

ALASKA

Island
ROLL: 3-5

US Airfields

US Foxholes

Japanese Airfields

Japanese Foxholes

Japanese Beaches

Coastal
ROLL: 6

RULES

- Place newly arriving US Infantry directly in US Foxholes. Do not place them on Transports.
- Freely add 1 US Battalion to the US Foxholes.
- If the Japanese begin the battle with Forces Ashore, advance the Japanese Resupply Orders counter by 3.

BORNEO



Island
ROLL: 3-5

Coastal
ROLL: 6

RULES

- Add 1 Japanese Battalion to the Japanese Foxholes.
- The US may not move more than a total of 2 Infantry from Transports to Beaches or Foxholes each Battle Turn.
- If the US has never Held the Island this game:
 - Japan starts the Battle with 2 Fortification counters.



CAROLINE ISLANDS

Island
ROLL: 3-5

Japanese Airfields

US Airfields

Japanese Beaches

Japanese Foxholes

US Foxholes

Coastal
ROLL: 6

US Beaches

RULES

- Japan draws 1 extra Battle Plan for the 1st Battle Turn.





GILBERT ISLANDS

Island
ROLL: 3-5

Japanese Beaches

Japanese Foxholes

Japanese Airfields

US Airfields

US Foxholes

US Beaches

Coastal
ROLL: 6

RULES

- If the US has never Held the Island this game:
 - Japan starts the Battle with 2 Fortification counters.
 - Japan draws 2 extra Battle Plans for the 1st Battle Turn.





HAWAIIAN ISLANDS

Japanese Beaches

Island
ROLL: 3-5

Japanese Foxholes

Japanese Airfields

US Airfields

Coastal
ROLL: 6

US Foxholes

US Beaches

RULES

- Add 3 Japanese Battalions to Japanese Transports.



