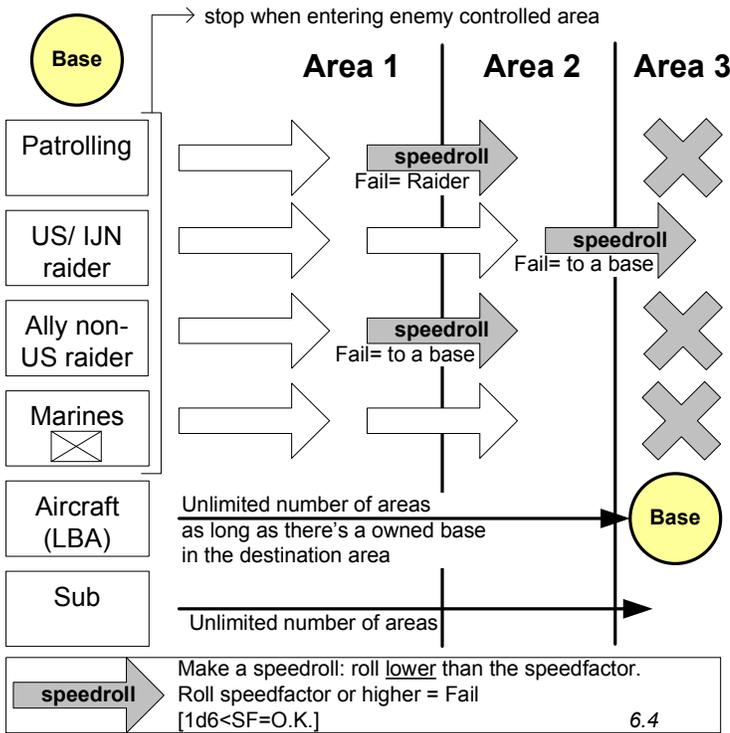


Victory in the Pacific Quick Reference Sheet

v.3.1en (c) MvdZanden-2009
 from: www.kobudovenlo.nl
 rules references in *italic*

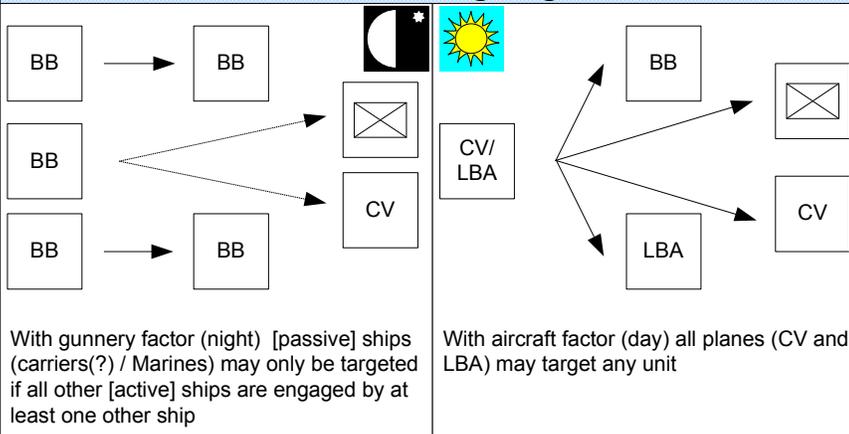
Movement 6



Combat sequence 5.3, 7

- 1 Determine day/night, roll if needed.**
 +1 on d6 for 'day'
 +1 on d6 voor control
 Tie? Day+Night (2c)
- 2a Day:**
 IJN LBA+CVs pick targets, fire
 US LBA+CVs pick targets, fire
 Apply results
- 2b Night**
 IJN ships pick targets, fire
 US ships pick targets, fire
 Apply results
- 2c Day + Night =2a followed by 2b**
 DO apply results between 'day' & 'night'
- 3 (once) Sub attacks 7.91**
 Apply results
- 4 Flee:** IJN first, then US state
 if they stay or retreat
- 5 (once) Marines land 7.9 / 13**
- 6 No retreat? : Step 1**
- 7 Retreat :** Pursue 8 and
 Air raid 9 (no LBAs)

Combat – Picking targets 7.4



BB = Battleship (here : any ship with a gunnery factor)
 CV = Carrier Vessel (aircraft carrier, any ship with an aircraft factor)
 LBA = Land Based Aircraft

Combat – Damage 7.5-7.73

5 = 'X':disabled (to base after combat round)
 disabled results do not count for LBA
 6 = roll for damage
 white circle = +1 on roll (4=X en 5,6=dam.)
 (no effect on LBA !)

For first damage : (white) gunnery bonus cancelled (no effect voor +1 CVs!)

For each damage : -1 Speed (1 minimum)

Damage = armor factor : gunnery = 1 and aircraft factor = 0

Damage = LBA defense factor: destroyed

Damage > armor factor : Sunk !

Ship in port:
 Damage > armor factor = bottomed
 Damage > 2 x armor factor = sunk

Sequence of Play 5

1. Place reinforcements 4.4-4.7
- 1.a remove REMOVALS 4.42
2. IJN moves all Patrollers. Then speedrolls. Repairs¹¹. Then USN
3. IJN en USN alternately place LBA
4. IJN moves all ☒, then USN
5. IJN moves all Raiders, then speedrolls, then USN
6. IJN places Sub, then USN.
7. Combat (IJN) 8. POC track 5.7, 15

Ship name ← Saratoga

Order of Appearance ← Y

Ship silhouette ←

→ Aircraft factor (day actions)

White circle around Aircraft or Gunnery factor = +1

Asterisk (*) as speedfactor (LBA en Subs) refers to special movement rules

Gunnery factor (night actions) | Armor factor | Speed factor

Gunnery factor and Aircraft factor: number of dice to attack with
 Armor factor: number of damage point it can handle without sinking. Double in port
 Speed factor: roll below this number to pass the speed roll. Roll equal or higher = fail