

THE  CAMPAIGN GAME  
**FLEET ACTION**

**GAME DATE - JANUARY 1943**

**BATTLE LOCATION: SECTOR F**

**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**
- 2 CRUISERS & DESTROYERS**
- 1 SUBMARINES**
- 2 AIRCRAFT**
- SHORE BATTERY**
- TRANSPORTS**

**DEFENDERS POINTS - 100**

BUILD MUST INCLUDE AT LEAST THIS NUMBER OF:

- BATTLESHIPS**
- CARRIERS**
- CRUISERS & DESTROYERS**
- 1 SUBMARINES**
- 3 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.
  3. THE JAPANESE GET 1 FREE SUBMARINE FOR THIS BATTLE.
  4. THE AMERICANS GET 1 FREE SUBMARINE FOR THIS BATTLE

