PACIFIC FURY
GUADALCANAL, 1942

1.0 INTRODUCTION

Pacific Fury (PF) is a simulation covering the Solomon's campaign from August 9 to November 30, 1942. PF is a game for two players: one controls the Japanese forces and the other controls the Allied.

2.0 COMPONENTS

- *One map covering the playing area and containing a number of charts, tables, tracks, and boxes (see 2.1).*
- *One counter sheet with 56 counters (see 2.2).*
- *This rule booklet*
- *Cover sheet*

2.1 Game Map
The game map emphasizes strategically critical sea zones surrounding the Solomon Islands. Islands other than Guadalcanal are out of play.

There are four playable sea zones:
- The Slot
- Ironbottom Sound
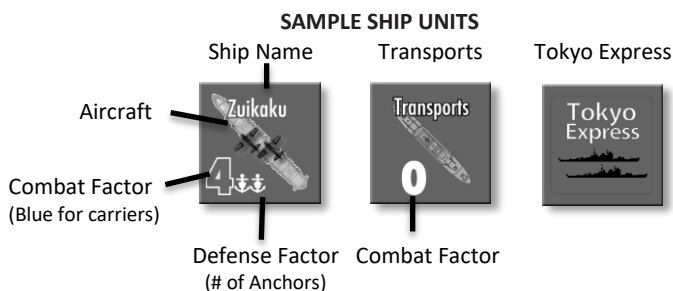- Eastern Solomons
- South Pacific Ocean

2.2 Counters
The counters in the game are of two general types: Units represent the individual surface ships and transports that participated in the campaign. Markers are used to record various game functions.

2.2.1 Units
All Units have common information on them: Ship name, Combat Factor, Aircraft (only for carriers), and Defense Factor (anchor icon). A carrier with two aircraft icons is a fleet carrier, or CV. A carrier with only one aircraft icon is a light carrier, or CVL (only the Japanese have CVL). The term carrier includes both CV and CVL.

Note: Ships with no anchor icons have a defense factor of zero.

SAMPLE SHIP UNITS

Ship Name   Transports   Tokyo Express

Aircraft

Combat Factor
(Blue for carriers)

Defense Factor   Combat Factor
(# of Anchors)

2.2.2 Markers
There are three types of markers in game: Initiative, Game Turn, and Operation. (The last two types added to the English edition)

Initiative Marker   Game Turn Marker   Operation Marker

2.2.3 Dice
A minimum of 1 six-sided die, not included, is required to play *Pacific Fury*. It will speed play if both players each have more dice.

3.0 SETUP

3.1 Japanese Player Set-Up
The Japanese player places the Yamato, Junyo and Hiyo in their Reserve box printed on the map. These units are brought into play by an event (see 7.1). All other Japanese units are placed in the Truk box face down so as to hide their identity from the US player. The Japanese player may examine his units at any time. The Japanese player receives both his Transports units at start, and places them in the Truk Box face down.

3.2 US Player Set-Up
The US player places the Hornet in the 2nd box (September) of the Turn Record Track. Hornet will enter play on **Turn 2**, in the Task Force Phase (see 8.1). All other US units are placed in the Espiritu Santo box face down so as to hide their identity from the Japanese player. The US player may examine his units at any time. Both the Truk box for Japanese player and the Espiritu Santo box for the US player are referred to respectively as their base.

3.3 Marker Set-Up
Place the Initiative marker in the **US: 1** box of the Initiative Track, showing the initial US control of Henderson Field on Guadalcanal. The Turn marker is placed in the first box (August) on the Turn Record Track. Operation Markers (one for the Japanese and One for the US) are placed on box 1 of each Operation Box located on the map.

3.4 Turn Record Track
The Turn Track printed on the map is used to note the current Game Turn. At the end of each Turn, advance the Turn marker one space to the next sequential number on the Turn Track.

