

MISSION MECHANICS

Copy damage from previous Mission onto the current Mission.

Read the Header of the current Mission for specific objectives.

Place the colored Flood die on 1 next to your Commander Spread

P1 - Roll the black and white dice.

P2- Reroll any unlocked white dice up to 3 times.

P3- Resolve Hazards

P4- Resolve white dice (starting with all 6s first)

P5- Advance Time cube by filling in a time hex.

You fail the mission if any of these conditions are met:

You do not complete the specific adjective in the Header.
Your Flood Die exceeds 6.

All of your Waterline Hull bubbles are filled.

Erase all dots under your Stars and strike through the word Mission on your Commander Spread if you failed, or--

Fill in the VP Star next to the word Mission if you succeeded. Then color in all the Stars over the dots if you succeeded. If it fills up a row, fill in the VP Star and add the Commendation to your portrait's ribbon bar (right to left, bottom to top) by coloring in the specific ribbon using accurate colors (found on the back of the Mission book).

Add dialogue to Word Bubbles and color in the Spread.

Optional: Visit the R&R Mission on pages 4-5.

Read the Success or Failure Footer for the Mission. Follow any repair directions and copy the name and page number for the next Mission on the next line.

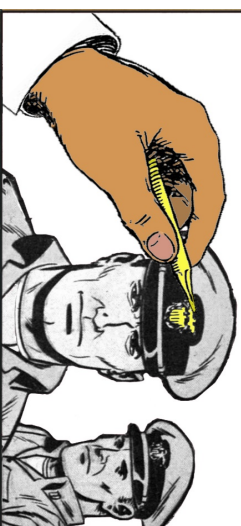
By Mike Heiman, 2021, version 0329

RULE BOOK

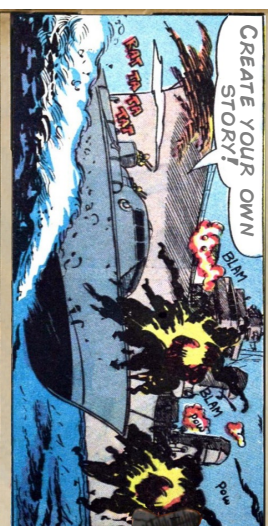
By Mike Heiman

10¢ PT COMBAT GO COMMANDER 9 PAGES OF EASY-TO-FOLLOW RULES!

COLOR THE PAGES!



CREATE YOUR OWN STORY!



PLAY AS THE SKIPPER OF A 78-FOOT HIGGINS PT BOAT DURING WORLD WAR II IN THIS GOLDEN ERA OF COMICS COLORING BOOK.

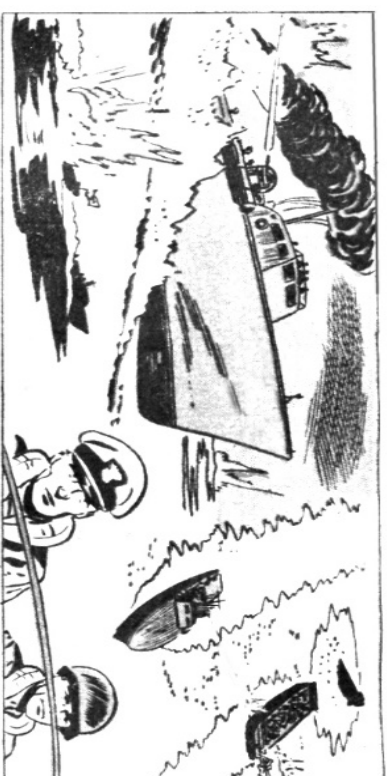
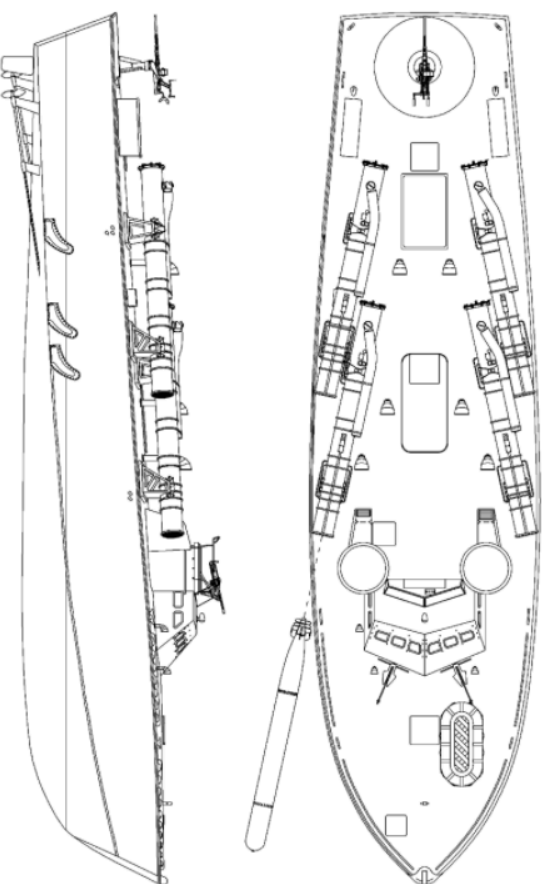
A SOLITAIRE CAMPAIGN ADVENTURE!
HOURS OF FUN AND RELAXATION.



RULE BOOK

Open the Mission Book and proceed to Mission 2 to begin your campaign. Good luck, and have fun!

Reserved for publisher and credits



PT COMMANDER

A solitaire campaign game (create your own comic) coloring book by Mike Helman. V0311.

COMPONENTS REQUIRED

This Rulebook Zine
The Mission Book Zine
8 six-sided dice (6 white dice, 1 black die, and 1 colored die)
Colored Pencils
Pencil with eraser

OBJECT OF THE GAME

THE CAMPAIGN

This is a campaign style, choose-your-own adventure game made up of a variety of missions. The object of the campaign game is to gain as many points as possible before the end of the war. Points are determined by Victory Stars (VP Stars) that you can find on your Commander Spread. The campaign has multiple endings, parsed by your choices, and successes or failures on missions.

THE MISSIONS

The Campaign is played through different missions. Each mission is a spread, and as you complete a mission (win or lose) proceed to another Spread in the choices at the bottom of the right page.

There are over a dozen missions in this game, each with a unique goal or objective towards success. There are many ways to fail a mission, such as allowing your Flood level to exceed 6, or allowing all of your hull to be damaged. Although some missions only require you to survive, most missions have an additional specific requirement. Failing missions result in checking a Failure box on your Commander Spread.

Be sure to read the Mission description carefully to understand the winning condition since they change often.

THE BOOK

This game is also a coloring book where you control the narrative. You breathe life into the characters by the dialogue you put into the word bubbles. Coloring books are great for relieving stress and taking your attention away from yourself and onto the present moment, like a meditation.

SETTING UP THE GAME

You will create your Commander during the initial setup of the campaign game.

Print out the **Commander's Spread** double-sided. This page (front and back) make up the Commander Spread. It will accompany you through the campaign, giving you bonuses and changing the way you play each game by the upgrades you choose. Use the Commander Spread to bookmark your progress when you pause the campaign by inserting it into the current mission.

First, create a name for your Skipper and write it on your Commander Spread at the top.

1 SKIPPER'S NAME

2 SKIPPER'S TRAIT

3 ORBITAL MESSAGES
LIGHTLY COLOR IN THE ☉ IF YOU SUCCESSFULLY COMPLETED THE MISSION, THE ☉ ADDS TO YOUR END OF CAMPAIGN SCORE.
DO NOT COLOR IN OR DRAW THE ☉ IF YOU FAILED THE MISSION. PUT A LINE THROUGH WORD MISSION INSTEAD OF MISSION.

4 DISTRICT FEATURES
 REPAIR ALL HULL.
 REPAIR ALL HULL.
DRAW IT ONTO YOUR DAMAGE CONTROL SHEETS.
IF YOU MAKE ONE OF THE MESSAGES AFTER A FAILED MISSION, REMOVE THE MISSION'S FAILURE AND INSTEAD GO TO MISSION 15.

5 MATTERS

END OF DISTRICT FEATURES
ADD ALL VICTORY ☉ FROM BOTH SIDES OF THIS SHEET.

MISSION SUCCESS

Fill in all of the Stars above the Valor dots you placed on the Commander Spread if you succeeded in (won) the Mission. This may gain you rank, medals, and points at the end of the campaign.

Fill in the VP Stars ☉ in front of the Mission name you wrote on the left side of the Commander Spread.

Read and follow the directions for Mission Success at the bottom of the Mission Spread.

MISSION FAILURE

Erase all Valor dots placed beneath Stars on your Commander Spread if you failed the Mission. This will include any immediate dots placed due to your rank's special ability.

Put a strike-through line across the name of the Mission instead of filling in the VP stars ☉.

Check a box under Mission Failures on the Commander Spread and follow the directions next to the box.

Read and follow the directions for Mission Failure at the bottom of the Mission Spread.

But depending on your damage, you may always choose to visit R&R to repair. Don't feel disheartened if you have to visit R&R early in the campaign—you may get a special ability/item to use for the rest of the campaign, so visiting early can be a great strategy.

ENDING THE CAMPAIGN

Eventually the campaign will end. There are multiple endings and it's likely a couple of pages (not many) will not be colored or completed.

Play it again and make some different decisions or choose a different Skipper Trait to see how the story (the story you create) changes!

SCORE

Count all VP Stars ☉ you filled in on your Commander Spread. This is your final score.


REPAIRING DAMAGE

Filled bubbles can be removed between missions, on the R&R mission, or if a special note allows you to repair.

FLOOD LEVEL

At the beginning of every Mission your Flood Die starts at 1. This value increases as your PT Boat encounters hazards and accidents. Always set the die the side reflecting the Flood Level (from 1-6). If the Flood Level ever exceeds 6 you immediately Fail the Mission.

MANAGING FLOOD LEVELS

Each Weapons result  can alternately be used as **Bilge** -- to reduce your Flood Level by 1. You can use multiple 5s to Bilge or mix and match your 5s to assign some to Bilge and others to Weapons.

ENDING A MISSION

These missions are neither in numerical order nor in page order. You will jump around the Mission book as you win and lose Missions. Refer to the mission choices at the bottom of the spread and pay close attention to the page numbers. Try not to peek at other Missions until you are directed there.

COLORING AND NARRATIVE

When you finish a mission, spend a few minutes to fill in the comic's talking bubbles and then color the spread. Filling in the talking bubbles allows you to personalize the comic. For instance, if during a PATROL mission you damaged all three of your Crew you could write something in the bubble about a stomach flu if you wanted. Every mission ends with a mission debrief by your commander in the lower panel. Be creative, it's your story!

