

A01. **Air flexibility.** {modification to 7.44} In day actions, each attacking ship or air unit may target each shot separately. For example, a carrier or air unit with an airstrike of '3' may be treated as three units with an airstrike of '1' each. [To implement this rule, it is handy to have a large supply of dice of two colors (one to represent shots with the attack bonus and one without) and place them on the targets before resolving combat.]

A02. **Pearl Harbor.** {modification to 18.2} 18.2 **PEARL HARBOR:** Combat starts with a Japanese air raid of *one* round against the ships and air unit in Pearl Harbor. During this air raid, the Japanese may add '1' to each attack die roll, so that a shot against a ship hits on '4', '5', or '6' and a shot on the air unit hits on '5' or '6'. The two Allied cruisers in the *Hawai'ian Islands* are ignored.

18.21 After the air raid, the Japanese player may retreat or stay for more combat. If he retreats now, he cannot be pursued. [Historically, the Japanese withdrew at this point.]

18.22 The Allied player may move any or all afloat ships and the air unit, if it is undestroyed, to the Hawai'ian Islands as patrollers. The *I-boat*, if it is in the Hawai'ian Islands, must attack now or return to base and not attack during turn 1.

18.23 Then the Allied player rolls one die for each of "location uncertain" groups W and X. If he rolls a '1', that group is placed in the Central Pacific; if he rolls a '2' or '3', that group is placed in the Hawai'ian Islands; if he rolls a '4', that group is placed in the U.S. Mandate; if he rolls '5', or '6', that group is a turn-2 reinforcement. Groups Y and Z are automatically turn-2 reinforcements. Ships placed in the Central Pacific, Hawai'ian Islands, or U.S. Mandate are patrollers and may not move.

18.24 Then, if the Japanese have not retreated, a round of day action occurs, during which the Japanese player may attack only those ships or units still in Pearl Harbor. The Allied player may attack any Japanese ships in the Hawai'ian Islands. After this round, any surviving air unit and ships (if afloat) in Pearl Harbor move to the Hawai'ian Islands. The Japanese player may now retreat.

18.25 The Allied player may now retreat unpursued.

{Rule 18.3 remains in effect.}

A03. **Stronger Allied marines.** {modification to 13.41, Exception} If a Japanese amphibious unit invades a base containing one or more Allied amphibious units, it is destroyed and it inflicts three points of damage to one Allied amphibious unit of the Allied player's choice. A second Allied amphibious unit is never damaged by the landing of a single Japanese amphibious unit, even if the first or second point of damage destroys the first Allied amphibious unit.

If an Allied amphibious unit invades a base containing one or more Japanese amphibious units, the invader suffers three points of damage to eliminate one Japanese unit of the Japanese player's choice. If this penalty does not destroy the Allied unit, it may eliminate a second Japanese unit or convert a now-unoccupied island base, either of which will then destroy the Allied unit.

A04. **Reinforcement flexibility.** {modification to 4.4} Ships and units scheduled to appear at Pearl Harbor may appear at Samoa instead at the Allied player's option, if both are under Allied control. Ships scheduled to appear at Ceylon may appear at Singapore instead at the Allied player's option, if Singapore is under Allied control [and Indonesia is not under Japanese control](#).

A05. **Amphibious reserve.** {modification to 13.} At the start of combat in a sea area, each amphibious unit in a sea area is "in reserve" and may not land and may not be targeted until its owner declares it "out of reserve" at the start of a round, before the day-or-night decision. The Japanese player makes the decision for all of his in-reserve amphibious units first, then the Allied player. (I suggest that the counter be kept face-down until this declaration is made.) After being declared "out-of-reserve," the unit must endure a round of combat. At the end of the round, if the owner does not retreat, the unit may land, or may stay at sea. Once a unit is declared out-of-reserve, it may not revert to being in reserve until the next turn. If the owner retreats from the sea area without declaring the unit out-of-reserve, the unit returns to base as if it were disabled.

A06. **Retreat before combat.** {modification to 7.} At the start of combat in a sea area, each player may elect to retreat all of his forces except his submarine, prior to combat. The Japanese player has the first option; then the Allied player. If a player retreats his forces before combat, they may not be pursued. On turn 1, the Allied player may not exercise this option in the Hawai'ian Islands or Indonesia until after the surprise-attack air raids are finished, location-uncertain groups are placed, and the submarine has had a chance to fire. A player may not retreat only a portion of his forces using this rule--except for a submarine, it's all or none. Forces which return to ports and bases adjacent to that sea area may be subject to air raid.

A07. **Reduced damage.** {modification to 7.55} A result of 6 (or more) is a *HIT* and the attacker rolls one die to see how many damage points it inflicts. *If the damage die roll is greater than 3, subtract 3.* A "damage" marker showing the appropriate number is placed on the target.

A08. **Tora! Tora! Oops!** {modification to 18.2} *PEARL HARBOR:* Combat starts *with a "surprise check"*. The Japanese player rolls two dice and adds 8 and one-half. *If the total is less than the number of Japanese ships and amphibious units in the Aleutian Islands, North Pacific Ocean, Central Pacific Ocean, and Hawai'ian Islands, the Japanese player has failed to achieve surprise and the Japanese air raid is cancelled—proceed immediately to 18.21. If the total is greater than the number of Japanese, then combat continues with a Japanese air raid....*

A09. **(withdrawn)**

A10. **Invasion-proofing** {addition to 13}  
13.7 A base occupied by one or more Allied amphibious units, or converted to Allied control by a previous invasion, may not be invaded by Japanese amphibious units. Mark each Allied-invaded base with some marker (perhaps a dime) as a reminder.