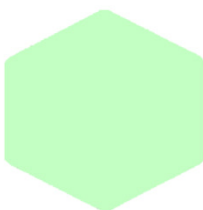
1. Activate Map View in the menu



Each ACTION PHASE, you may move a fraction of your Task Forces  
Allowed number is shown on the naval move icon in the menu  
(If you don't have at least 4 TF, you won't see a number every Phase)

The number of allowed moves this PHASE is shown in the blue badge. On the last PHASE of the TURN, this number is displayed in a yellow badge for TF on autopilot, or in a red badge for other TF

2. Select a TF to move



4. DRAG & DROP



5. The TF is marked as moved  
It will be able to move again NEXT TURN

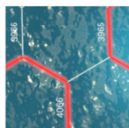
3. Valid destination hexes are highlighted

Spotlight Search

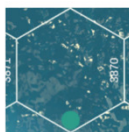
## Naval Move Restrictions



No move into or through ground hexes



No move through reef hexsides



Carriers may never move into coastal hexes



## Speed

A Task Force speed is equal to the slowest speed among its ships



Crippled

The ship can only move one hex every 6 TURNS (towed)



Very Slow

May move only 1 hex every 3 TURNS

It moves only in the 06:40 to 07:40 TURN, in the 10:40 to 11:40 TURN, etc...



Slow

May move only 2 hexes over 3 TURNS

It cannot move in the 06:40 to 07:40 TURN, in the 10:40 to 11:40 TURN, etc...



Normal

May move one hex every TURN



Fast

May move up to 4 hexes over 3 TURNS

It moves 2 hexes in the 06:40 to 07:40 TURN, in the 10:40 to 11:40 TURN, etc...



Very Fast

May move up to 5 hexes over 3 TURNS

It moves 2 hexes except in the 06:40 to 07:40 TURN, in the 10:40 to 11:40 TURN, etc...

## TF movement and status



Ready

The Task Force has not yet moved this TURN



Moved

The TF has already moved this TURN and cannot move again until next TURN



Retiring

The TF retires after complete unload or after heavy damage  
It will automatically move at the beginning of the TURN



ASW

The TF is busy depth-charging an enemy sub and will not move until ASW operations are over



Autopilot is ON

A TF with autopilot will automatically move toward its programmed destination at the end of the TURN



## Undo naval move

You may take back the naval move of any owned Task Force, except:



If the TF has just entered an enemy-occupied hex



If the TF has just launched an airstrike after moving



If the TF has merged after moving



If the current player action PHASE is over

## Autopilot

You may activate autopilot for any of your Task Forces:



Hex  
08:20  
Autopilot



You may still move it normally



If it has not moved at the end of the TURN, it moves automatically towards its destination hex (emphasized in yellow)



Autopilot is deactivated when the TF reaches its destination



At any time, you may switch the autopilot off

## Engagement

When moving into an enemy-occupied hex, your Task Forces WILL attempt to engage the opponent

Enemy reaction may vary:



Fight



Evade combat after a fight at longer range which means less damage



Avoid combat and retreat

If there are other enemy TF in the hex, another attempt is made against one of them



Vanish from the map because its last known location was wrong

## Engagement Ratio

In case of enemy naval attack on this Task Force or when this TF uses autopilot to move in an enemy-occupied hex



1:1



Select a ratio



If the ratio between the surface factors of your TF and the surface factors of the opposing TF is equal to or greater than the chosen ratio, then your TF will accept the combat



Otherwise, it will attempt to escape







This does not apply to the attacks resulting from your regular naval moves






## Escape attempt

To check that a Task Force succeeds in escaping, a die-roll is made



-  +3 if the TF sails faster than its opponent
-  -3 if the TF sails slower than its opponent
-  -5 if the TF is crippled
-  +1 if the opposing TF has been detected





Results based on modified die-roll:

- 5+  Successful escape. The TF retreats to an adjacent hex
- 1-4  The TF is compelled to fight but at long range
- < 1  The TF must fight

## Fuel & Ports




In a few scenarios, TF may use full speed and get a limited fuel supply



-  Each time they move by 2 hexes, they expend 4 fuel points
-  Each time they move by 1 hex, they expend 1 fuel point
-  If they run out of fuel points, they must move slowly
-  The TF may only merge in a friendly port