Each game is short. This should give you ample opportunity to relax, create a narrative, and color the spread at your leisure before continuing to the next mission.

“Coloring has the ability to relax the fear center of your brain, the amygdala. It induces the same state as meditating by reducing the thoughts of a restless mind. This generates mindfulness and quietness, which allows your mind to get some rest after a long day at work.”


www.beatthemotors.org

Then, roll a die to determine your Skipper's special trait and write that at the top of the Spread. A Skipper's trait gives a variable power that you will have access to throughout the Campaign.

- **VETERAN.**

Begin the game as a Lieutenant (LT). Fill in the Stars on the first Promotion Line and circle LT.

- **PILOT.**

Once per turn, you may look a die to a Maneuver Result  before rolling.


- **CORPSMAN.**

Repair all Crew automatically between missions in addition to other repairs.

- **MECHANIC.**

You repair one extra compartment.

- **GUNNER.**

Once per turn, you may look a die to a Weapon Result  before rolling.

- **LUCKY.**

You may either increase any die result by one once per Mission or reroll it completely and take the second result. This includes the Black Die.

There are other parts of your Commander Spread that you also will use during missions and between missions.

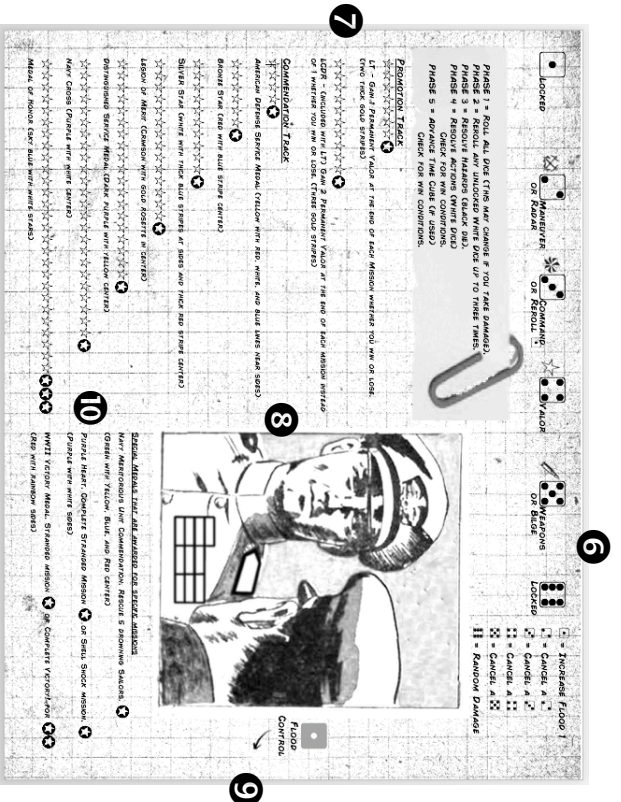
1 Write your Skipper's name here

2 Write your Skipper's trait here. Remember this trait throughout the game!

3 Record the names of your Missions in the order you complete them here.

4 Each time you fail a Mission, check one of these boxes (starting at the top and working your way down) and follow the directions before proceeding to the next Mission.

5 Use this area to record items, upgrades, and other notes.



- 6 Lock your white dice above your sheet here to organize them. Use the Problem Table next the **11** to resolve all 6s rolled.
- 7 Place dots under the stars here to gain Promotions and Medals. Fill in the stars if you win your Mission or erase the dots if your fail the mission. All Stars must be filled in from the top Medal or Rank (left to right) to the bottom. You cannot skip any Commendation/Medals.
- 8 Add rank and medals in color to this panel. Start at the bottom right and work your way left (then up). The top ribbon spot is reserved for the Medal of Honor.
- 9 Place your colored die next to your Commander Spread here to represent your Flood Level.
- 10 These are special accommodations only awarded by specific Missions and objectives.

- 1 Front compartments
- 2 Midship compartments
- 3 Ship's illustration (for you to color)
- 4 Aft compartments

Each Maneuver result **1** can alternately be used as **Radars** -- to mitigate Random damage from the white Problem die but not the Black Die. After rolling for damage location, you may choose the result/value of either the Black die or the white die. If you allocate two Maneuver results to radar, you can change both dice -- effectively making it a chosen damage result.

If you take Random damage to a compartment that's already damaged (the bubble is filled in) then increase your Flood Level by 1 if it's an upper deck hit, or by 2 if it's a waterline hit.

CHOSEN DAMAGE
Choose any undamaged compartment when you must take Chosen damage.

MISSION 2: SQUID SEA PATROL

| | |
|--|---|
| 1 | 2 |
| <p>Row 1: UZES</p> <ul style="list-style-type: none"> ○ 1000 ○ 1000 ○ 1000 ○ 1000 <p>Row 2: UZES</p> <ul style="list-style-type: none"> ○ 1000 ○ 1000 ○ 1000 ○ 1000 <p>Row 3: UZES</p> <ul style="list-style-type: none"> ○ 1000 ○ 1000 ○ 1000 ○ 1000 | <p>Row 4: UZES</p> <ul style="list-style-type: none"> ○ 1000 ○ 1000 ○ 1000 ○ 1000 <p>Row 5: UZES</p> <ul style="list-style-type: none"> ○ 1000 ○ 1000 ○ 1000 ○ 1000 |

If the Problem Die requires you to cancel a die you do not have, then you avoided that specific problem. It has no effect!

SAMPLE MISSION SPREAD

FIGURE 6: SOUTH SEA FLEET

FIGURE 7: SOUTH SEA BATTLE

FIGURE 8: SOUTH SEA COMBAT

FIGURE 9: SOUTH SEA COMBAT (continued)

FIGURE 10: SOUTH SEA COMBAT (continued)

FIGURE 11: SOUTH SEA COMBAT (continued)

FIGURE 12: SOUTH SEA COMBAT (continued)

FIGURE 13: SOUTH SEA COMBAT (continued)

FIGURE 14: SOUTH SEA COMBAT (continued)

FIGURE 15: SOUTH SEA COMBAT (continued)

FIGURE 16: SOUTH SEA COMBAT (continued)

FIGURE 17: SOUTH SEA COMBAT (continued)

FIGURE 18: SOUTH SEA COMBAT (continued)

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FIGURE 96: SOUTH SEA COMBAT (continued)

FIGURE 97: SOUTH SEA COMBAT (continued)

FIGURE 98: SOUTH SEA COMBAT (continued)

FIGURE 99: SOUTH SEA COMBAT (continued)

FIGURE 100: SOUTH SEA COMBAT (continued)

ASSIGNING BOAT DAMAGE

The greatest threat to successfully completing your mission is by taking Boat damage or increasing your Flood Level above 6. Boat damage is either random or chosen.

RANDOM DAMAGE

Anytime the type of damage is not specified, it's random. To assign Random damage, roll the Black die and a White die to determine the hit compartment. Fill in the bubble in front of the name of the compartment when it's hit and apply the penalty listed. The penalty last for the rest of the mission. It may even persist through future missions if not repaired. For instance, if (Crew) was damaged, you would fill in the bubble for that system on your Damage Control Page – right side of the Mission Spread – and roll 1 fewer White Die during Phase 2.

DAMAGE CONTROL

The right page of the Mission spread shows your boat and has the area where you'll apply damage by filling in the bubbles in front of the compartments.

USING YOUR COMMANDER SPREAD DURING A MISSION

You will likely assign some of your Valor rolls to your Commander Spread during the game. You'll do this by putting a small dot below each Star on either the Promotion Track or the Commendation Track—always working from left to right. You can fill in these Stars only if you successfully completed the Mission. Do not put dots under the Once you have filled in all of the Stars on a row you can continue onto the next row.

Promotions to Lieutenant and Lieutenant Commander also allow you to use a unique skill on Missions.

Be aware of the **Notes** section at the bottom of your Commander Spread. It will likely also have reminders of new abilities or equipment you can use during a Mission.

FINDING A MISSION IN YOUR COMMANDER SPREAD

You do gain the at the end of the Mission if you succeeded. Filling in the affect your game in four ways:

- 1) On the Promotion Track the gives your Commander a permanent skill that is helpful in later Missions.
- 2) On the Commendation Track the gives your Commander a Medal which you color onto your Ribbon Board in the comic. Use the back cover to make the Ribbon as realistic as you'd like.
- 3) Fill in the in front of the **MISSION** List next to your comic panel if you successfully completed the Mission. If the Mission was failed, put a strike-through line across the word **MISSION** instead.
- 4) All filled in at the end of the campaign are your points for the game. The more stars filled in, the higher your score!

COLORING YOUR COMMANDER SPREAD

Feel free to color your comic panel in the Commander Spread. But do not color the uniform (which is white) or the Ribbon Bar and Shoulder Bar. You only color to those as you gain Rank and Medals.

The Ribbons are colored from the bottom right of your uniform bar to the upper left (the last ribbon spot at the top by itself is reserved for the Medal of Honor). Refer to the ribbons on the back cover of the Mission Book for accuracy.

PLAYING A MISSION

Generally speaking, a mission will take between 5 and 20 minutes including the setup at the beginning and the cleanup at the end. All Missions use the same dice mechanics. You will normally roll all of your white dice and the black die during your turn. You get a chance to reroll your white dice a few times before resolving them. You will continue doing this until you either win (succeed) the mission or lose (fail) it.

You should already be setup with your Commander Sheet nearby and the current Mission. **You always start with Mission 2 Sulu Sea Patrol** (Skip Mission 1 for now) which is a relatively easy mission to get you used to the mechanics of the game. You have to fill in all of the hexes to win, which is common among the Missions. Whenever there is an Exclamation Point, you color it. This is your starting hex. You can only color in hexes adjacent to other colored hexes. On the first turn it's only the two hexes adjacent to the Exclamation Point.

At any time during the campaign, you can visit the R&R mission to completely fix all damage to your Boat. This visit will also gain you a special item/ability you will write in your Notes. Although it's good to wait until you absolutely need to visit the R&R for repairs, it also might be helpful to get those bonuses as early in the campaign as possible.

BASIC GAMEPLAY MECHANICS


A game takes place over a number of turns. Some games are only one turn while others have an indeterminate number of turns. That makes each game relatively quick -- lasting between 5 and 20 minutes.

Each Turn takes place through a number of phases:

Phase 1 = Roll the Black Die and the six White Dice. The number of White Dice may change due to damage caused to your boat.

Phase 2 = Reroll any unlocked White Dice up to three times.



Phase 3 = Resolve the Black Hazard die using the chart on the Mission spread.