3.5 Operation Boxes
The Operation Boxes are printed on the map for each side and are used to place task forces that will be deployed on the map.

3.6 Initiative Track
The Initiative Track is printed on the map and is used to track which side (Japanese = Red and U.S. = Blue) has the initiative for the turn (see 6.1). The track also shows which side controls Henderson Field (see 6.2) and the combat factor and CAP of Henderson Field (see 10.6).

4.0 HOW TO WIN

The winner of the game is determined at the end of Turn 4. The side with the Initiative at a value of plus one or more is the winner. If the Initiative marker is in the zero box of the Initiative Track the result is a draw. *Note: Historically, the US won at +2 Initiative.*

5.0 SEQUENCE OF PLAY

The game is played in four successive game turns. During each game turn the players move their units and resolve combat in sequence according to the following outline.

I. Initiative Phase
Determine which side has the initiative for this turn.

II. Event Phase
Determine the event for the non-initiative player. (Skip on Turn 1)

III. Task Force Phase
Both players secretly form task forces, non-initiative player first.

IV. Initiative Player Operations Phase
Initiative player sorties, moves, or attacks with one task force.

V. Non-Initiative Player Operations Phase
Non-Initiative player sorties, moves, or attacks with one task force.

* Repeat steps IV and V seven times to complete all operations.

VI. Return Phase
All task forces on the map must return to base in this phase.

6.0 INITIATIVE PHASE

At the start of each game turn, determine which side has the Initiative for that turn. The player with the initiative cannot change until the start of the next turn, even if the non-initiative player takes the initiative on the Initiative Track during the game turn.

6.1 Initiative Player
The side with the Initiative marker in the +1 box or greater on the Initiative Track for their side has the Initiative for the game turn. If the Initiative marker is in the 0 box, the US player has the initiative.

6.2 Henderson Field
The initiative player controls the airfield on Guadalcanal (Henderson Field) shown in this game by the Initiative Track. The front side of the Initiative marker shows Henderson Field is operational. The reverse side shows Henderson Field disrupted and non-operational. The non-initiative player may disrupt Henderson Field by naval bombardment (see 10.4) or air strikes (see 10.6).

6.3 Transports
The non-initiative player receives his Transports at the start of the game turn. The initiative player may never use Transports.

7.0 EVENT PHASE

The non-initiative player (only!) rolls one die, skip on Turn 1, and determines his event for the turn. See the Event Table printed on the map. Each event can occur only **once in a given game**.

Exception: There is no limit to the number of times the US event Heavy Bombers may be triggered. If you roll an event that has occurred previously in this game (other than US Heavy Bombers), you must re-roll until you get another event.

7.1 IJN Events

1-3: Torpedo Hit(s)
Reveal all US ships in their base (Espiritu Santo). The Japanese player may allocate 1-3 hits (equal to the event die roll) against any US ships (see 10.7). After resolving the hits, all US ships are turned face down again. *Note: The Japanese player may not allocate torpedo hits to US ships on the Turn Record Track (they enter play after the Event Phase).*

4-5: Release Reserve
Yamamoto decides to throw Yamato, Junyo, and Hiyo into the battle for Guadalcanal. The Japanese player moves all 3 ships from the Reserve Box to the Truk box.

6: Bomber Offensive
Disrupt the American airfield (Henderson Field); flip the Initiative marker to its disrupted side.

7.2 USN Events

1: Submarine Attack
The US player selects one Japanese ship at random from the Truk box, reveals it, and then removes it from the game. *Note: The US player may not allocate a submarine attack to a Japanese ship on the Turn Record Track (they enter play after the Event Phase).*

2-4: Heavy Bombers
Disrupt the Japanese airfield (Henderson Field); flip the Initiative marker to its disrupted side. *Note: This event can occur more than once per game.*

