

																	Axis & Allies Pacific											
																	JAPAN											
																	STARTING INCOME: 19 IPCs											
Japan	Korea	Manchuria	Shantung	Ryukyu Islands	Formosa	Mariana Islands	Palua Islands	Caroline Islands	French Indo-China	Marshall Islands	Hainan Island	Bonin Islands	Sea Zone 18	Sea Zone 20	Sea Zone 22	Sea Zone 24	Sea Zone 25	Sea Zone 26	Sea Zone 34	Sea Zone 35	Sea Zone 36	Sea Zone 37	Sea Zone 45	Type of Unit	Cost	Moves	Attack	Defend
8	2	6	4	2	1	2	4	2	2	6	2													Infantry	3	1	1	2
2		1	1				1	2																Artillery	4	1	2*	2
1		1						1																Armor	5	2	3	2
1																								Anti-Aircraft Gun	5	1	0	1
1		1			2		2	1					6									2	Fighter	12	4	3	4	
1								1																Bomber	15	6	4	1
															1				1					Battleship	24	2	4	4
													3											Aircraft Carrier	18	2	1	3
															1	1	1	1		1				Destroyer	12	2	3	3
																1	2	1	1	3	1	2		Transport	8	2	0	1
												1		1			1							Submarine	8	2	2	2
1																								Industrial Complex	n/a	0	0	0

\* Increase each matching Infantry unit's attack strength by 1.

### Order of Play

1. Purchase Combat Units
2. Land Fighters on **Combat Air Patrol**
3. Combat Movement
4. Resolve Combat
5. Place/Remove National Control Markers and Adjust the National Production Chart
6. Non-Combat Movement
7. Place New Units
8. Submerged Subs Resurface and Damaged Battleships are Uprighted
9. Collect Income

### Land Combat Sequence

1. Put combat units on battle board.
2. **Anti-Aircraft** gun fires at each aircraft.
3. Attacker fires.
4. Defender returns fire.
5. Remove all casualties (both sides).
6. Repeat steps 3 thru 5 until...
  - a) Attacker retreats.
  - b) Attacker is destroyed.
  - c) Defender is destroyed.
  - d) Both sides are destroyed.

### Naval Combat Sequence

1. Put combat units on battle board.
2. Attacking Subs make **First Strike** if a defending Destroyer is not present or may submerge.
3. Attacker fires.
4. Defender fires back and/or submerges.
5. Remove all casualties (both sides).
6. Repeat steps 2 thru 5 until...
  - a) Attacker retreats/submerges.
  - b) Attacker is destroyed/submerged.
  - c) Defender is destroyed/submerged.
  - d) Both sides are destroyed/submerged.
  - e) Remaining units are unable to attack.