Phase 4 = Resolve Actions (White dice) starting with  and then in any order you choose. In many missions, you will have to group dice together. All dice except 1s have multiple possible effects or choices.


Phase 5 = Fill in the time hex (if used) and check for Mission winning conditions. Go back to Phase 1 if the winning conditions were not met.



RESOLVE ACTIONS

If a hex you must color (or move to) has an icon, you must allocate one of the matching dice to it. Some hexes may have multiple icons, thus requiring multiple dice matching the icons to be allocated.




 = **Locked.** Cannot be rerolled, unless you allocate a  Command Die to this. Expanding a Command die to reroll may seem useless at the beginning of the game, but items and hazards in later missions increase its utility. If the Radio is damaged, you cannot change these locked dice in any way.



  = **Maneuver.** The Crossed Anchors icon refers to Maneuver. Used in various missions to accomplish goals, or—

- **Radar** = mitigates Random damage from a White Die  result. (Does not work for Black Hazard die)


  = **Command.** The Oak Leaf icon refers to Command. Used in various missions to accomplish goals, or to—


- **Reroll** = a Locked 1

  = **Valor.** The Star icon refers to Valor. Used in missions to accomplish goals, or to fill in Valor stars  on your Commander Sheet.

  = **Weapons.** The 20mm Ammunition icon refers to Weapons. Used in missions to accomplish goals, or to operate Bilge or—

- **Bilge** = Reduce Flood Level by one

 = **Locked Problem.** You will have to reroll this die to determine the Problem. If you rolled multiple 6s, you roll all of them at once. Refer to the chart next to the 6 to determine the immediate problem you must resolve:

 = Increase Flood 1

 = Cancel a 

 = Cancel a 

 = Cancel a 

 = Cancel a 

 = Random Damage (Roll the black die and this white die) Random damage can be mitigated by **Radar** (see Pg 11).

SKIPPER'S NAME

SKIPPER'S TRAIT

ORDER OF MISSIONS

LIGHTLY COLOR IN THE IF YOU SUCCESSFULLY

COMPLETED THE MISSION. THIS ADDS TO YOUR END OF

CAMPAIGN SCORE.

DO NOT COLOR IN OR GAIN THE IF YOU FAILED THE

MISSION. PUT A LINE THROUGH WORD MISSION INSTEAD
(MISSION).

- MISSION - _____
- MISSION - _____
- MISSION - _____
- MISSION - _____
- MISSION - _____
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- MISSION - _____
- MISSION - _____
- MISSION - _____
- MISSION - _____

END OF CAMPAIGN SCORING

ADD ALL VICTORY FROM BOTH SIDES OF THIS SHEET.

MISSION FAILURES

- REPAIR ALL HULL.
- REPAIR ALL HULL.
- REPAIR ALL HULL. GAIN AN EXTRA PERMANENT MIPSHIP WATERLINE HULL
- DRAW IT ONTO YOUR DAMAGE CONTROL SHEETS.
- If you mark off this last box (OR CANNOT MARK OFF ANY MORE BOXES AFTER A FAILED MISSION) IGNORE THE MISSION'S FAILURE AND INSTEAD GO TO MISSION 13.



NOTES



LOCKED



MANEUVER
OR RADAR



COMMAND
OR REROLL



VALOR



WEAPONS
OR BILGE



LOCKED

• = INCREASE FLOOD 1

• = CANCEL A

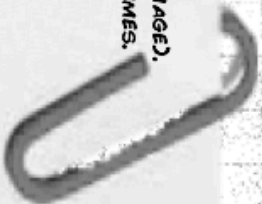
• = CANCEL A

• = CANCEL A

• = CANCEL A

■ = RANDOM DAMAGE

PHASE 1 = ROLL ALL DICE (THIS MAY CHANGE IF YOU TAKE DAMAGE).
 PHASE 2 = REROLL ANY UNLOCKED WHITE DICE UP TO THREE TIMES.
 PHASE 3 = RESOLVE HAZARDS (BLACK DICE).
 PHASE 4 = RESOLVE ACTIONS (WHITE DICE)
 CHECK FOR WIN CONDITIONS.
 PHASE 5 = ADVANCE TIME CUBE (IF USED)
 CHECK FOR WIN CONDITIONS.



PROMOTION TRACK

LT - GAIN 1 PERMANENT VALOR AT THE END OF EACH MISSION WHETHER YOU WIN OR LOSE.
 (TWO THICK GOLD STRIPES)

LCDR - (INCLUDED WITH LT) GAIN 2 PERMANENT VALOR AT THE END OF EACH MISSION INSTEAD
 OF 1 WHETHER YOU WIN OR LOSE. (THREE GOLD STRIPES)

COMMENDATION TRACK

AMERICAN DEFENSE SERVICE MEDAL (YELLOW WITH RED, WHITE, AND BLUE LINES NEAR SIDES)

BRONZE STAR (RED WITH BLUE STRIPE CENTER)

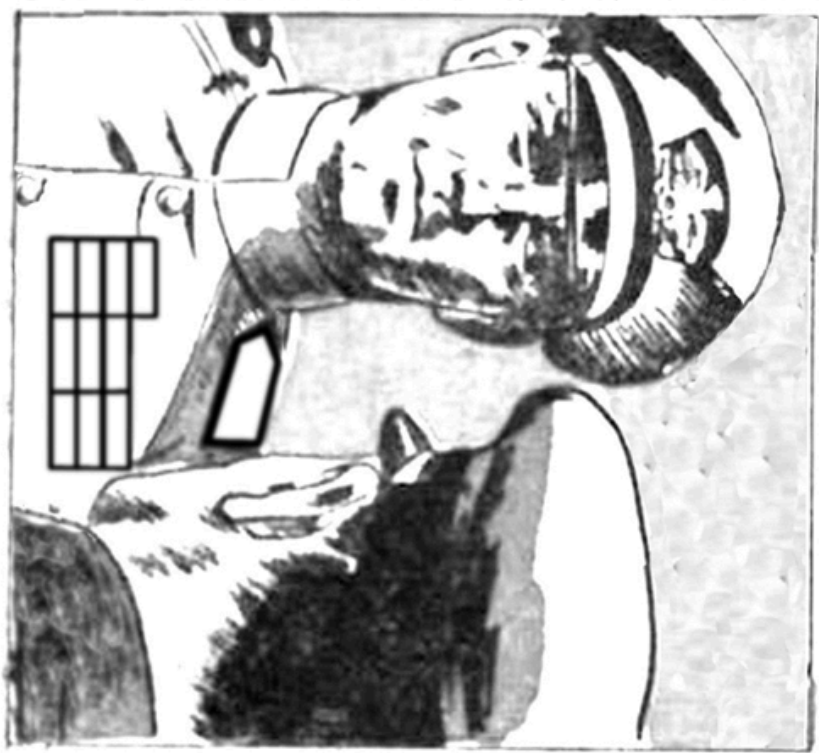
SILVER STAR (WHITE WITH THICK BLUE STRIPES AT SIDES AND THICK RED STRIPE CENTER)

LEGION OF MERIT (CRIMSON WITH GOLD ROSETTE IN CENTER)

DISTINGUISHED SERVICE MEDAL (DARK PURPLE WITH YELLOW CENTER)

NAVY CROSS (PURPLE WITH WHITE CENTER)

MEDAL OF HONOR (SKY BLUE WITH WHITE STARS)



FLOOD CONTROL

SPECIAL MEDALS THAT ARE AWARDED FOR SPECIFIC MISSIONS

NAVY MERITORIOUS UNIT COMMENDATION: RESCUE 5 DROWNING SAILORS. (GREEN WITH YELLOW, BLUE, AND RED CENTER)

PURPLE HEART. COMPLETE STRANDED MISSION OR SHELL SHOCK MISSION. (PURPLE WITH WHITE SIDES)

WWII VICTORY MEDAL. STRANDED MISSION OR COMPLETE VICTORY. (RED WITH RAINBOW SIDES)



LIEUTENANT



LIEUTENANT
COMMANDER



AMERICAN DEFENSE SERVICE MEDAL



BRONZE STAR



SILVER STAR



LEGION OF MERIT



DISTINGUISHED SERVICE MEDAL



NAVY CROSS



MEDAL OF HONOR



NAVY UNIT COMMENDATION



PURPLE HEART



WWII VICTORY MEDAL

By Mike Helman, 2021, version 0329

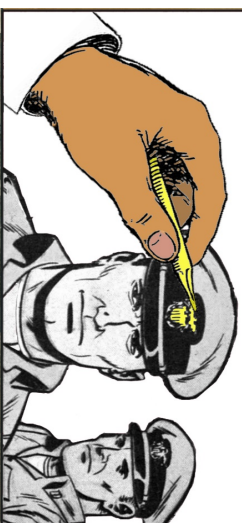
MISSION BOOK

By Mike Helman

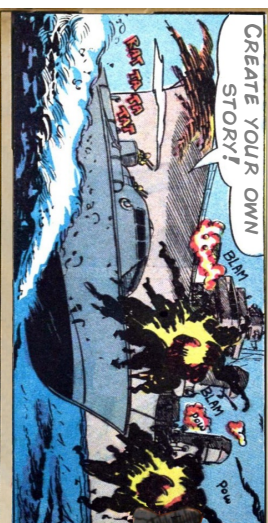
10¢ TRUE PT COMMANDER COMBAT

36 ACTION-FILLED PAGES!

COLOR THE PAGES!



CREATE YOUR OWN
STORY!



PLAY AS THE SKIPPER OF A
78-FOOT HIGGINS PT BOAT
DURING WORLD WAR II IN
THIS GOLDEN ERA OF
COMICS COLORING BOOK.

A SOLITAIRE CAMPAIGN
ADVENTURE!

HOURS OF FUN AND
RELAXATION.



MISSION BOOK

ABOUT THE DESIGNER

PT COMMANDER

By MIKE HEIMAN, 2021

PT COMMANDER IS A COMIC BOOK STYLE NARRATIVE GAME THAT PUTS YOU AT THE HELM OF ONE OF THE SMALLEST AND MOST FRAGILE WARSHIPS OF WWII. YOU WILL TRY TO SUCCESSFULLY ACCOMPLISH A MULTIPLE MISSION CAMPAIGN IN YOUR 80-FOOT HIGGINS TORPEDO BOAT, WHILE GAINING RANK AND ACCOLADES ALONG THE WAY. GOOD LUCK SKIPPER!