5-6: IJN Overestimated Their Result
If the US player has no more than one CV in his base (Espiritu Santo), return one sunk US CV to play if any have been sunk. This represents superior US damage control and the Japanese overestimating the results of their air strikes (such as occurred with USS Yorktown in the Battle of Midway). If the US player has more than one CV in his base, or has no carriers sunk, nothing happens and the event may not occur again. *Note: The judgement of how many carriers the US player has in its base is done before ships enter from the Turn record Track (they enter after the Event Phase).*

8.0 TASK FORCE PHASE

8.1 Enter new ships
Players place this turns ships from the Turn Record Track in their respective bases, face down.

8.2 Form task forces
The non-initiative player must form his task forces first and place them each in one of his Operation Boxes. The initiative player then

repeats this procedure. A player forms a task force by moving any number of ships from his base to a numbered Operation Box (printed on the map). Ships not used to form a task force must remain in base; ships in base cannot take any action during an Operations Phase. Any number of ships may be placed in a numbered Operation Box. All ships in a single numbered Operation Box form one task force.

Example:
The Japanese player forms his task forces as follows:
Box 1: Zuikaku, Shokaku, Tone, Chikuma, Suzuya, Kumano, and Atago.
Box 2: one Japanese Transports unit.
Box 3: Ryujo, Zuiho, Takao, Chokai, Maya, and Ashigara.
Box 4: Nagato, Mutsu, Kongo, Haruna, Hiei, Kirishima, Myoko, Nachi, Haguro, Furutaka, Kinugasa, and Aoba.
Box 5-7: Empty.

The US player creates task forces as follows:
Box 1: North Carolina, Washington, New Orleans, San Francisco, Louisville, Indianapolis, and Pensacola.
Box 2: Enterprise, Saratoga, Wasp, South Dakota, Minneapolis, Salt Lake City, Northampton, and Chicago.
Box 3: Chester, Portland, and Australia.
Box 4-7: Empty.

Important: You may not form a task force with both CV and Transports. There are otherwise no limitations in forming task forces. Exception (9.6) Tokyo Express

You can form up to seven task forces. Task forces must be formed so as to fill each numbered Operation Box in ascending order, starting with box #1. There is no requirement to use all seven numbered Operation Boxes; you may use some, all, or none.

Players may not re-arrange their task forces during the game turn. For example, you may not combine two task forces in the same sea zone, nor may you drop off ships from a task force during movement. When two or more task forces occupy the same sea zone, players should separate each task force into its own stack so as to clearly indicate which ships belong to each task force.

Exception: If you have two or more task forces in Ironbottom Sound, when they are attacked they are treated as one combined task force. When you select an operation, you may only activate a single task force in Ironbottom Sound, even if more are present.

8.3 Task Force Types
Each task force is one of three types, determined by the ship unit types that comprise it.

TF-A (Amphibious)
A task force that includes Transports is a TF-A. Only the non-initiative player may form TF-A. A TF-A may not include carrier units.

TF-B (Bombardment)
A task force without Transports or carrier units is a TF-B.

TF-C (Carrier Strike)
A task force with one or more carrier units is a TF-C.

After losses have been applied due to combat, a task force may change its type. For example, a TF-C that loses all its carrier units, or a TF-A that loses its Transports, becomes a TF-B immediately.

8.4 Fog of War
When a task force makes a bombardment (see 10.4) or air strike (see 10.6), reveal its component ships. Also, reveal a task force's composition when it is targeted by enemy air strikes. When any task force enters a sea zone occupied by an enemy task force, all ship units on both sides are revealed immediately.

When a non-initiative player's task force enters Ironbottom Sound, reveal all its ship units immediately if Henderson Field is operational, even if there are no enemy task forces in Ironbottom Sound. If Henderson Field is disrupted, ignore this rule. Once ships have been revealed, they may not be re-concealed until the end of the game turn. Players may always examine the units in their own task forces freely.

9.0 OPERATIONS PHASE

After task forces have been formed, the players alternate conducting operations, first the initiative player, then the non-initiative player. The player currently conducting an operation is the phasing player.

