

Operations

1) Operations only need to be recorded in such a manner as to explicitly identify aircraft movements but without revealing the location of any ships. Recorded operations are to be revealed (announced) to the opponent simultaneously during the Operations Phase.

2) Examples:

- "Flying #F CAP from CV YYY over the zone containing the ship XXX"; (does not reveal zone where the CAP fighters came from nor the zone of "ship XXX", does reveal number of Fighters). May be abbreviated as "#CAP CV YYY -> ship XXX" (e.g. "10F CAP Ent -> York").

- "Transferring #/type aircraft from CV YYY to CV ZZZ"; (does not reveal location of YYY or ZZZ, but does reveal number and type of aircraft). May be abbreviated as "Xfer #A/C + #A/C YYY -> ZZZ" (e.g. "Xfer 6D + 2F Akagi -> Kaga").

3) Note that CV aircraft displays are in plain view of the opponent, so distribution of A/C on those CVs is known to some degree. However, you may never examine the stacks of A/C counters on an opponent's CV aircraft display.

4) Operations originating from Midway are recorded as being from Midway.

Searches:

1) To search an area, your search planes must be within range of at least the center zone (Zone E). You cannot search an area if your range only reaches a corner zone.

2) The search procedure is modified; do not use the sequential system described in the basic rules. Searches are conducted simultaneously; both players write down their search areas and hand their list to their opponent. Players then record the search results of their opponent on the search list and hand it back.

3) Optionally, after the simultaneous search, players may perform ship searches sequentially alternating call-outs (starting with the US player).

Readying Aircraft

1) Ignore the rule that ships are sunk with one less hit when they have readied A/C on them. Instead use the following:

- a) Carriers with readied or readying A/C sustain double damage from dive bomber attacks.

- b) In addition to double damage, each hit as a result of a dive bomber attack on a carrier with readied or readying A/C, results in one A/C loss (taken from readied/readying A/C). Note that since the damage is double, a single hit is converted to 2 hits and hence 2 A/C units are lost as well. Also note that this rule does not apply to A/C at Midway.

2) Aircraft may not land on a carrier with any readied or readying A/C. Note that this does not apply to Midway.

3) A player never reveals how many or of which type of A/C are being readied during the Readying Phase. However, this information is revealed to the opponent in the Operations Phase when players exchange operations sheets. Therefore, do not record the location of the readying A/C, but only their CV.

Aircraft Returning to Carriers

1) Ignore the rule that says players must identify the landing location of returning A/C. Instead, players only need to identify the area by which they leave an attack area (i.e. the first area entered after leaving the attack area) and the destination name of the landing (i.e. the name of the carrier or Midway). No identification is announced for A/C making a transfer move. A/C are not required to return to their carriers by the most direct route.

Clarification of Midway Invasion

1) As an example; if the Atago lands on Midway during the 0500 turn (during movement), and remains in place for four consecutive turns, Midway is considered captured on the 1300 turn. The Americans receives a victory point for turns 0500, 0700, 0900 and 1100, but not for 1300.

2) The Japanese player must announce when he moves ships onto the Midway zone. He need not identify how many or what type of ships have moved there. No announcement is needed if Japanese ships are only passing through the Midway zone; only if Japanese ships end their movement on the Midway zone (prior to the Readying Aircraft phase).

3) The Japanese player must announce the start of the invasion of Midway; i.e. the first turn that the Atago has ended its movement on the Midway zone. The Japanese player may have the Atago on Midway but delay the start of the invasion (and announcement) until some later turn, however rule 2 (above) still applies.