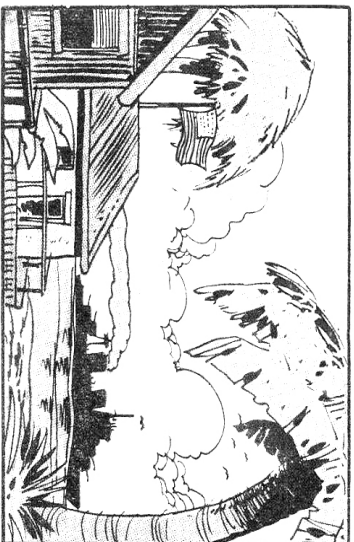
COMPONENTS REQUIRED

**THIS MISSION BOOK ZINE (20 SHEETS)
THE RULEBOOK ZINE (8 SHEETS)
THE COMMANDER SPREAD (1 SHEET)
8 SIX-SIDED DICE (6 WHITE DICE, 1 BLACK DIE, AND 1 COLORED DIE)
COLORED PENCILS
PENCIL WITH ERASER**

ABOUT THE PUBLISHER

A SPECIAL THANKS TO THE FOLLOWING PLAYTESTERS:

MISSION 6 CONVOY STRIKE



M1. This is NOT the first Mission. You can choose to come to this mission at any time to Repair all damage and gain 1d6 Valor. You can only visit this Mission once and can do so before proceeding to the next mission (whether you succeeded or failed the previous mission).

Choose one of the two options below after completing this mission::

RECOGNITION: 1d6 Valor immediately.

TEMPORARY CREW: Gain 1 extra Bow Upper Crew bubble for the next Mission only.

AWOL - You CANNOT PLACE DOTS UNDER VALOR STARS TO INCREASE PERSONAL VALOR NEXT MISSION, BUT YOU CAN STILL USE VALOR FOR MISSION OBJECTIVES. WRITE THIS IN YOUR NOTES.

MALARIA - You CANNOT USE YOUR SKIPPER TRAIT NEXT MISSION. WRITE THIS IN YOUR NOTES.

CLEAR - NOTHING BAD HAPPENS.



MISSION REPORT:

You cannot Fail this Mission. Return to your current Campaign already in progress. You cannot visit this R&R again. You do get a for completing this mission.

BOW UPPER

| | | |
|--|--|---|
| | | <input type="radio"/> COCKPIT CANNOT USE SKIPPER'S TRAIT |
| | | <input type="radio"/> CREW -1 WHITE DIE. |
| | | <input type="radio"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

MIDSHIP UPPER

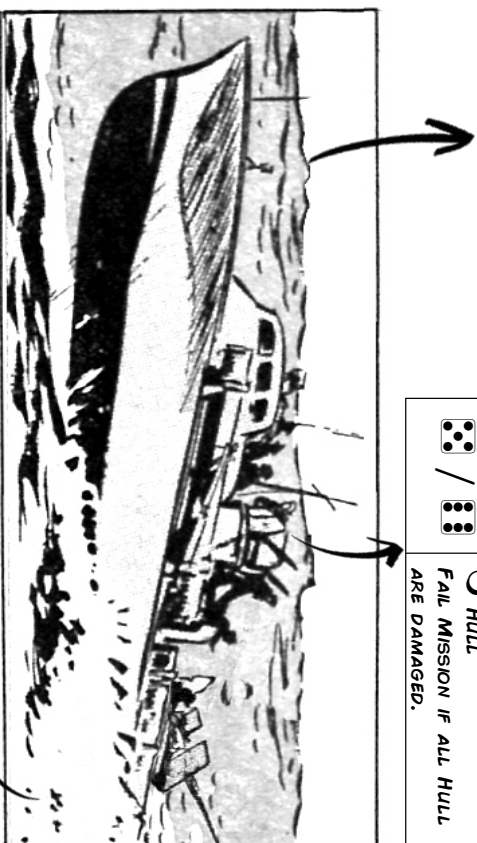
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| | | <input type="radio"/> .50 CAL TURRET CANCEL 1 DURING RESOLVE. |
| | | <input type="radio"/> RADAR 1 FEWER REROLL ALLOWED. |
| | | <input type="radio"/> .50 CAL TURRET CANCEL 1 DURING RESOLVE |

BOW WATERLINE

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|--|--|--|
| | | <input type="radio"/> BLIGE CANNOT USE BLIGE. |
| | | <input type="radio"/> CREW -1 WHITE DIE. |
| | | <input type="radio"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MIDSHIP WATERLINE

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| | | <input type="radio"/> RADIO S CANNOT BE REROLLED DURING PHASE 1. |
| | | <input type="radio"/> FUEL CANCEL 1 DURING RESOLVE. |
| | | <input type="radio"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



STERN UPPER

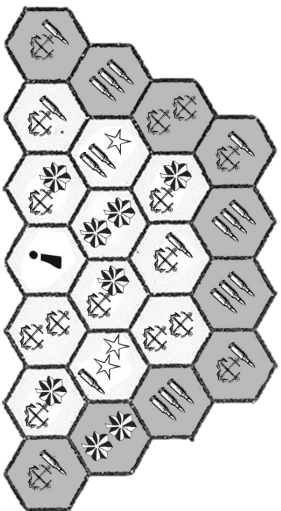
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| | | <input type="radio"/> TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| | | <input type="radio"/> CREW -1 WHITE DIE. |
| | | <input type="radio"/> 20MM CANNON CANCEL 1 DURING RESOLVE. |

STERN WATERLINE

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|--|--|--|
| | | <input type="radio"/> ENGINE CANCEL 1 DURING RESOLVE. |
| | | <input type="radio"/> CREW -1 WHITE DIE. |
| | | <input type="radio"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 1 R&B

M6. Complete the arming and firing solution against the supply ship in 5 turns or less. You must complete three gray hexes to be successful. Gain 2d6 Valor if successful. You cannot complete this mission if your torpedoes are damaged. If not successful, this is a Failed Mission (even if your boat is undamaged). Color in the 1 to start. Color in other hexes as you move to them. You can only move into hexes adjacent to colored hexes and must have rolled the requirement to enter it. You can move into (color) multiple white hexes if you have right dice rolls. You can only move into one gray hex per turn. Three colored gray hexes are required to win the mission.



- ☐ TARGETED - IMMEDIATELY TAKE ONE RANDOM DAMAGE.
- ☐ NO TIME - IMMEDIATELY FILL IN A TIME HEX.
- ☐ CLEAR - NOTHING BAD HAPPENS.



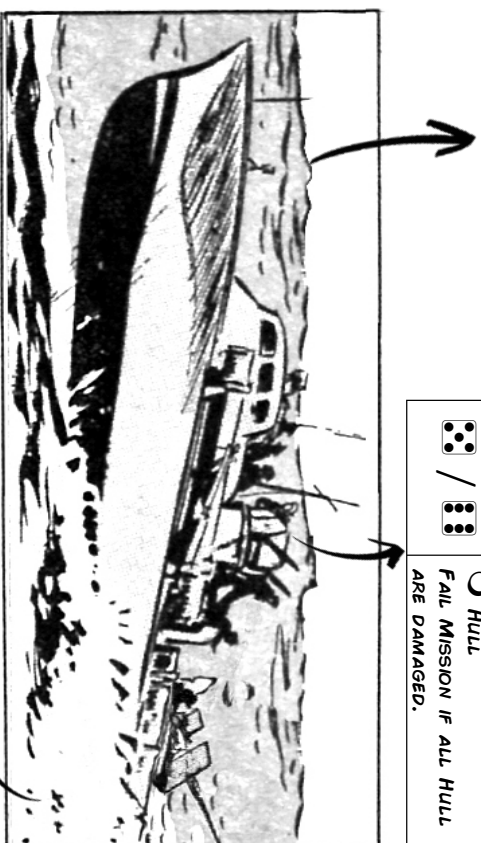
MISSION 6 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 26 Mission 8 Storm. If Mission 8 is completed, go to Mission Pg 32 15 Landing Support instead. Repair 2 damage, but copy the rest.
MISSION FAILED! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Pg 26 Mission 8 Storm. If Mission 8 is completed, go to Pg 32 Mission 15 Landing Support instead. Repair 3 damage, but copy the rest.

| | |
|--------------------|---|
| ☐ BOW UPPER | |
| ☐ / ☐ | ○ COCKPIT CANNOT USE SKIPPER'S TRAIT |
| ☐ / ☐ | ○ CREW -1 WHITE DIE. |
| ☐ / ☐ | ○ LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

| | |
|------------------------|--|
| ☐ BOW WATERLINE | |
| ☐ / ☐ | ○ BILGE CANNOT USE BILGE. |
| ☐ / ☐ | ○ CREW -1 WHITE DIE. |
| ☐ / ☐ | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

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|------------------------|---|
| ☐ MIDSHIP UPPER | |
| ☐ / ☐ | ○ .50 CAL TURRET CANCEL 1 ☐ DURING RESOLVE. |
| ☐ / ☐ | ○ RADAR 1 FEWER REROLL ALLOWED. |
| ☐ / ☐ | ○ .50 CAL TURRET CANCEL 1 ☐ DURING RESOLVE |

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|----------------------------|---|
| ☐ MIDSHIP WATERLINE | |
| ☐ / ☐ | ○ RADIO 'S CANNOT BE REROLLED DURING PHASE 1. |
| ☐ / ☐ | ○ FUEL CANCEL 1 ☐ DURING RESOLVE. |
| ☐ / ☐ | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

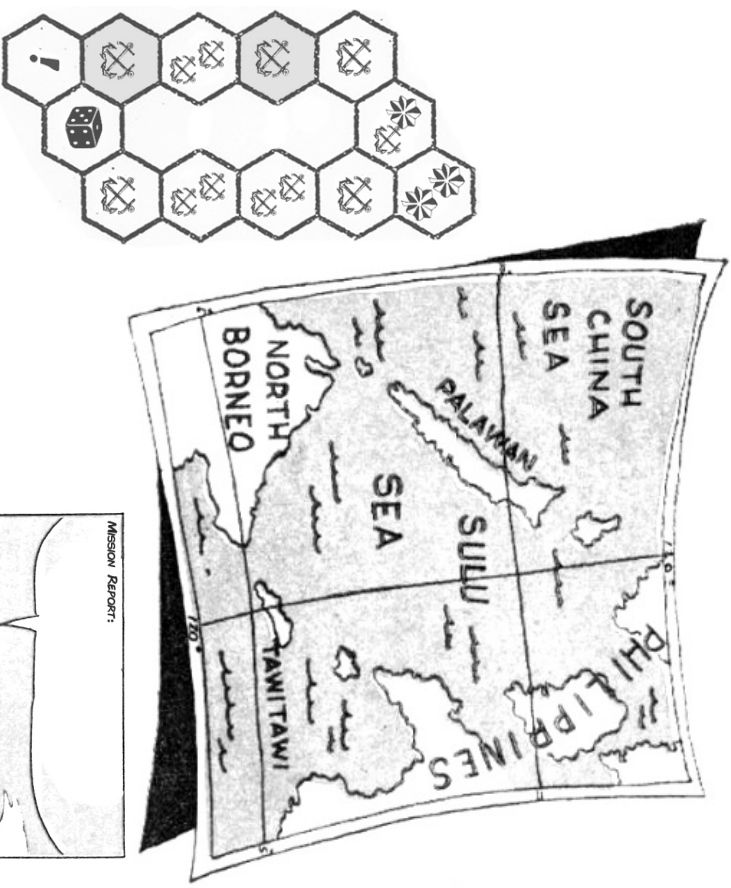


| | |
|----------------------|--|
| ☐ STERN UPPER | |
| ☐ / ☐ | ○ TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| ☐ / ☐ | ○ CREW -1 WHITE DIE. |
| ☐ / ☐ | ○ ZOMM CANNON CANCEL 1 ☐ DURING RESOLVE. |

| | |
|--------------------------|--|
| ☐ STERN WATERLINE | |
| ☐ / ☐ | ○ ENGINE CANCEL 1 ☐ DURING RESOLVE. |
| ☐ / ☐ | ○ CREW -1 WHITE DIE. |
| ☐ / ☐ | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 13 STRANDED