The phasing player selects one of his task forces and chooses one operation for that task force (see 9.1-9.6). Each operation consists of a single Task Force performing a single operation. A player may pass if they choose too and must pass if they have no task forces on the map and no task forces that can sortie in this Operation; however, a pass still counts as an operation. After each operation, move the Operations Marker one increment higher on the phasing players Operation Box. After each player has conducted seven operations, the Operations Phase ends. *Note: Henderson Field may never conduct an operation; only task forces can.*

9.1 Sortie
The phasing player selects the task force in the lowest-numbered Operation Box and moves it from its base to a sea zone. A Japanese task force must sortie to the Eastern Solomon Sea. A US task force must sortie to the South Pacific Ocean.

Exception: The Initiative player (only) may sortie a TF-B (only) directly to Ironbottom Sound. This may be done even if the usual sortie destination is enemy-occupied (i.e. Eastern Solomon Sea for the Japanese, or South Pacific Ocean for the US).

Exception: The Japanese player (only) may sortie a TF-B (only) directly to The Slot, regardless of who holds the Initiative.

Only the task force in the lowest-numbered Operation Box is eligible to sortie. You can't skip the order of Operations boxes; in other words, task forces enter the map only in increasing order. Bear this in mind when forming task forces to conduct operations. When a task force sorties into a sea zone with enemy task forces, all ships on both sides are revealed immediately and combat is resolved (see 10.0).

9.2 Move

The phasing player selects one of his task forces on the map and moves it to an adjacent sea zone. Alternatively, the phasing player may select one of his task forces on the map and return it to base.

Restrictions: - A TF-C may not move to Ironbottom Sound or The Slot. Only TF-A or TF-B may move to Ironbottom Sound. The Slot and the Eastern Solomon Sea are not adjacent, and no task force may move between them in either direction.

Auto Search and Combat

When a task force moves to a sea zone occupied by one or more enemy task forces, all ships on both sides are immediately revealed and combat is resolved (see 10.0).

9.3 Landing

The phasing player selects one of his TF-A adjacent to Ironbottom Sound and moves it there.

If no enemy task forces occupy Ironbottom Sound, the TF-A lands on Guadalcanal immediately. If there is at least one enemy task force in Ironbottom Sound, the TF-A may land on Guadalcanal only if all enemy ships are removed from the map in the first combat round (see 10.3).

Exception: A TF-A may never land on Guadalcanal while Henderson Field *is operational;* Henderson Field *must be disrupted before landing. TF-A may not bombard* Henderson Field. *Only TF-B may do naval bombardment (see 10.4).*

When a TF-A lands on Guadalcanal, remove the Transports from task force and shift the Initiative marker one space in the phasing player's favor for each Transports unit removed. Any remaining ships in the task force immediately return to base.

9.4 Naval Bombardment

Only the non-initiative player may conduct this operation. The phasing player selects one of his TF-B adjacent to Ironbottom Sound and moves it there.

If no enemy task forces occupy Ironbottom Sound, the TF-B may conduct two rounds of bombardment (see 10.4). If there is at least one enemy task force in Ironbottom Sound, the TF-B may bombard (in the second round) only if all enemy ships are removed from the map in the first combat round (see 10.3).

9.5 Air Strike

The phasing player selects one of his TF-C in Eastern Solomons or South Pacific Ocean and conducts an air strike against either Henderson Field, or an enemy task force in an adjacent sea zone (see 10.6). *Note: the Slot is not adjacent to Eastern Solomons and so may not be the target of an airstrike from Eastern Solomons.*

9.6 Tokyo Express

If the Japanese is the non-initiative player, he may form a special TF-B by removing one Japanese Transports and replacing it with a Tokyo Express marker; no other units can be in the task force. This special

TF-B represents the Tokyo Express, using destroyers as transports. The Tokyo Express must sortie to The Slot as a TF-B (see 9.1).