IWO JIMA



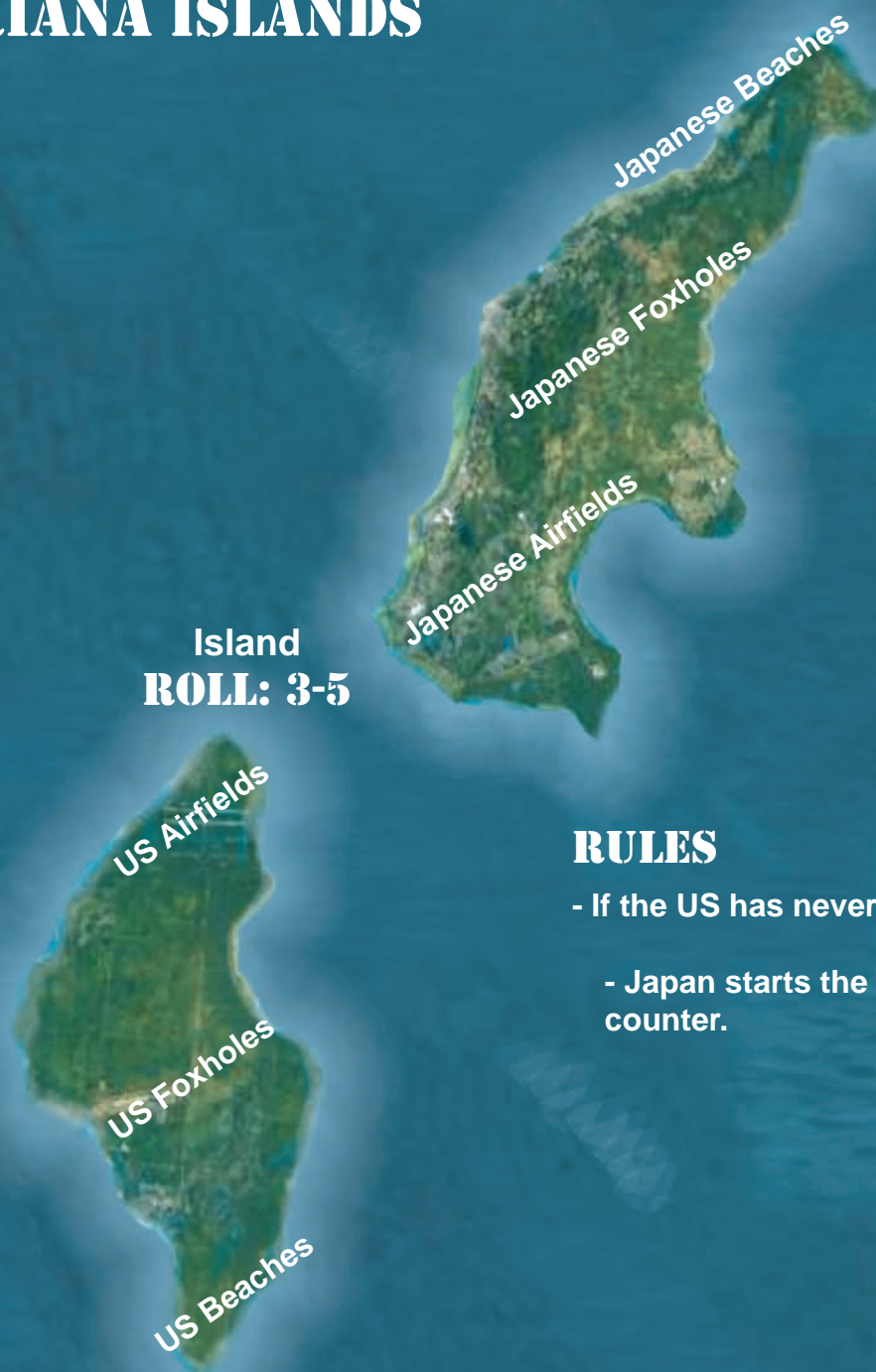
Island
ROLL: 3-5

RULES

- The Invader may not have Airfields until they Hold the Island.
- If the US has never Held the Island this game:
 - Japan starts the Battle with 5 Fortification counters.
 - Inflict a Hit on US Infantry for every Hit inflicted on Japanese Infantry.

Coastal
ROLL: 6

MARIANA ISLANDS



Island
ROLL: 3-5

Coastal
ROLL: 6

RULES

- If the US has never Held the Island this game:
 - Japan starts the Battle with 1 Fortification counter.

MARSHALL ISLANDS

Island
ROLL: 3-5



RULES

- The Invader may not have Airfields until they Hold the Island.
- The US may not move more than a total of 2 Infantry from Transports to Beaches or Foxholes each Battle Turn.
- If the US has never Held the Island this game:
 - Japan starts the Battle with 1 Fortification counter.

Coastal
ROLL: 6



MIDWAY ISLAND



Island
ROLL: 3-5

Coastal
ROLL: 6

RULES

- The Invader may not have Airfields until they Hold the Island.





NEW CALEDONIA

Island
ROLL: 3-5

Japanese Beaches

Japanese Foxholes

Japanese Airfields

US Airfields

US Foxholes

Coastal
ROLL: 6

US Beaches

RULES

- If the Japanese start with Forces Ashore, add 1 Japanese Battalion to the Japanese Foxholes.
- If the Japanese begin the battle with Forces Ashore, advance the Japanese Resupply Orders counter by 1.