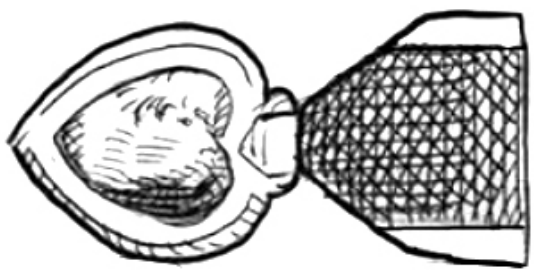
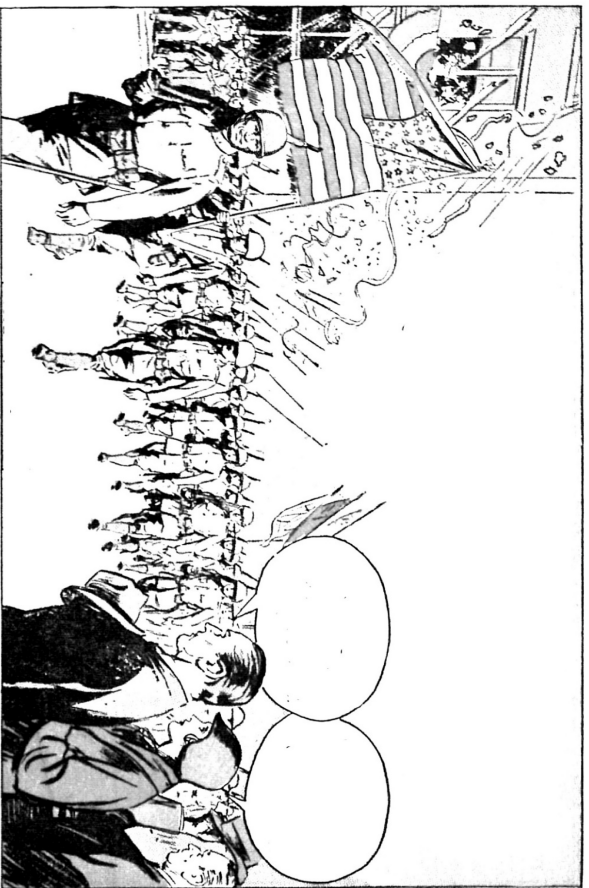
M2. This is the first mission in the campaign. Test the enemy ground forces by patrolling close to the shore. Complete all hexes. When you move into a hex, color it. You can only move into hexes adjacent to colored hexes and must have rolled the requirement to enter it. You can move into multiple white hexes in the same turn if you have right dice rolls. You must allocate any white die (2-5) to move into the Black Die hex. The hex with the black die requires you to roll the black die an extra time and resolve it immediately. Start with the ! hex colored in.



- REEF - WATERLINE DAMAGE OF YOUR CHOICE.**
- ENGINE FLOOD - EACH MANEUVER RESULT ALSO COUNTS AS A FLOOD.**
- CLEAR - NOTHING BAD HAPPENS.**



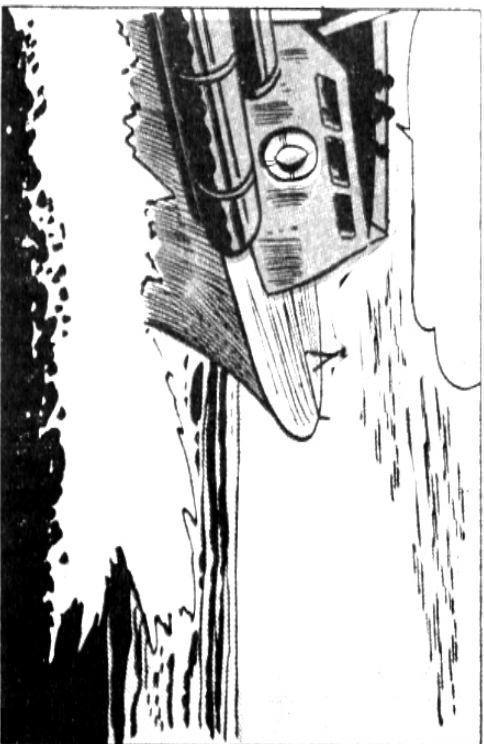
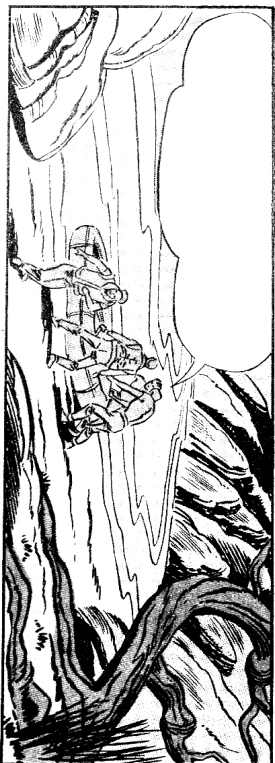
MISSION 2 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 36 Mission 6 Convoy Strike. Repair 3 damage, but copy the rest.
MISSION FAIL ED! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Pg 12 Mission 5 Midnight Blockade Run. Repair 3 damage but copy the rest.



MISSION 2 SOUTHERN SEA PATROL

If your Life Boat is damaged at the end of the last Mission, Left Page of this Spread, Mission X: Shell Shock. After escaping certain death, you and your crew eventually washed up on the shores of an abandoned South Pacific Island. Days turned to weeks, and then months...

You and your crew were finally rescued two days after the Japanese surrendered. Gain the Purple Heart and the WWII Victory Medal.

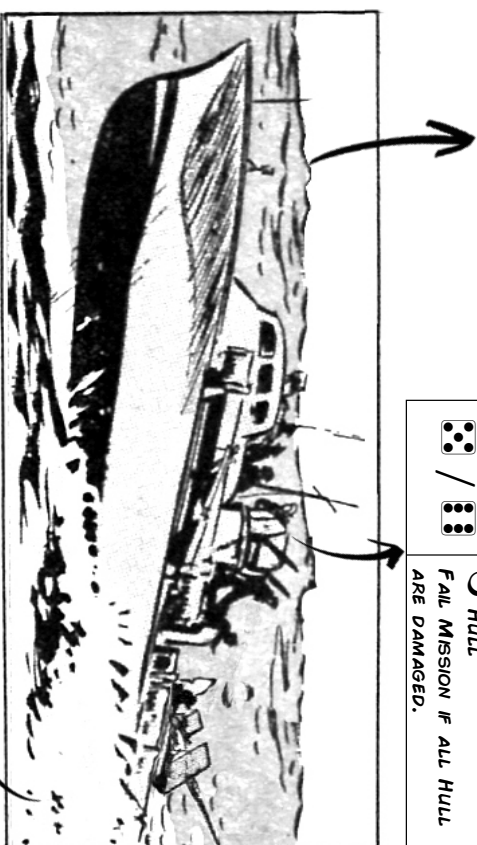


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| ■ BOW UPPER | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> COCKPIT CANNOT USE SKIPPER'S TRAIT |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

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| ■ BOW WATERLINE | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> BILGE CANNOT USE BILGE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

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| ■ MIDSHIP UPPER | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADAR 1 FEWER REROLL ALLOWED. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 <input type="checkbox"/> DURING RESOLVE |

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|---|--|
| ■ MIDSHIP WATERLINE | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADIO <input type="checkbox"/> S CANNOT BE REROLLED DURING PHASE 1. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> FUEL CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



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| ■ STERN UPPER | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> 20MM CANNON CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |

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| ■ STERN WATERLINE | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> ENGINE CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 15 LANDING SUPPORT

Before beginning, choose 1 Permanent Upgrade below and write it into your Notes:

TRACERS: You may use your Command Reroll function to change one Locked into a .

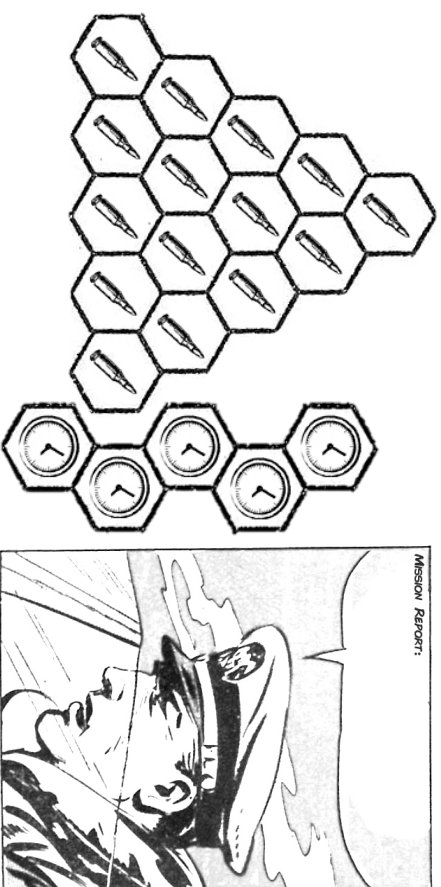
SUMP PUMP: Your Bilge Action reduces Flood Level by 2 from now on.

M3. Color in the hexes with Weapon Results.

Color in a Time hex at the end of each turn. The Mission is a success if you survive five rounds. Gain a bonus 2d6 Valor if all 15 Weapons hexes are filled in before the end of your fifth round.