Unopposed Landing

If there are no US task forces in Ironbottom Sound, the Japanese player may conduct an operation to move the Tokyo Express from The Slot to Ironbottom Sound. Reveal the Tokyo Express counter, remove it from the map, and shift the Initiative marker one space in the Japanese player's favor. **The Tokyo Express may make this landing even when Henderson Field is operational.**

Opposed Landing

If there is at least one US task force in Ironbottom Sound, the US player may attempt to detect the Tokyo Express when it moves there.

Die Roll	Result
1	Detected
2	Detected only if Henderson Field is operational
3-6	Undetected

If the Tokyo Express is detected, remove the unit from the map. Do not shift the Initiative marker.

If the Tokyo Express is undetected, it lands successfully. Remove the unit from the map and shift the Initiative marker one space in the Japanese player's favor.

Restriction: The Japanese player may only form one Tokyo Express task force each turn. The other transports unit may form its own TF-A, but does not receive the special benefits of the Tokyo Express.

Optional Rule: The Tokyo Express was capable of some combat while transporting units. At the players option you may give the Tokyo Express a combat value of 1 with no armor.

9.7 Counting Operations

When you conduct an operation other than Sortie, move all task forces to the next higher-numbered Operation Box. A task force in the 7th box that is required to move to the next higher box is returned to base and will not be able to sortie this turn.

Example: Referring to the example in 8.2, the US player in the first operation Sorties his Task Force in Box 1 to the South Pacific Ocean. All other US task forces on the Display remain in their current numbered Operation Box. In the second operation the US player chooses to move the task force that sortied in the first operation to Ironbottom Sound. Since this was not a Sortie, all of the task forces in the Operation Boxes are moved to the next highest box. The task force in Box 2 would be moved to Box 3 and so on.

10.0 COMBAT

When the phasing player moves any task force to an enemy-occupied Eastern Solomons or South Pacific Ocean, carrier combat may occur (see 10.5). When the phasing player moves any task force to an enemy-occupied Ironbottom Sound or The Slot, surface combat occurs (see 10.3). Combat also includes bombardment (see 10.4) and

air strikes (see 10.6). *Note: Henderson Field may participate in combat if it is the target of an air strike (see 10.6).*

10.1 Length of Combat
In a given operation, there can be up to two rounds of combat. After the first round of combat, either one or both sides may return to base (see 10.8).

10.2 Combat Procedure
The phasing player is the attacker and the other player is the defender. In each round, both attacker and defender fire once simultaneously. For convenience, the attacker fires first, but hits are only applied after the defender fires (see 10.7).

All combat is resolved in the same way, regardless of type (surface, carrier, or air strike). Roll one die for each firing unit. If the roll is greater than the unit's combat factor, it is a "miss" and has no effect. If the roll is equal to or less than the unit's combat factor, a number of "hits" are scored equal to the roll. See 10.7 for how to apply hits against enemy units.

Example: A surface unit with a strength of 4 would generate the following hits. Roll of 1 = 1 hit, Roll of 2 = 2 hits, Roll of 3 = 3 hits, Roll of 4 = 4 hits and Roll of 5 or 6 is a miss.

10.3 Surface Combat
When the phasing player moves his TF-A or TF-B to an enemy-occupied Ironbottom Sound or The Slot, surface combat occurs. Both sides reveal all their ships in the sea zone. All ships in the area participate in combat.

First Round
The attacker and defender each conduct fire once, then apply hits simultaneously (see 10.7). At end of the first round both sides have the option to return to base (see 10.8).

Second Round
If both sides have remaining forces in the area, a second round of surface combat is resolved after which forces may be forced to return to base (see 10.8). If the combat takes place in Ironbottom Sound and no defending task forces remain in the sea zone after the first round of combat, an attacking TF-B may conduct one round of bombardment (see 10.4); or an attacking TF-A may land in the second round if Henderson Field is disrupted (see 9.3).