Each turn spent in a friendly port



-  The TF is supplied with 20 fuel points with a maximum of 60
-  Torpedoes are fully reloaded
-  Ships may again perform naval bombardment



## #8 - SURFACE BATTLES

### Surprise

Before the battle starts, each side rolls a die  
Apply the following modifiers

- +2 for the Japanese  
(tactics and long-range torpedoes)
- +1 for the Japanese at night
- +1 for the US in 1943
- +1 with surface radar
- +1 if the enemy Task Force was detected prior to the battle

If a side has at least 4 more points (2 only at night) than its opponent, it achieves surprise





## Torpedoes

The side with the surprise has the following benefits

- each of its ships equipped with torpedoes launches 1 torpedo salvo  
2 salvos may be fired at night with at least 4 surprise points
- each fired salvo expands 1 torpedo ammunition
- damage is assigned to the enemy ships before the gunfire step
- these torpedo-firing ships will still use their regular guns to fire at the enemy ships

Each salvo has a 25% chance to inflict one point of damage to a random target ship

- + 10 against slow ship
- + 20 against a crippled ship
- -5 against a very fast ship
- -5 against a DD
- + 10 at night
- - 10 if either side is evading
- - 20 for US torpedoes (often dud)
- - 5 with at least 1 disorder point

## Gunfire

Each surface ship fires with a strength equal to its surface combat factor

Each point of strength has a 25% chance to hit the target

- + 10 with fire control
- + 10 against a crippled ship
- + 10 against a burning ship at night
- - 5 for a DD against a CL, CL vs CA or CA vs BB
- - 10 for a DD against a CA or CL vs BB
- - 15 for a DD against a BB
- - 10 if either side evades
- ☁ - 5 rain
- ⚡ - 10 light storm
- - 5 with at least 1 disorder point



# Targeting

When using gunfire, each point of surface factors is assigned to a random target

However, the class of firing and target ships has an influence on the distribution as shown by the below table

		Target class			
		BB	CA	CL/DD	TRS/CV
Firing class	BB	7	7	1	3
	CA	3	3	3	1
	CL/DD	3	3	7	1
		Chance to fire upon			

Example: a BB is seven times as likely to fire at another BB as at a DD



## Outcome

The defending Task Force is beaten and must leave the hex if:

- it has opted to evade the battle OR
- it has more sunk, burning, or crippled ships than the attacking TF



Otherwise, the attacking TF must retreat

Note: When a defender opts to evade battle. It is attempting to flee the hex before combat occurs. If successful, defender leaves and avoids combat. However, sometime this attempt is unsuccessful, and the defender is forced into battle. Regardless of outcome the defender must still leave the hex

## Disorder

Each Task Force can get up to 8 points of disorder



- +1 for fighting at less than 2:1 in number of ships
- +1 per surface battle
- +2 for being surprised by the other side
- +2 for losing the battle without evading
- +1 if the roll of 1d100 is below the % of its ships which have been hit at least once during this battle (2 rolls)
- +1 if the roll of 1d100 is below the % of its ships which are sunk, burning or crippled (2 rolls)
- -1 the whole enemy TF has been sunk
- +4 when performing shore bombardment

A TF with at least 1 point of disorder has the following effects on the TF for a surface battle:

- -1 to the surprise die-roll
- -5 to the torpedo/gunfire of each of its ships



## Disorder

Each Task Force can get up to 8 points of disorder

A TF with at least 1 point of disorder:

- may not voluntarily move into a hex containing enemy TF
- may not merge with another TF
- will fight a surface battle less efficiently
- may not bombard



The disorder is reduced by 1 point at the end of each TURN

# #9 - UNLOADING AND BOMBARDMENT

## Unloading Transports

A transport Task Force loads/unloads its cargo at end of TURN:



If it has spent the full TURN in its objective hex



With a maximum of 2 cargo points per ship



With a maximum of 6 points per enemy-controlled objective (invasion) and 12 points per friendly-controlled objective (reinforcements)  
Halved in a storm hex



Some airfields have a limited fuel supply  
Each unloaded cargo point supplies the airbase with 3 fuel points