STRAFING RUN - EACH COUNTS AS 1 FLOOD.
 TARGETED - TAKE ONE RANDOM DAMAGE.



MISSION 3 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 24 Mission 12 Major Battle Skirmish. Repair 3 damage, but copy the rest.
MISSION FAILED! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Pg 24 Mission 12 Major Battle Skirmish. Repair 3 damage, but copy the rest.

BOW UPPER

| | |
|---|---|
| / | <input type="radio"/> COCKPIT CANNOT USE SKIPPER'S TRAIT |
| / | <input type="radio"/> CREW -1 WHITE DIE. |
| / | <input type="radio"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

MIDSHIP UPPER

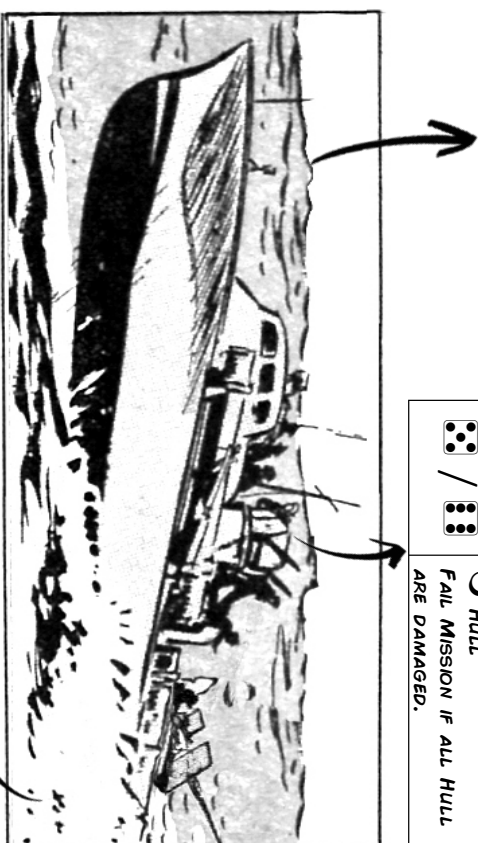
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| / | <input type="radio"/> .50 CAL TURRET CANCEL 1 DURING RESOLVE. |
| / | <input type="radio"/> RADAR 1 FEWER REROLL ALLOWED. |
| / | <input type="radio"/> .50 CAL TURRET CANCEL 1 DURING RESOLVE |

BOW WATERLINE

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| / | <input type="radio"/> BILGE CANNOT USE BILGE. |
| / | <input type="radio"/> CREW -1 WHITE DIE. |
| / | <input type="radio"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MIDSHIP WATERLINE

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|---|--|
| / | <input type="radio"/> RADIO S CANNOT BE REROLLED DURING PHASE 1. |
| / | <input type="radio"/> FUEL CANCEL 1 DURING RESOLVE. |
| / | <input type="radio"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



STERN UPPER

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|---|---|
| / | <input type="radio"/> TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| / | <input type="radio"/> CREW -1 WHITE DIE. |
| / | <input type="radio"/> 20MM CANNON CANCEL 1 DURING RESOLVE. |

STERN WATERLINE

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|---|--|
| / | <input type="radio"/> ENGINE CANCEL 1 DURING RESOLVE. |
| / | <input type="radio"/> CREW -1 WHITE DIE. |
| / | <input type="radio"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 3 AIR ATTACK

M15. Assist the landing of as many Marine Squads as possible in 6 turns. Use a Weapon + Command to land a Squad.
 Gain 1 Valor for each squad landed. You must land at least one squad each turn in order to win. You immediately fail the mission on any turn that you cannot land a squad. If you fail in this way, DO NOT mark a fail box from your Commander Sheet.



- ☐ Reef - WATERLINE DAMAGE OF YOUR CHOICE.
- ☐ High Surf - INCREASE FLOOD LEVEL BY 1.
- ☐ Ambush - DISCARD ALL VALOR RESULTS THIS TURN AND YOU CANNOT GAIN VALOR FROM LANDING SUPPORT THIS TURN.
- ☐ Accident - ALL S COUNT AS
- ☐ Clear - NOTHING BAD HAPPENS.



MISSION 15 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 18 Mission 10 Supply Escort. Repair 2 damage, but copy the rest.
 MISSION 15 FAILED! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Pg 26 Mission 8 Storm. Repair 3 damage, but copy the rest. Gain FLARE as a 1-time use item (write into your notes). On any Mission, you can lock one White die to any number before rolling. Then you discard the FLARE and remove or stikethrough the FLARE.

☐ BOW UPPER

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| ☐ / ☐ | ☐ COCKPIT CANNOT USE SKIPPER'S TRAIT |
| ☐ / ☐ | ☐ CREW -1 WHITE DIE. |
| ☐ / ☐ | ☐ LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

☐ BOW WATERLINE

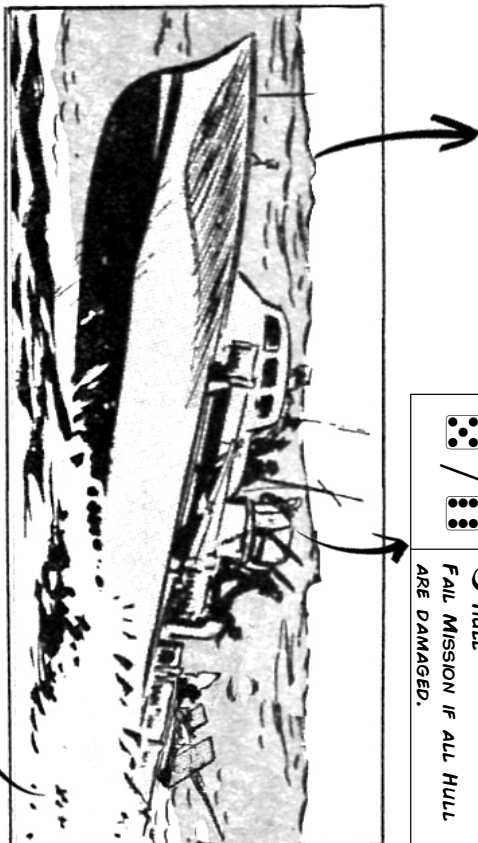
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|-------|--|
| ☐ / ☐ | ☐ BULGE CANNOT USE BULGE. |
| ☐ / ☐ | ☐ CREW -1 WHITE DIE. |
| ☐ / ☐ | ☐ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

☐ MIDSHIP UPPER

| | |
|-------|---|
| ☐ / ☐ | ☐ .50 CAL TURRET CANCEL 1 ☐ DURING RESOLVE. |
| ☐ / ☐ | ☐ RADAR 1 FEWER REROLL ALLOWED. |
| ☐ / ☐ | ☐ .50 CAL TURRET CANCEL 1 ☐ DURING RESOLVE |

☐ MIDSHIP WATERLINE

| | |
|-------|---|
| ☐ / ☐ | ☐ RADIO 'S CANNOT BE REROLLED DURING PHASE 1. |
| ☐ / ☐ | ☐ FUEL CANCEL 1 ☐ DURING RESOLVE. |
| ☐ / ☐ | ☐ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



☐ STERN UPPER

| | |
|-------|--|
| ☐ / ☐ | ☐ TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| ☐ / ☐ | ☐ CREW -1 WHITE DIE. |
| ☐ / ☐ | ☐ ZOMM CANNON CANCEL 1 ☐ DURING RESOLVE. |

☐ STERN WATERLINE

| | |
|-------|--|
| ☐ / ☐ | ☐ ENGINE CANCEL 1 ☐ DURING RESOLVE. |
| ☐ / ☐ | ☐ CREW -1 WHITE DIE. |
| ☐ / ☐ | ☐ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 9 SEASHORE PATROL

M4. You must use your smoke canisters to obscure your approaching fleet while taking fire from the enemy. You must assign 1 Weapon and 1 Maneuver to make 1 smoke. You can make more than 1 Smoke each turn. You have six turns to produce as much smoke as possible. Gain a Valor for each successful smoke. You only lose if sunk or flooded.



- ☐ TARGETED - IMMEDIATELY TAKE ONE RANDOM DAMAGE.
- ☐ NO TIME - FILL IN A TIME HEX.
- ☐ CLUMSY - YOU CANNOT GAIN VALOR IN ANY WAY THIS TURN.
- ☐ CLEAR - NOTHING BAD HAPPENS.



MISSION 4 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 36 Mission 6 Convoy Strike. If Convoy Strike is completed, go to Pg 32 Mission 15 Landing Support instead. Repair 3 damage, but copy the rest.

MISSION FAIL! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Pg 36 Mission 6 Convoy Strike. If Convoy Strike is completed, go to Pg 32 Mission 15 Landing Support instead. Repair 3 damage, but copy the rest.

Gain 2 uses of **Smoke Canister** (write it in your notes). You cannot recharge these. You may assign 1 Weapon and 1 Maneuver to discard all ☐☐☐ rolled this turn at the cost of 1 Canister.

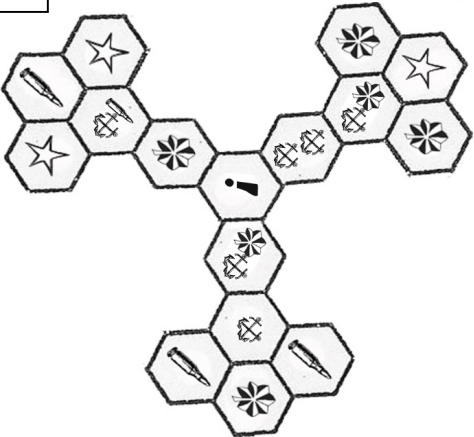
| ☐ BOW UPPER | | ☐ MIDSHIP UPPER | |
|-----------------|---|---------------------|---|
| ☐ / ☐ | ○ COCKPIT CANNOT USE SKIPPER'S TRAIT | ☐ / ☐ | ○ .50 CAL TURRET CANCEL 1 ☐☐ DURING RESOLVE. |
| ☐ / ☐ | ○ CREW -1 WHITE DIE. | ☐ / ☐ | ○ RADAR 1 FEWER REROLL ALLOWED. |
| ☐ / ☐ | ○ LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. | ☐ / ☐ | ○ .50 CAL TURRET CANCEL 1 ☐☐ DURING RESOLVE |
| ☐ BOW WATERLINE | | ☐ MIDSHIP WATERLINE | |
| ☐ / ☐ | ○ BULGE CANNOT USE BULGE. | ☐ / ☐ | ○ RADIO 'S CANNOT BE REROLLED DURING PHASE 1. |
| ☐ / ☐ | ○ CREW -1 WHITE DIE. | ☐ / ☐ | ○ FUEL CANCEL 1 ☐☐ DURING RESOLVE. |
| ☐ / ☐ | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. | ☐ / ☐ | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



| ☐ STERN UPPER | | ☐ STERN WATERLINE | |
|---------------|---|-------------------|--|
| ☐ / ☐ | ○ TORPEDOES REQUIRED FOR CONVOY STRIKE. | ☐ / ☐ | ○ ENGINE CANCEL 1 ☐☐ DURING RESOLVE. |
| ☐ / ☐ | ○ CREW -1 WHITE DIE. | ☐ / ☐ | ○ CREW -1 WHITE DIE. |
| ☐ / ☐ | ○ 20MM CANNON CANCEL 1 ☐☐ DURING RESOLVE. | ☐ / ☐ | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 4 SMOKE SCREEN

M9. Complete one gray hex. Place a cube to start at the exclamation point and you may only complete adjacent hexes. You may complete multiple adjacent hexes during one turn. Color in the 1 to start. Color in other hexes as you move to them. You can only move into hexes adjacent to colored hexes and you must have rolled the requirement to enter it. You can move into (color) multiple hexes if you have right dice rolls. There are three branches to this hex map. 11 O'clock, 3 O'clock, and 7 O'clock. You must color all of the hexes on a given branch before you start coloring hexes of another branch, even if you have the requirements for the other branch. There is no time limit for this mission.