10.4 Naval Bombardment
When the phasing player moves his TF-B to Ironbottom Sound and no enemy task forces are present, resolve bombardment as below.

First Round
Only the attacker fires. Count the total number of hits; if the result is equal to or greater than the number occupied by the Initiative marker on the Initiative Track, Henderson Field is disrupted and the initiative marker is flipped to its back side. Otherwise, the bombardment has no effect. If the Initiative marker is on 0 (zero), a minimum of one hit is required to disrupt Henderson Field. If Henderson Field is disrupted, the TF-B immediately returns to base.

Second Round
If the attacker did not disrupt Henderson Field in the first round, they may attempt a second round of bombardment, which is conducted in the same way as the first round. Hits scored in the first round do not carry over to the second round. The attacking TF-B must return to base after the second round regardless of result. Hits over and above what is required to disrupt Henderson Field have no additional effect.

10.5 Carrier Combat
When the phasing player moves his task force to an enemy-occupied Eastern Solomon Sea or South Pacific Ocean, carrier combat may occur. **Surface combat never occurs in these sea zones.**

Both sides reveal all of their ships in the sea zone (see 9.2). If each side has at least one TF-C, carrier combat must be resolved. If only one side has a TF-C, the player with the TF-C decides whether to resolve carrier combat or not. If there is no carrier combat, nothing happens and all task forces of both sides remain revealed in the sea zone. If neither side has a TF-C, nothing happens and all task forces on both sides remain revealed in the sea zone. *Note: If a TF-B or TF-A enters the Eastern Solomon Sea or South Pacific Ocean and an enemy carrier group is present the carrier group can declare carrier combat and since it is not opposed by enemy carriers it will not take any damage. Thus after combat it may remain on the map in that sea zone since it was the defender and took no hits (see 10.8).*

When carrier combat occurs follow the procedure below.

First Round
Each TF-C must choose one enemy task force to target. A given TF-C may only target one enemy task force regardless of how many carriers it contains. In carrier combat only carrier units (with blue combat factors) can fire. Other ships cannot fire in carrier combat.

Anti-Air (AA)
Count the air strike (AS) rating of the firing TF-C. The AS rating is equal to the number of aircraft icons on carriers in the attacking TF-C. Count the AA rating of the target task force. The AA rating is equal to the number of non-carrier ship units and Transports units in the task force. Compare the AS and AA ratings:

If AS rating is at least double the AA rating, or AA rating is 0 (zero): Each firing carrier receives +2 to its combat factor.

If AS rating is greater than the AA rating, but not double: Each firing carrier receives +1 to its combat factor.

If AS rating is equal to or less than the AA rating: No effect on firing carriers' combat factors.

Combat Air Patrol (CAP)
If the target task force contains one or more CV (fleet carriers), reduce the number of hits scored by each firing carrier by 2, to a minimum of 1 if any hits were scored.

If the target task force contains no CV but does contain one or more CVL (light carriers), reduce the number of hits by each firing carrier by 1, to a minimum of 1 if any hits were scored.

Example: A US TF-C including three CVs each with a combat factor of 4 fires on a Japanese TF-C including CV Shokaku and CVL Zuiho. The Japanese TF has an AA rating of 6 and the US has an AS rating of 6. Since AS rating is not greater than AA rating there is no modification to the combat factors of the US CVs. After modification for CAP, the number of hits scored by each roll is 2, 0 (a miss), and 1, for 3 hits total. If the Japanese TF-C included only the CVL, the US would have scored 4 hits (3, 0, and 1).

Second Round
After the first round, if task forces from both sides remain in the sea zone, and either or both sides have one or more TF-C, conduct a second round of carrier combat in the same manner as the first round. Both sides may choose different targets from those chosen in the first round (however, targets must still be enemy task forces in the same sea zone).

10.6 Air Strikes
The attacker selects one of his TF-C and choose a target (see below). Only carrier units and Henderson Field may fire in an air strike. An air strike may consist of one or two rounds.