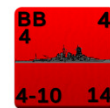


The US and especially the Japanese also use DD to transport troops  
(The famous Tokyo Express)

After complete unloading, a Japanese TF retires to Rabaul or to the north map edge. US transports retire to the south, escorted by at least half an equivalent number of DD (or CL/CA/BB if not enough)

## Naval Bombardment

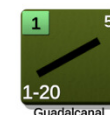
Each BB bombards with a strength equal to 100% of its surface combat factor, CA 80%, CL 60%, and DD 40%



Each point of strength has a 25% chance to hit  
-5 rain  
-10 light storm  
+5 for every 8 grounded air units



Each 2 hits (1 for a BB) inflict one point of damage to an enemy airfield and disable one coastal gun if any



Each hit aborts, damages or destroys one random grounded air unit



Against a beachhead, each hit reduces the number of unloaded cargos by 1 point



## Naval Bombardment

Each BB bombards with a strength equal to 100% of its surface combat factor, CA 80%, CL 60%, and DD 40%



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-5 rain  
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Each 2 hits (1 for a BB) inflict one point of damage to an enemy airfield and disable one coastal gun if any



Each hit aborts, damages or destroys one random grounded air unit



Against a beachhead, each hit reduces the number of unloaded cargos by 1 point

## Coastal defense

At the end of each TURN, the coastal defense fires on each TF in its hex. Its surface fire like a DD



Hit TF can be forced to withdraw from hex if:



It contains neither BB or CA



The result of 1D10 is lower than twice the number of hits inflicted on the TF



Hence, it is important to reduce the defense by air or sea before invading





# #10 - AIR ATTACKS

## Anti-Aircraft Fire



Heavy AA fires further and shoots down enemy aircraft BEFORE they release their bombs or torpedoes

- Its value is printed on the counter of the airfields
- For a US TF, it is equal to the sum of the best 4 heavy AA of the ships and cannot exceed 100. A Japanese TF only sums up its 2 best ships. Double the number of firing ships against an airstrike detected before the battle. When a TF and a friendly base share the same hex, sum their heavy AA

Light AA destroys enemy planes only AFTER they release their bombs or torpedoes

- Its value is printed on the attacked airfield or individual ship
- Strategic Bombers are not sensitive to light AA because they are flying too high
- Doubled against aircraft carrying torpedoes
- Halved if both torpedo- and dive-bombers are attacking
- The light AA of each US carrier is increased by the light AA of the best operative escort ship (share best escorts between several carriers)

Each AA point has a 4% chance to hit an enemy bomber or fighter-bomber



-  3% only with rain
-  2% only with light storm

## Air-to-Sea Attack Tables

Planes attack if they have survived the CAP and Heavy AA fire

Sum up the air-to-sea factors of the surviving bombers attacking each ship

Each factor has a 25% chance to hit target ship with a bomb or a torpedo



- +5 if defending fleet has no CAP
- +5 if the attack is coordinated (if both Dive and Torpedo bombers are attacking the ship)
- +5 against a slow ship
- +10 against a crippled ship
- -5 against a very fast ship
- -5 against a DD
- -1 for each 5 pts of AA
- Add the fleet Heavy AA to the ship Light AA
- -5 strategic bombers by overcast weather
-  -5 rain
-  -15 light storm
- -5 if the bomber is confused
- Halved after all modifiers for strategic bombers
- There is always a minimum 5%-chance to hit

See Damage & Repair section for the effects



## Air-to-Ground Attack

Each air-to-ground factor of surviving air units has a 20% chance to hit grounded aircraft

- +5 if the airfield has no CAP
- +1 for each grounded unit being prepared for a mission or which has just landed outside
- -1 for each 5 pts of AA
- There is always a minimum 5%-chance to hit
  - 5 strategic bombers by overcast weather
-  -5 rain
-  -15 light storm
- Each hit destroys 1 grounded air unit
- -5 if the bomber is confused

Each air-to-ground factor of surviving air units has the same chance to hit the runways

- Fighters without bombs (strafing) cannot hit runways



# #11 - AIR COMBAT

## Air Combat Procedure

The planes are split into stacks

- Attacking bombers and fighter-bombers are placed each in one stack
- Then defending fighters are evenly and randomly placed in these stacks
- Then escorting attacking fighters are aligned evenly and randomly against the defending fighters