- **TARGETED - IMMEDIATELY TAKE ONE RANDOM DAMAGE.**
- **REEF - WATERLINE DAMAGE OF YOUR CHOICE.**
- **ENGINE FLOOD - EACH MANEUVER RESULT ALSO COUNTS AS A FLOOD.**
- **CLEAR - NOTHING BAD HAPPENS.**



MISSION 9 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 18 Mission 10 Supply Escort. If mission 10 is completed, go to Pg 8 Mission 3 Air Attack instead. Repair 2 damage, but copy the rest.
MISSION FAILED! Color in this Spread. Then advance to Pg 18 Mission 10 Supply Escort. If mission 10 is completed, go to Pg 8 Mission 3 Air Attack instead. Repair 3 damage, but copy the rest.

| | |
|------------------------|---|
| ● BOW UPPER | |
| ● / ● | ○ COCKPIT CANNOT USE SKIPPER'S TRAIT |
| ● / ● | ○ CREW -1 WHITE DIE. |
| ●● / ●● | ○ LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |
| ● BOW WATERLINE | |
| ● / ● | ○ BLIGE CANNOT USE BLIGE. |
| ● / ● | ○ CREW -1 WHITE DIE. |
| ●● / ●● | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

| | |
|----------------------------|---|
| ● MIDSHIP UPPER | |
| ● / ● | ○ .50 CAL TURRET CANCEL 1 ●● DURING RESOLVE. |
| ● / ● | ○ RADAR 1 FEWER REROLL ALLOWED. |
| ●● / ●● | ○ .50 CAL TURRET CANCEL 1 ●● DURING RESOLVE |
| ● MIDSHIP WATERLINE | |
| ● / ● | ○ RADIO 'S CANNOT BE REROLLED DURING PHASE 1. |
| ● / ● | ○ FUEL CANCEL 1 ●● DURING RESOLVE. |
| ●● / ●● | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



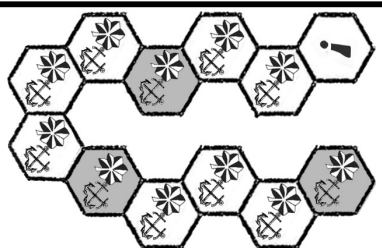
| | |
|----------------------|---|
| ● STERN UPPER | |
| ● / ● | ○ TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| ● / ● | ○ CREW -1 WHITE DIE. |
| ●● / ●● | ○ 20MM CANNON CANCEL 1 ●● DURING RESOLVE. |

| | |
|--------------------------|--|
| ● STERN WATERLINE | |
| ● / ● | ○ ENGINE CANCEL 1 ●● DURING RESOLVE. |
| ● / ● | ○ CREW -1 WHITE DIE. |
| ●● / ●● | ○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 11 INSPECT NEUTRAL SHIPS

M5. You must move 11 hexes to complete this mission. Use Maneuver + Command to move 1 hex. No time limit. Color in the 1 to start. Color in other hexes as you move to them. You succeed at the mission once all hexes are colored.

You can only move into hexes adjacent to colored hexes and must have rolled the requirement to enter it. You can move into multiple white hexes if you have right dice rolls. You can only move into one gray hex per turn. mission. Color all hexes to win!



- 🔴 TARGETED - IMMEDIATELY TAKE ONE RANDOM DAMAGE.
- 🔴 SEARCHLIGHTS - ALL MANEUVER RESULTS THIS TURN ALSO COUNT AS RANDOM HTS.
- 🔴 LOST - YOU CANNOT ADVANCE TO THE NEXT HEX THIS TURN.
- 🟢 CLEAR - NOTHING BAD HAPPENS.



MISSION REPORT:



MISSION 5 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 10 Mission 4 Smoke Screen. If Mission 4 is completed, go to Pg 32 Mission 15 Landing Support instead. Repair 3 damage, but copy the rest.

MISSION FAILED! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Mission Pg 10 4 Smoke Screen. If Mission 4 is completed, go to Pg 32 Mission 15 Landing Support instead. Repair 3 damage, but copy the

🔴 BOW UPPER

| | |
|---------|---|
| • / • | 🔴 COCKPIT CANNOT USE SKIPPER'S TRAIT |
| • / • | 🔴 CREW -1 WHITE DIE. |
| •• / •• | 🔴 LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

🔴 BOW WATERLINE

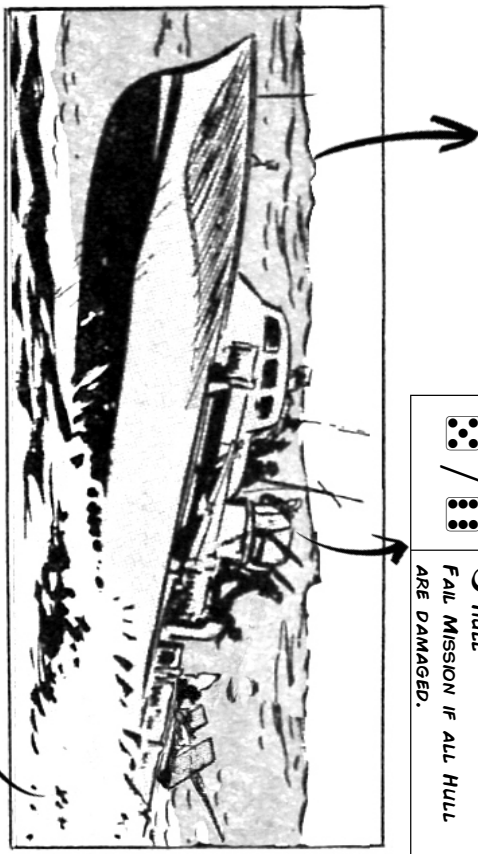
| | |
|-----------|--|
| • / • | 🔴 BULGE CANNOT USE BULGE. |
| •• / •• | 🔴 CREW -1 WHITE DIE. |
| ••• / ••• | 🔴 HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

🔴 MIDSHIP UPPER

| | |
|-----------|---|
| • / • | 🔴 .50 CAL TURRET CANCEL 1 🟢 DURING RESOLVE. |
| •• / •• | 🔴 RADAR 1 FEWER REROLL ALLOWED. |
| ••• / ••• | 🔴 .50 CAL TURRET CANCEL 1 🟢 DURING RESOLVE |

🔴 MIDSHIP WATERLINE

| | |
|-----------|--|
| • / • | 🔴 RADIO 🟢'S CANNOT BE REROLLED DURING PHASE 1. |
| •• / •• | 🔴 FUEL CANCEL 1 🟢 DURING RESOLVE. |
| ••• / ••• | 🔴 HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



🔴 STERN UPPER

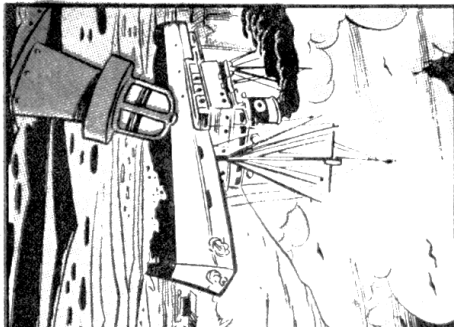
| | |
|-----------|--|
| • / • | 🔴 TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| •• / •• | 🔴 CREW -1 WHITE DIE. |
| ••• / ••• | 🔴 ZOMM CANNON CANCEL 1 🟢 DURING RESOLVE. |

🔴 STERN WATERLINE

| | |
|-----------|--|
| • / • | 🔴 ENGINE CANCEL 1 🟢 DURING RESOLVE. |
| •• / •• | 🔴 CREW -1 WHITE DIE. |
| ••• / ••• | 🔴 HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

M1: These freighters flying Chinese colors might not be what they seem. Color in the 1 to start. Color in other hexes as you move to them.

You can only move into hexes adjacent to colored hexes and you must have rolled the requirement to enter it. You can move into (color) multiple white hexes if you have right dice rolls.

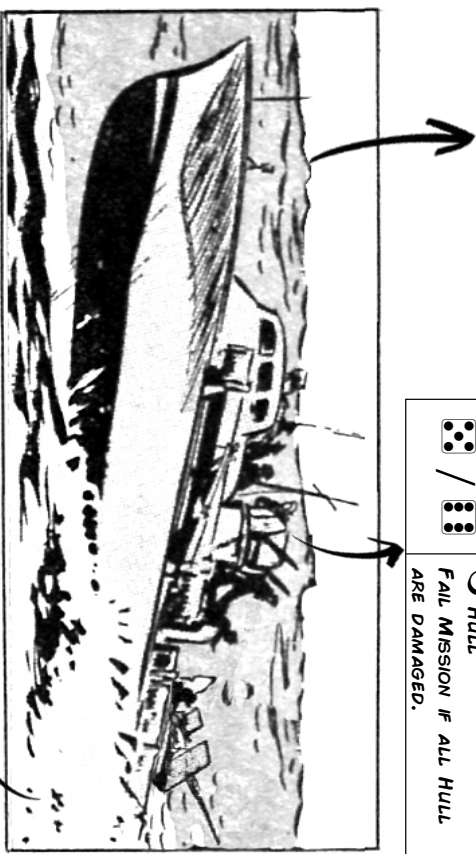


- TARGETED - IMMEDIATELY TAKE ONE RANDOM DAMAGE.
- DECEPTION - DISCARD 1 VALOR RESULT.
- CLEAR - NOTHING BAD HAPPENS.

