

TORA TORA TORA!

SEQUENCE OF PLAY

1) Initiative Phase

The player who controls most Port Areas (at least 7) goes first in all Phases.

2) Card Draw Phase (skip in Round 1)

In Rounds 2-5 and 7-10 each player draws 1 card.
In Round 6 switch to Late War decks.

3) Reinforcements Phase (skip in Round 1)

Each player places their Reinforcements for the Round in Areas with their barrel symbol.

4) Movement Phase

Players alternate spending Resource Points (RPs) to move their Units.

5) Battle Phase

- Naval Battle Segment** (win = take control of Sea Area, draw or defeat = Return)
- Landing Segment** (Armies in friendly Sea Areas can land)
- Land Battle Segment** (win = take control of Island / Mainland Area only if it is adjacent to a friendly Sea Area)

6) Resource Acquisition Phase (check Resource & Victory Points Track)

7) Production Phase (3 RPs for a Unit; Dutch cannot be produced)

8) Return Phase (Units in Sea Areas move to friendly Ports)

EASILY FORGOTTEN RULES

- Units must stop their movement upon entering an enemy-controlled Area, or an Area with an enemy Unit.
- When you pass in the Movement Phase, you can still decide to move in the next turn, unless your opponent also passes.
- If a Fleet is OOS or cannot Return through friendly-controlled Sea Areas, it must Return to the closest Port. If not, it has more choices.
- An Army cannot take control of a Sea Area.
- If you lose a Land Battle and have 2 Armies in the Land Area, you can eliminate 1 Army to cancel the retreat.
- Loser's OOS Units are always eliminated and placed on the Reserves card (they cannot retreat after a Land Battle).
- Land Battle winner takes control of the Area only if there is a friendly-controlled Sea Area adjacent to that Area.
- Armies defending 3-star Home Areas (*Hawaii*, *Townsville*, *Manila* and *India* for Allies, *Kure* and *Yokosuka* for Japan) receive **+1 bonus** to hit but must still be activated.
- You cannot use more than 1 card per Battle or 1 card per non-Battle Phase.
- Once gained, Japanese Extra VPs are never lost.

MOVEMENT COSTS

Both sides must spend RPs to move Units.

- **Japan:** 1 RP per Unit, per each Area moved
(Exception: Japanese Surprise Attack in R1)
- **Allies:** 1 RP per Unit, regardless of distance.
 - **Americans** use **American RPs**.
 - **British**, **Australian** and **Dutch** use **British RPs**.
- **Both sides:** 1 RP per Unit, per Sea Area marked with **+1 RP** moved.

ALLOCATING RPS IN A BATTLE

- Simultaneously and in secret.
- The Attacker must allocate at least 1 RP to the Battle, or lose all Units.
- The Defender does not have to allocate any RPs.
- Each Unit can be Allocated a maximum of 4 RPs.
- RPs allocated must be split evenly between these Units.
- **Allocating 1 RP** to a Unit activates it and allows it to roll a die. The Unit hits on 1.
- **Allocating 2 RPs** to a Unit allows it to hit on 1-2.
- **Allocating 3 RPs** to a Unit allows it to hit on 1-3.
- **Allocating 4 RPs** to a Unit allows it to hit on 1-4.

REINFORCEMENTS SCHEDULE

- Round 2: **1 American Fleet**, **1 British Fleet**, **1 British Army**
- Round 3: **1 American Fleet**, **1 American Army**, **1 British Fleet**, **1 Japanese Fleet**
- Round 4: **1 American Fleet**
- Round 5: **1 American Fleet**, **1 American Army**
- Round 6: **1 American Fleet**
- Round 7: **1 American Fleet**
- Round 8: **1 American Fleet**, **1 American Army**
- Round 9: **1 American Fleet**, **1 Japanese Fleet**
- Round 10: **1 American Fleet**, **1 British Fleet**, **1 British Army**

NAVAL BATTLE RESOLUTION

- **Victory:**
 - The winner's Units remain in the Sea Area.
 - If the Sea Area is enemy-controlled, the winner takes control of it.
- **Defeat:**
 - The loser must eliminate 1 Fleet per each excess hit and Return the remaining Fleets and Armies in the Sea Area.
- **Draw:**
 - Both sides must Return their Units.

LAND BATTLE IN AN ISLAND AREA RESOLUTION

- **Victory:**
 - The winner's Units remain in the Island Area.
 - If the Island Area is enemy-controlled and the winner has a friendly-controlled Sea Area adjacent to that Island Area, the winner takes control of it.
- **Defeat:**
 - The loser must eliminate 1 Army per each excess hit and retreat the remaining Armies to a friendly-controlled Sea Area adjacent to that Island Area. If there is no such Area, the remaining Armies are eliminated.
- **Draw:**
 - Both sides remain in the Island Area.

LAND BATTLE IN A MAINLAND AREA RESOLUTION

- **Victory:**
 - The winner's Units remain in the Mainland Area.
 - If the Mainland Area is enemy-controlled and the winner has a friendly-controlled Sea Area adjacent to that Mainland Area, the winner takes control of it.
- **Defeat:**
 - The loser must retreat their Armies to an adjacent friendly-controlled Mainland Area. If there is no such Area, the Armies are eliminated.
- **Draw:**
 - Both sides remain in the Mainland Area.