A single round of air combat is fought within each stack

Examples

2xB25, 1xA20, 1xP47 as fighter-bomber and escorted by 2xP38 vs. 1xA6M on CAP



2xB25, 1xA20, 1xP47 as fighter-bomber and escorted by 2xP38 vs. 2xA6M, 1xKi43, 1xKi61 on CAP



## Air to Air Table

Both sides roll simultaneously using the column determined below:

- Best air-to-air value of its fighters +1 for each extra friendly fighter (or +2 without enemy fighter)
  - Or air-to-air value of the unescorted bomber
  - Then subtract the air value of the other side using the same rules
- ☁ -1 rain      ☁ -2 light storm

Example: The Japanese (air value of 3) fire at -2 while the US (air value of 5) fire at +2 ➤



<-3	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	7+
5%	5%	10%	15%	20%	20%	20%	20%	20%	20%	20%	25%
5%	10%	10%	10%	20%	20%	25%	25%	25%	30%	35%	40%
						5%	10%	15%	20%	25%	25%
5%	10%	15%	20%	20%	25%	20%	20%	20%	15%	10%	5%
85%	75%	65%	55%	45%	35%	30%	25%	20%	15%	10%	5%

- 1 enemy air unit is hit, if possible, a bomber or fighter-bomber  
If rolled by a bomber without escort, then the result is treated as no effect instead
- 1 enemy air unit is hit, if possible, a fighter
- 2 enemy air units are hit
- Enemy bomber gets confused: it attacks a random ship, and with a penalty
- No effect



## CAP - Ammunition

A CAP unit has a 50% chance to be ammunition-depleted after combat  
This fluctuates with the ratio CAP units against attacking air units



25% for a US unit with a ratio > 2:1

75% for a US unit with a ratio < 1:2



25% for a Japanese unit with a ratio > 3:1

75% for a Japanese unit with a ratio < 1:1

Japanese fighters embed less ammo than their Allied counterparts

## Improvised CAP

Bombers SBD and D4Y may be allocated to CAP missions, although they are less efficient than pure fighters

When firing at opposing air units, its air-to-air factor is reduced by 2  
This is emphasized by the parenthesis around the air-to-air rating



Ex: the SBD fires on the 0 column and the G4M fires back on the -2 column

When defending with a friendly fighter, they provided a +1 only against an unescorted bomber



# #12 - DAMAGE AND REPAIR

## Air Unit Damage

When an air unit is hit, it may be destroyed, damaged, or aborted depending on its ruggedness



Fragile



Standard



Rugged



20 %



30 %



40 %



30 %



35 %



40 %



50 %



35 %



20 %



A damaged or aborted air unit must immediately abort its mission and jettison its payload



A damaged unit in a hangar has a 6% chance each phase to be repaired (3% if Japanese)



A damaged unit may not be allocated any mission until repaired



An aborted unit must just spend an extra PHASE in the hangar in order to be operative again

## See ships damage

See the damage report for the ships of the Task Force



Major fire



The flight deck is not usable



Crippled



Sunk when all life points have been lost



## Heavy Damage

A surface ship is heavily damaged when:

- she has lost half of her life points
- OR she has lost her propulsion
- OR she has lost half of her main turrets
- OR she is facing a major fire

Such a ship must retire with a small escort to Rabaul or the north map edge (Japanese) or to the south (US)



A carrier TF left without escort will be forced to withdraw

## Getting damaged



### By a torpedo

Loss of 1 life point  
On a failed Damage Control Test (DCT) (1D10 > damage control), the carrier lists  
On a failed DCT, the propulsion gets damaged  
1 potential critical hit



### By a bomb

Up to 30% of AA guns destroyed  
75% chance to damage the flight deck, 10% to destroy a Japanese flight deck, 1% if US  
1 potential critical hit



### By a shell

Up to 30% of AA guns destroyed  
1 potential critical hit



### Extra effects on carriers

A hit destroys 2 air units  
BUT if 2 armed units (in the middle of their preparation for their mission) are hit, then more planes are destroyed, a major fire breaks out and there is 1 potential critical hit for each 2 bombers destroyed this way



