### Axis & Allies Pacific

#### Japan

**Starting Income: 19 IPCs**

<table>
<thead>
<tr>
<th>Type of Unit</th>
<th>Cost</th>
<th>Moves</th>
<th>Attack</th>
<th>Defend</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Artillery</td>
<td>4</td>
<td>1</td>
<td>2*</td>
<td>2</td>
</tr>
<tr>
<td>Armor</td>
<td>4</td>
<td>1</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Anti-Aircraft Gun</td>
<td>5</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Bomber</td>
<td>15</td>
<td>6</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Aircraft Carrier</td>
<td>18</td>
<td>2</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>Destroyer</td>
<td>12</td>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Transport</td>
<td>8</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Submarine</td>
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<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Industrial Complex</td>
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<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

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

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**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.

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**Corrected Setup**

* gnichols 5/01