NEW GUINEA



RULES

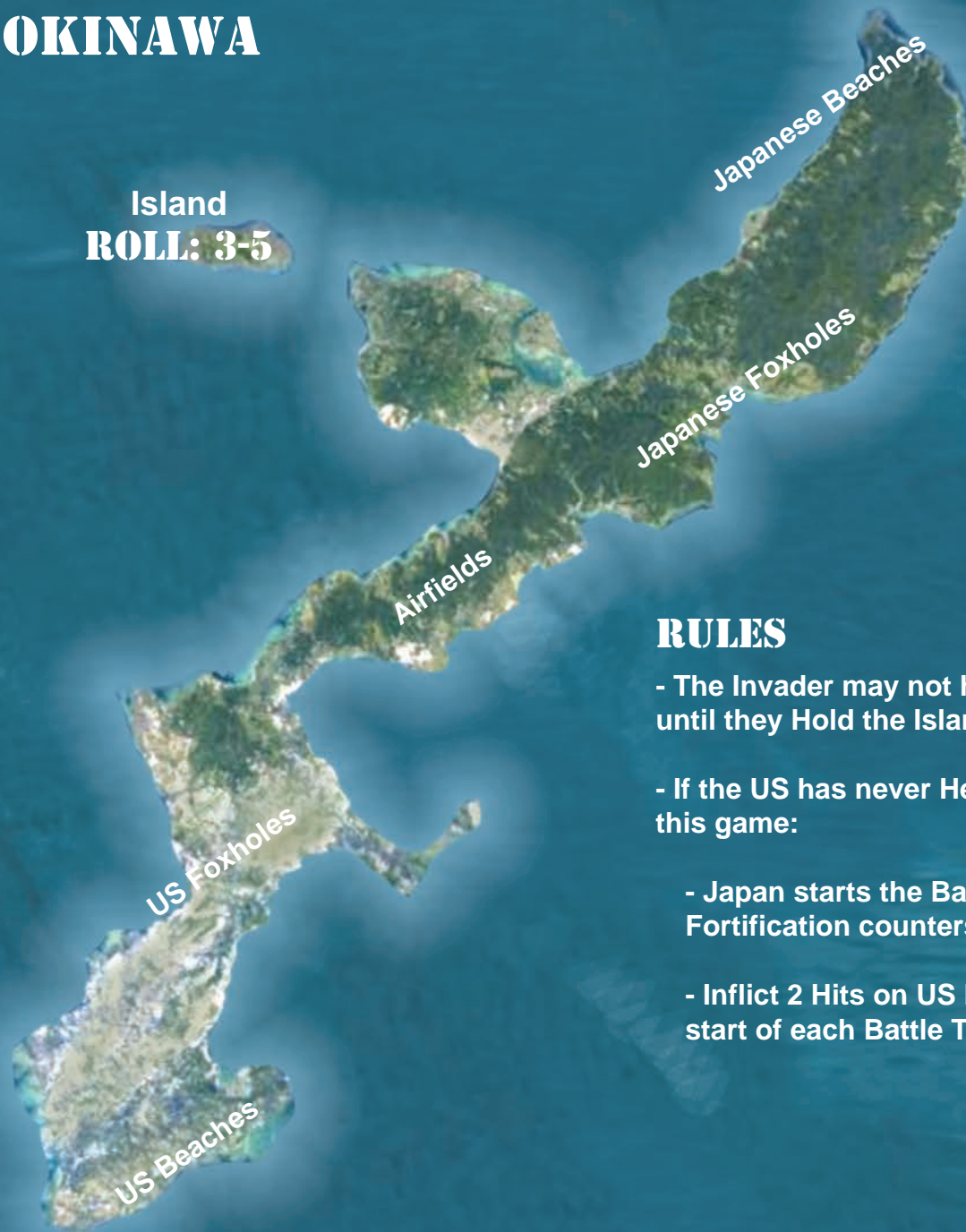
- If the Japanese start with Forces Ashore, add 1 Japanese Land-Based Aircraft from their Reinforcement area to the Japanese Airfields (if available).

Coastal
ROLL: 6



OKINAWA

Island
ROLL: 3-5



RULES

- The Invader may not have Airfields until they Hold the Island.
- If the US has never Held the Island this game:
 - Japan starts the Battle with 4 Fortification counters.
 - Inflict 2 Hits on US Infantry at the start of each Battle Turn.

Coastal
ROLL: 6

PHILIPPINES

Island
ROLL: 3-5

Japanese Beaches

Japanese Foxholes

Japanese Airfields

US Airfields

US Foxholes

US Beaches

RULES

- Japan draws 1 extra Battle Plan each Battle Turn.
- If the US has never Held the Island this game:
 - Inflict 1 Hit on US Infantry at the start of each Battle Turn.

Coastal
ROLL: 6

SAMOA

Island
ROLL: 3-5



RULES

- If the Japanese begin the battle with Forces Ashore, advance the Japanese Resupply Orders counter by 2.



Coastal
ROLL: 6



SOLOMON ISLANDS

Island
ROLL: 3-5

Japanese Beaches

Japanese Foxholes

Japanese Airfields

US Airfields

US Foxholes

US Beaches

Coastal
ROLL: 6

RULES

- If the Japanese start with Forces Ashore, add 1 Japanese Land-Based Aircraft from their Reinforcement area to the Japanese Airfields (if available).
- If the Japanese start with Forces Ashore, add 2 Japanese Battalions to Japanese Transports.





WAKE ISLAND

Island
ROLL: 3-5

Japanese Beaches

Japanese Foxholes

Airfields

US Beaches

US Foxholes

RULES

- The Invader may not have Airfields until they Hold the Island.
- If the US has never Held the Island this game:
 - Japan starts the Battle with 1 Fortification counter.

Coastal
ROLL: 6