### Airfields

Each hit on an airfield reduces its life points by 1  
For each 5 life points lost, one runway is made inoperative  
Life points may go below zero



### Damage to propulsion:

Each time the propulsion gets hit, compare the cumulative number of hits to the ship's current life points  
If greater, then the propulsion is destroyed  
If tied, then a failed DCT cripples the ship





## Critical hits



For each potential critical hit, if the result of a die-roll is greater than the damage control value of the ship, then the ship receives one critical hit from the list below  
Carriers attacked by a detected airstrike have +1 to their damage control value

### Damaged flight deck

There are holes in the flight deck preventing any landing and launch

### Destroyed flight deck

The flight deck has been wrecked. No aircraft can land on or take off from the carrier for the rest of the game

### Major fire

If not under control at the end of turn, then the fire will cause more critical damage. No air or repair operations allowed on a burning ship except firefighting

### Minor fire

Extinguished automatically during next phase. 2 minor fires in the same phase trigger a major fire

### Scuttled due to uncontrolled fires

The crew had to abandon the ship and to scuttle it to prevent its capture

### Damaged propulsion

The ship will move slower

### Propulsion destroyed

The ship is dead in the water for the remainder of the game and cannot land or launch air units

### 1 elevator destroyed

Air operations are now slower

### Reduced damage control capability

The ship damage control value is halved, hampering damage prevention and repair operations

### 1 main turret destroyed

The surface battle value of the ship is reduced

## Critical hits

### Disabled torpedo launchers

The ship will not launch any torpedo in a surface combat

### Ammunition explosion

Loss of 1 life point and a major fire breaks out. Carrier airplanes may not be equipped with a full load of bombs anymore

### Avgas explosion

Loss of 1 life point and a major fire breaks out

### Torpedoes explosion

Loss of 1 life point and a major fire breaks out. The ship may not use her torpedoes anymore for surface battles or on her planes

### Oil leak

Enemy scout planes have more chance to find this TF

### Structural damage

The ship loses 1 life point

### List due to flooding

No air operations allowed on a carrier which lists

### Flooding not controlled

No measures could stop the water to enter the ship en masse which then sank inexorably

### Air radar destroyed

It cannot detect incoming enemy air strikes anymore. Enemy airstrike detection should rely on other ships of the Task Force

### Fire control destroyed



**Structural damage**  
The ship loses 1 life point

## Critical hits

**List due to flooding**  
No air operations allowed on a carrier which lists

**Flooding not controlled**  
No measures could stop the water to enter the ship en masse which then sank inexorably

**Air radar destroyed**  
It cannot detect incoming enemy air strikes anymore. Enemy airstrike detection should rely on other ships of the Task Force

**Fire control destroyed**  
The radar-assisted gunfire system is down. The ship loses its bonus in surface battle

**Surface radar destroyed**  
No effect if the TF contains other ships equipped with surface radar. Otherwise, this will increase the chance to be surprised by the enemy

**Seaplanes capability lost**  
The search capability of the task force decreases

**Service capacity on the deck destroyed**  
Arming and fueling CAP units cannot be done on the deck anymore but may be still performed in the hangar, which means using elevators and thus losing time

**1 pt. of cargo destroyed**  
1 pt. of cargo has been lost

**Reduced unloading capacity**  
This ship may only unload 1 pt. of cargo a TURN

## Repair



**Damaged flight deck**  
One repair attempt at the end of each PHASE. Repaired if a die roll is less than or equal to the ship damage control value



**Damaged propulsion**  
One repair attempt at the end of each TURN  
Under control if a die roll is less than or equal to the ship damage control value



**List due to flooding**  
One repair attempt at the end of each TURN  
Under control if a die roll is less than or equal to the ship damage control value



**Major fire**  
One repair attempt at the end of each TURN. Under control if 2 die rolls are each less than or equal to the ship damage control value. If one fails, the ship gets 1 potential critical hit. If both fail, the ship is abandoned by its crew and scuttled



**Airfields**  
One repair attempt at the end of each PHASE. Heal 1 life point if a die roll is less than or equal to the airfield damage control value (2)