Air Strike Target:
- Henderson Field; or
- One enemy task force in the adjacent sea zone (Eastern Solomon Sea, South Pacific Ocean, or Ironbottom Sound).

Air Strike against Henderson Field
Resolve in the same manner as carrier combat. If operational, Henderson Field fires like a carrier unit, with a combat factor equal to the value of the box containing the Initiative marker. Air strikes against Henderson Field are not modified for AA or AS ratings. The CAP modifier still applies: reduce the number of hits scored by each firing carrier by the number of aircraft icons in the box occupied by the Initiative marker, to a minimum of 1. Count the number of hits scored against Henderson Field; if the result is equal to or greater than the number occupied by the Initiative marker on the Initiative track, Henderson Field is disrupted and the Initiative marker is flipped to its back side. Otherwise, the air strike has no effect. If the Initiative marker is on 0 (zero), a minimum of one hit is required to disrupt Henderson Field. Air strikes have no effect against a disrupted Henderson Field.

Air Strike against an Enemy Task Force
Choose an enemy task force as your target, without looking at the enemy ships in concealed task forces, and then reveal all ships in it if concealed. You may not change targets after revealing the task force. Resolve combat in the same manner as carrier combat. If the target task force is a TF-C, the defender may return fire against the attacking task force. Defending TF-C may only target the attacking TF-C and only for each round it is attacked. *Reminder: all task forces of a side in Ironbottom Sound are treated as a single task force for combat – this means all the player's task forces contribute to the AA rating when attacked, and if any hits are taken, all that side's task forces in Ironbottom Sound must return to base.*

Second Round
The attacker may conduct a second round of air strikes if the attacking TF-C still has one or more carriers. It may choose the same or a different target in the same or **different sea zone** (for example, you may choose an enemy task force in Ironbottom Sound for the second round if your TF-C successfully disrupted Henderson Field in the first round or attacked Eastern Solomons in first round etc).

10.7 Applying Hits
Both player totals their hits scored and applies them freely to enemy ship units. The attacker applies hits to the defender followed by the defender applying hits. You may apply each hit to a different unit, or concentrate some or all hits on a single unit, as you choose. All hits are applied before rolling on the Sunk Table (below).

Exception: In surface combat, hits may not be applied to Transports units until at least one hit has been applied to every other ship in the task force.

Sunk Table
Compare the number of hits applied to a ship to its defense factor (DF; i.e. number of anchors). Then roll a die and determine damage. A single hit against a Transports unit, or the Tokyo Express will sink it automatically, with no roll necessary. A sunk Transports unit returns to play at the start of the next game turn.

Die Range to Sink
Hits > DF	2 to 6
Hits = DF	4 to 6
Hits < DF	6

Example: If 3 hits are applied to the USS Hornet (DF 2), it sinks on a 2-6. If only 1 hit is applied, it sinks only on a 6. If only 1 hit is applied to CVL Ryujo (DF 0), it sinks on a 2-6.

Any ship not sunk is still considered damaged, as long as it suffered at least one hit. Damaged Japanese ships return to the game after two turns (for example, a Japanese ship damaged on turn two will return to the game at the start of the Task Force Phase on game turn four). Place damaged ships on the Turn Record Track immediately.

Damaged US ships return on the next game turn if they suffered one hit, or in two turns if they suffered at least two hits.

Any ship that would not return by game turn four is removed from the game.

10.8 Return to Base
At the end of each combat round, both players (defender first) have the opportunity to declare they are returning to base. If the player chooses to return to base he must return all task forces that participated in combat to base and flip them face down.

If the defender does not declare a return to base, and the attacker does, the defender may NOT then declare a return to base.

Forced Return
The attacker must return to base (1) after the second round of combat, or (2) after the first round of combat if there are no targets for a second round.

