

**VICTORY POINTS - 150**  
EACH OBJECTIVE WORTH - 50

THE **Axis-Allies** CAMPAIGN GAME

# FLEET ACTION

**GAME DATE - AUGUST 1942**

**BATTLE LOCATION: SECTOR H**

**ATTACKER** -  JAPAN  USA

VS.

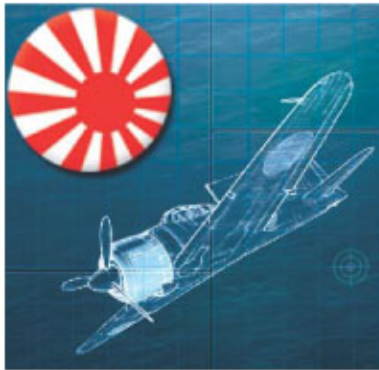
**POINTS: 100 VS. 100**

**DEFENDER** -  USA  JAPAN

## COMMAND DECISIONS:

EACH PLAYER CHOOSE 1 OPTION (DEFENDER PICKS FIRST):

- 1. MAP
  - 2. MOVE 1 OBJECTIVE 1 SECTOR ANY DIRECTION
  - 3. CHOOSE SIDE
  - 4. PLACE AN ISLAND, SHOAL OR SQUALL ON NON-OBJECTIVE SECTOR
  - 5. BOTH SIDES GET 25 POINTS OF REINFORCEMENTS ON TURN 4
- REFER TO THE FLEET ACTION RULES FOR CLARIFICATION OF THESE OPTIONS.



## ATTACKERS POINTS - 100

BUILD MUST INCLUDE AT LEAST THIS NUMBER OF:

- BATTLESHIPS**
- CARRIERS**
- 1 CRUISERS & DESTROYERS**
- SUBMARINES**
- 4 AIRCRAFT**
- SHORE BATTERY**
- TRANSPORTS**

## DEFENDERS POINTS - 100

BUILD MUST INCLUDE AT LEAST THIS NUMBER OF:

- BATTLESHIPS**
- 1 CARRIERS**
- 1 CRUISERS & DESTROYERS**
- SUBMARINES**
- 4 AIRCRAFT**
- SHORE BATTERY**
- TRANSPORTS**

## RULES FOR FLEET ACTION

1. USE STANDARD VICTORY CONDITIONS.
2. CHECK THE VICTORY POINTS AT THE TOP OF THE PAGE. FIRST PLAYER TO ACCUMULATE THIS NUMBER OF POINTS WINS THE BATTLE.