## #13 - WEATHER

### Weather

The weather comes on as an option in each scenario

Overcast



Rain



Light Storm

Clouds are moving 1 hex every 2 TURNS  
75% in the wind direction shown on the cloud  
25% at random

The wind is changing direction every 12 HOURS

When clouds stack with each other, rain and storm appear  
Clouds leaving the map are randomly replaced

### Detection

Chance of detection of Task Forces or approaching airstrikes are reduced when covered by weather. Radar is not affected by weather

- 50 %



- 65 %



- 80 %



## Air Attacks

They are impacted by the weather in their hex

Strategic bombers suffer a -5 modifier to hit naval or ground targets  
(Cumulative with other modifiers, see Air Attacks section)



Heavy AA hit chance is reduced to 3% per point  
Bombers (except torpedo-bombers at sea) suffer a -5 modifier to hit naval or ground targets  
Air units fire one column to the left on the Air Combat Table



Heavy AA hit chance is reduced to 2%, Light AA hit chance is reduced to 3%  
Bombers suffer a -15 modifier to hit naval or ground targets  
Air units fire two columns to the left on the Air Combat Table

## Ships

Ships are impacted by the weather in their hex

No effect



Ships suffer a -5 modifier for gunfire and naval bombardment  
(cumulative with other modifiers)



Ships suffer a -10 modifier for gunfire and naval bombardment  
The unloading capacity is halved  
Speed is reduced by one level (ex: slow -> very slow)



## Air Units

Airborne air units are impacted by the weather in their hex

No effect



Landing on carriers is slightly slower  
Radio -10



Airstrikes attempt to avoid storm hexes  
If they enter a storm, they cannot move a second hex this PHASE  
At the beginning of each PHASE, each airborne unit loses 1 point of endurance  
Radio -20  
Launch and landing on carriers are slightly slower



## **#14 - MULTIPLAYER**





## Join an online game



Go to saved games



Choose 2P games waiting for opponent



Sign up by email



Join an existing game if any. Otherwise, you may create a new one

## Create an online game



Go to New Game and select a scenario



Check the 2P online checkbox



OnlineGame\_Rules\_Create\_2a



You may also search a player by nickname



Or rematch a previous opponent



Pick up options, modules, and choose your side. Modules shall be activated only if the opponents plays them as well

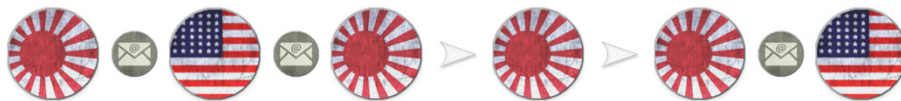


## Sequence

Each PHASE, the Japanese player makes its moves and then hands over to his US opponent



If one player opts to skip one or more hours, then other player will play several PHASES in a row



If both players do so, this is good way to go faster into action  
See the Sequence of Play section of the help

## Cross-platform multi-player

Play against anyone over internet on PC/Mac/iOS/Android



Turn-by-turn asynchronous 2-player game. You don't need to both connected at the same time



Take your time to play against a challenging human opponent



The game state is automatically saved in the cloud



Login and notifications by email



Less cheat opportunity



You are limited to 10 online games  
Finish and delete one before starting a new one

## Play By Email (PBEM)

Play-by-email (PBEM)

This is an alternative system where players manually send and receive the game save by email



Populate your email address in the settings



Agree with your opponent about the scenario, side and options to play



Create a new game, tick the PBEM checkbox and create/pick an opponent



Start the game with the side you want to play



When it is to you opponent to play, send him/her the saved game by email (the PBEM folder path is displayed in the settings)

When you receive a saved game, copy it to the PBEM folder and it will appear in the list of multi-players games



# #15 - SEAPLANES - DLC

## Manageable Seaplanes

By default, seaplanes are managed by the program. You can't see and interact with them

Getting the seaplanes extra feature will open more options:



See all owned seaplane bases on map



Assign search, CAP and transfer missions to your seaplane air units



Establish temporary seaplane bases with seaplane tenders



When playing against AI, or against a player who purchased this feature too:



You are also allowed to observe and attack enemy seaplane bases by air and by sea

## SeaPlane Base

Maintenance Capacity (MC)



May operate any kind of seaplanes

AA value (Heavy - Light)