A defending task force that suffers no hits in either the first or second round of combat may remain in the sea zone. If a defending task force suffers one or more hits in either round, the task force must return to base. This forced return to base only happens after the second round of combat.

Reminder: all defending task forces in Ironbottom Sound are treated as one task force for combat – this means that if any hits are taken, all defending task forces in Ironbottom Sound must return to base. In the Slot this is not the case. So if there were multiple defending task forces in the Slot and the attacker did not allocate any hits to one of the defending task forces then that task force could choose to remain in the sea zone.

11.0 RETURN PHASE

After each player has conducted seven operations both players return all their units on the map to their on base, and flip them face down.

If the Initiative marker is on its front side (i.e. Henderson Field is operational), shift the marker one space in favor of the initiative player (this represents successful air cover for logistical support on the island). If Henderson Field is disrupted, do not shift the Initiative marker.

Exception: If a Transports unit in a TF-A (not the Tokyo Express) was sunk this turn, a flipped Initiative marker is shifted one space in the initiative player's favor (i.e. even though Henderson Field is disrupted). However, do not shift the marker two spaces if Henderson Field is operational AND a Transports unit was sunk.

Next flip the disrupted initiative marker to its operational side. Henderson Field always starts a turn operational.

After the Return Phase is complete advance the turn marker on the Turn Record Track to the next box. If this is the last (fourth) turn, the game comes to an end and victory is determined.

12.0 CREDITS

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Players Notes
The Japanese start the game with an advantage in surface ships and equality in carrier forces (and may have superiority due to events). The US has the advantage of controlling Henderson Field and the initiative at the start. The Japanese start the game having to take control of Henderson Field. This means that the Japanese player must

get transports into Ironbottom Sound. The Japanese must devise a strategy to either clear Ironbottom Sound of US forces and disrupt Henderson Field in order land transports and/or sneak through the Tokyo Express in order to win the game. Task Force creation and sequencing is the key to victory in Pacific Fury.

Surface Task Forces (TF-B and TF-A)
The composition of your task forces will depend on the strategy you employ. The Japanese may want to create large task forces early in the game to inflict the most damage on the US forces as they have the inferiority in surface strength. This may come at a cost of not being able to gain control of Guadalcanal immediately. The idea being that you wear down the US forces so they cannot contest Ironbottom Sound for the last two turns. Conversely, the US player must make the most of his naval forces especially the surface forces deploying small groups of 3 to 5 naval units that are strong enough to fight several rounds so the Japanese may not complete their bombardment or amphibious missions.

Carrier Task Forces (TF-C)
Remember TF-C are only allowed in the Eastern Solomons and South Pacific Ocean areas. The US and Japanese start the game with equal Air Strike strength, each with 6. If you wish to provide decent AA protection for your TF-C you need to have at least six surface ships in addition to your carriers. Also remember that TF-C can air strike Henderson Field to disrupt Henderson Field (just remember Henderson Field can defend itself).

Operations Sequencing
The timing in which you sortie task forces on the map is critical for success in Pacific Fury. Sortieing a TF-A, unless it is a Tokyo Express, on operation 1 may not be as wise as waiting for operation 6 giving time for your other task forces to clear out the enemy and disrupt Henderson Field for an easy amphibious landing. The US player must always consider having a TF-B in Ironbottom Sound both to protect form the Tokyo Express and defending against Japanese TF-B and TF-A. This means having several smaller task forces sortieing out on Operations 1 to 4.

Keys to winning
1. It is important for the non-initiative player to disrupt Henderson Field as it keeps the initiative marker from moving in your opponent's direction and allows for amphibious landings.

2. Remember losing ships does not cost victory points. The US player can lose every single ship and as long as the Initiative marker is in the US 1 box it is a US victory. *Note: Japanese losses do not matter either.*

3. Try out different task force sizes, compositions, and sequencing. You may be surprised on how effective it can be at keeping your opponent off balance which is key.

4. Enjoy the game and have fun. ☺