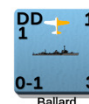


Coastal defense

The MC limits the number of seaplanes which could be operated per PHASE



It increases by 1 for each friendly seaplane tender present in the hex



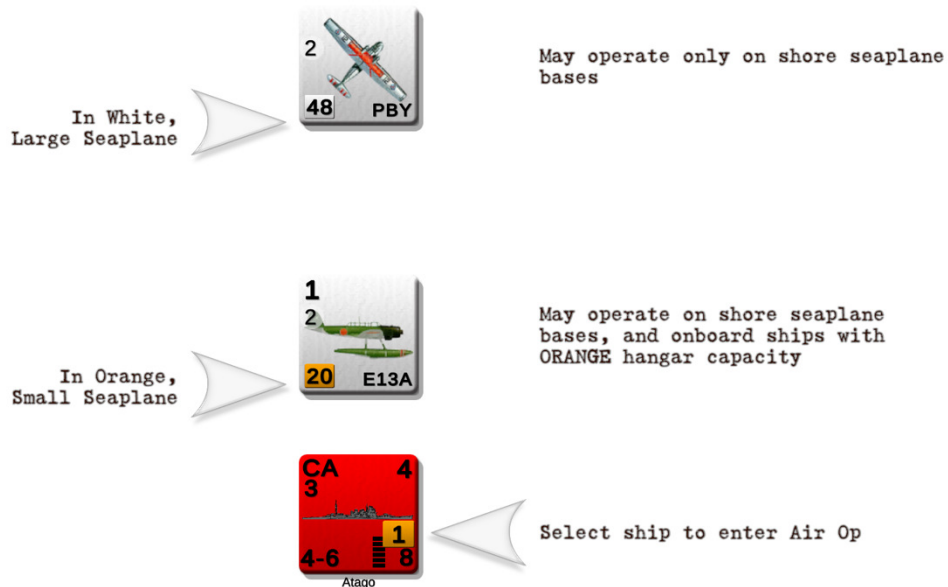
It may be reduced by ground strike or shore bombardment, although it cannot go below zero



20% chance to repair by 1 point at end of each PHASE



## SeaPlane Air Units



## Temporary Seaplane Base



You may establish a temporary seaplane base with a TF if all below conditions are met:

- the TF has spent the full last TURN in a seaplane spot hex, orange & White (Also a coastal hex)
- The hex is free of enemy TF or base
- The TF contains at least one operative seaplane tender. Its carrierd air units are immediately moved to the base's hangar



The new base has zero maintenance capacity, and relies solely on tenders

It remains concealed to the enemy until the tender TF gets detected



# #16 - ADVANCED FOG OF WAR - DLC

## Advanced fog of war

This paid module offers more suspense as enemy losses, and the score remains uncertain until the end. You may get false reports on:

- Observed enemy ships' classes
- The damage inflicted on enemy air units
- The amount of hits inflicted by aircraft on enemy ships along with the resulting observed damage, including major fire, list, crippled, and sinking



The observed state of enemy naval units may only be updated:

- On a new battle
- On a new detection
- At the end of the game

Enemy air losses outside combat (night, fuel, etc...) remains concealed until the end of the game

## Accuracy

Factors inducing inaccurate reports:

- CAP & AA Defensive Fire
- ☁ Bad weather
- Confused bombers
- Japanese observers



Factors favoring accuracy:

- Shadowed TF
- Previously observed ships
- Air-to-sea combat
- Surviving bombers



# #17 - SUBMARINES - DLC

## Submarines



Class  
Submarines are not individually  
named in the game

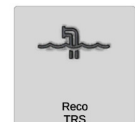
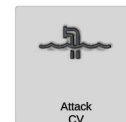


Low maximal depth

Submarines have neither life points nor damage control, they are presumably sunk as soon as hit

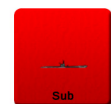
## Patrol

At the start of most scenarios, choose a patrol area and a mission for your submarines



Afterwards, you won't see your own subs until the end of the game.  
Submarines will move automatically and randomly within 4 hexes of their start location, avoiding enemy airbases

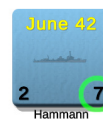
Each sides also get 3 reserve submarines, which could appear anywhere on map, thus denying any safe haven for the enemy





## ASW units

An ASW ship is a ship with any depth charges (check the back of the counter), usually a DD



An ASW air unit is a bomber placed in the ASW box of a TF



A scout detecting a submarine is also counted as ASW unit for the encounter with the sub

The chance to detect submarines is divided by 4 in clear weather, by 8 otherwise



ASW units are crucial to detect, evade and kill enemy submarines

## Submarine encounter

When the sub moves, there is a encounter with an enemy TF in the same hex

If the TF is adjacent, the probability depends on weather and speed



70/50/30/10% in clear/overcast/rain/storm



+20 for each point of difference between the sub's and the TF's speed

Otherwise, there is always a 1% chance of a random encounter of a reserve sub with any TF on the board each TURN



A scout air unit which detects the submarine also triggers an encounter



## Surprise



Each side roll 1D10 and applies modifiers

For the submarine

- +2 against a TF in a coastal hex
- +2 against a crippled, loading or unloading TF
- +1 against a slow TF. -1 against a fast TF
- +2 against a TF without any ASW unit

For the escort

- +1 for the US in 43
- +1 with surface radar at night
- +1 with at least 3 Japanese ASW ships
- +1/+2/+3 for the US with at least 1/3/6 ASW ships
- +1 with an ASW air unit. +1 in clear weather

## Surprise

The side with the highest roll gets a number of surprise points equal to the difference which is reduced by 1 in storm and against a reco sub  
Surprise points are spent in this order of priority

For the submarine

- 4 at night: one torpedo salvo at short-range against the TF and the sub escapes unscathed
- 4 at day for a reco sub: one attack at long range and the sub escapes
- 2: one torpedo salvo at short-range, then the submarine gets detected and forced to submerged
- 1 attack sub: 2 torpedo salvos instead of 1 (bow + stern)
- 1: higher intelligence report

For the escort

- 4: surprise attack on the sub by a ASW units, then the sub is detected and dives  
If there is at least one ASW ship, she has a 10% chance to hit the submarine by guns or ramming  
If there is at least one ASW air unit, it has a 20% chance to hit the submarine by bombing or strafing
- 2: the submarine is detected and forced to submerged
- 1: lower intelligence report



## Torpedo Salvo

Each torpedo salvo fired by a submarine has a 25% chance to hit

- +20 at short-range
- +10/-20 Japanese/US submarine
- +20/+10/-5 against a ship which is crippled/slow/very fast
- +10 at night
- -10 against a short ship (DD)
- -5/-10 rain/storm
- There is always a minimum 5%-chance to hit

## Depth Charges

Each PHASE, a TF containing at least one ASW ship automatically depth charges a detected sub in its hex, provided its depth charge settings is different than None

Depending on the setting, 1 or 2 ASW ships may be detached for this duty



The chance to hit the submarine equals 5%

- +5 in coastal waters or against low-depth submarine
- +5 for the US

The process expends one depth charge per PHASE and is repeated until the submarine is sunk or undetected.  
The sub may not move and attack during that time



## Keeping contact

Depth charges detonations disturbs sonars. There is a 50% chance to keep contact with an enemy submarine after each depth-charge attack

- -20 if Japanese (doctrine, training and material)
- +10 US in 43
- +20 if there are at least 2 ASW ships (one keeps sonar acquisition while the other throws depth-charges)

If contact is lost, then the submarine becomes immediately undetected

Contact is also lost when:

- ASW ships run out of ammunition
- ASW ships leave the hex

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## Location report

If the submarine survives an encounter with a TF, it will transmit the location of the TF  
The location is approximative with an Attack mission

Due to the surprise, the report may be lower

- Approximative for a Reco sub
- Absence of report for an Attack sub

With a higher report, the location is always accurate

## **#17 - WARNING**

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## **#18 - NOTICE**

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## **#19 - SUPPORT**



All questions related to technical issues with the game CARRIER BATTLES 4 GUADALCANAL can be sent by email to the support of SAS AVALON DIGITAL at the following email address:

[support@avalon-digital.com](mailto:support@avalon-digital.com) or [carrierbattles@yahoo.com](mailto:carrierbattles@yahoo.com)