MISSION 11 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 26 Mission 8 Storm. If Mission 8 is completed, go to Pg 8 Mission 3 Air Attack instead. Repair 2 damage, but copy the rest.
 MISSION FAILED! Color in this Spread. Then advance to Pg 26 Mission 8 Storm. If Mission 8 is completed, go to Pg 8 Mission 3 Air Attack instead. Repair 3 damage, but copy the rest.

MISSION 5 MIDNIGHT BLOCKADE RUN

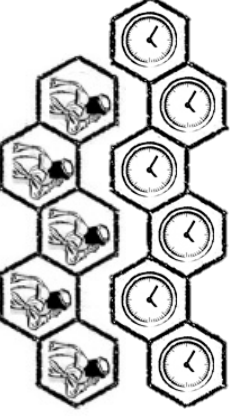
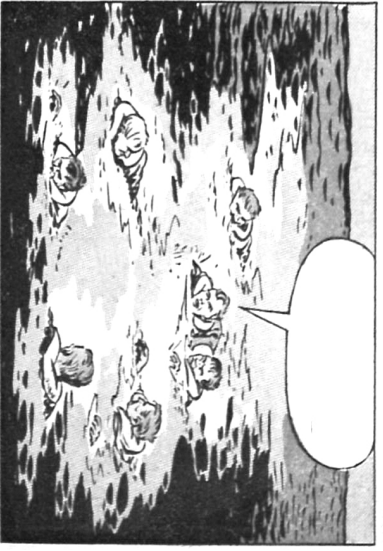
| | | | |
|---|--|---|--|
| 👉 BOW UPPER | | 👉 MIDSHIP UPPER | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> COCKPIT CANNOT USE SKIPPER'S TRAIT | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 🎲 DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADAR 1 FEWER REROLL ALLOWED. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 🎲 DURING RESOLVE |
| 👉 BOW WATERLINE | | 👉 MIDSHIP WATERLINE | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> BILGE CANNOT USE BILGE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADIO 'S CANNOT BE REROLLED DURING PHASE 1. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> FUEL CANCEL 1 🎲 DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



| | | | |
|---|---|---|---|
| 👉 STERN UPPER | | 👉 STERN WATERLINE | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> TORPEDOS REQUIRED FOR CONVOY STRIKE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> ENGINE CANCEL 1 🎲 DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> 20MM CANNON CANCEL 1 🎲 DURING RESOLVE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 8 STORM

M7: Rescue as many sailors as possible in 6 turns. Rescuing requires a Maneuver + Command + Valor. Gain 1 Valor for each rescued sailor. Gain the Navy Unit Commendation if you rescue 5 sailors without failing the Mission.



- **ALREADY DEAD - DISCARD ALL MANEUVER, COMMAND, AND VALOR RESULTS THIS TURN.**
- **ENGINE FIRE - INCREASE FLOOD LEVEL BY 2.**
- **FOG - DISCARD TWO COMMAND RESULTS THIS TURN.**
- **NO TIME - IMMEDIATELY FILL IN A TIME HEX.**
- **CLEAR - NOTHING BAD HAPPENS.**



MISSION 7 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 22 Mission 17 Turkey Shoot. Repair 2 damage but copy the rest.
MISSION FAILED! Color in this Spread, Erase any dots under your Stars for this mission. Then advance to Pg 22 Mission 17 Turkey Shoot. Repair 2 damage but copy the rest.

MISSION 8 STORM

| BOW UPPER | | MIDSHIP UPPER | |
|---|--|---|---|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> COCKPIT CANNOT USE SKIPPER'S TRAIT | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADAR 1 FEWER REROLL ALLOWED. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 <input type="checkbox"/> DURING RESOLVE |
| BOW WATERLINE | | MIDSHIP WATERLINE | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> BLIGE CANNOT USE BLIGE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADIO 'S CANNOT BE REROLLED DURING PHASE 1. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> FUEL CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



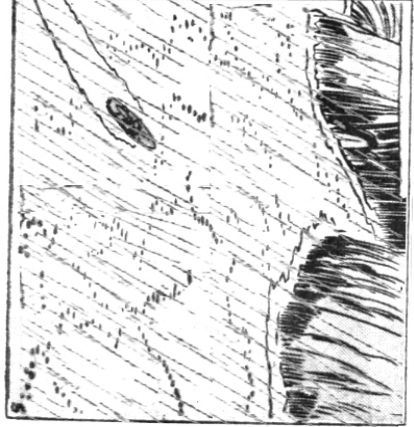
| STERN UPPER | | STERN WATERLINE | |
|---|--|---|---|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> TORPEDOES REQUIRED FOR CONVOY STRIKE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> ENGINE CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> 20MM CANNON CANCEL 1 <input type="checkbox"/> DURING RESOLVE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 7 RESCUE

M8. Survive the storm for 6 turns.
Take 1 Waterline damage of your choice at the end of each turn that you do not have a combination of at least 1 Maneuver and 1 Command.



- ROGUE WAVE - INCREASE FLOOD LEVEL BY 2.**
- ENGINE FLOOD - EACH MANEUVER RESULT ALSO COUNTS AS A FLOOD.**
- FOG - DISCARD TWO COMMAND RESULTS THIS TURN.**
- CLEAR - NOTHING BAD HAPPENS.**



MISSION 8 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 12 Mission 5 Midnight Blockade. If Mission 5 is completed, go to Pg 32 Mission 15 Landing Support instead. Repair 3 damage, but copy the rest.
MISSION FAILED! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Pg 12 Mission 5 Midnight Blockade. If Mission 5 is completed, go to Pg 32 Mission 15 Landing Support instead. Repair 3 damage, but copy the rest.

BOW UPPER

| | |
|---|---|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> COCKPIT CANNOT USE SKIPPER'S TRAIT |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

BOW WATERLINE

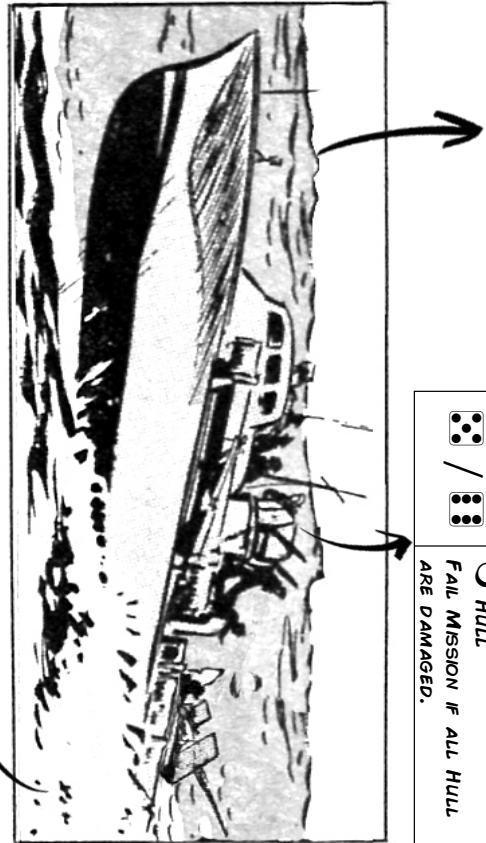
| | |
|---|--|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> BILGE CANNOT USE BILGE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MIDSHIP UPPER

| | |
|---|---|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADAR 1 FEWER REROLL ALLOWED. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 DURING RESOLVE |

MIDSHIP WATERLINE

| | |
|---|---|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADIO 'S CANNOT BE REROLLED DURING PHASE 1. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> FUEL CANCEL 1 DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



STERN UPPER

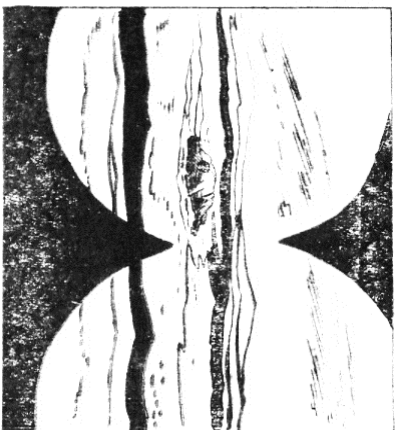
| | |
|---|---|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> 20MM CANNON CANCEL 1 DURING RESOLVE. |

STERN WATERLINE

| | |
|---|--|
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> ENGINE CANCEL 1 DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 12 MAJOR BATTLE SKIRMISH

Forced to abandon your boat with serious injuries, you float for many days before being rescued... You're awarded the Purple Heart for the significant wounds suffered during your final battle. You find it difficult to walk and to speak. You end your service alone and broken. Gain the WWII Victory Medal.

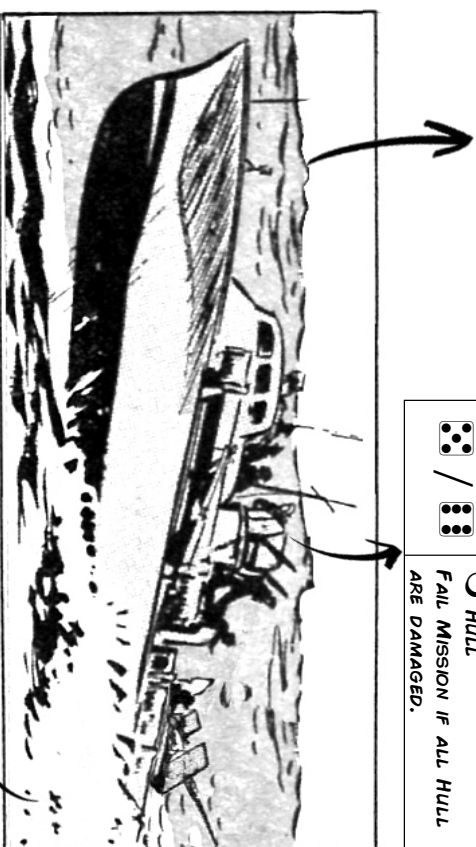


| | |
|---|---|
| Bow Upper | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> Cockpit CANNOT USE SKIPPER'S TRAIT |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. |

| | |
|---|--|
| Bow Waterline | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> BULGE CANNOT USE BULGE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

| | |
|---|--|
| Midship Upper | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADAR 1 FEWER REROLL ALLOWED. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 <input type="checkbox"/> DURING RESOLVE |

| | |
|---|--|
| Midship Waterline | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADIO <input type="checkbox"/> 'S CANNOT BE REROLLED DURING PHASE 1. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> FUEL CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

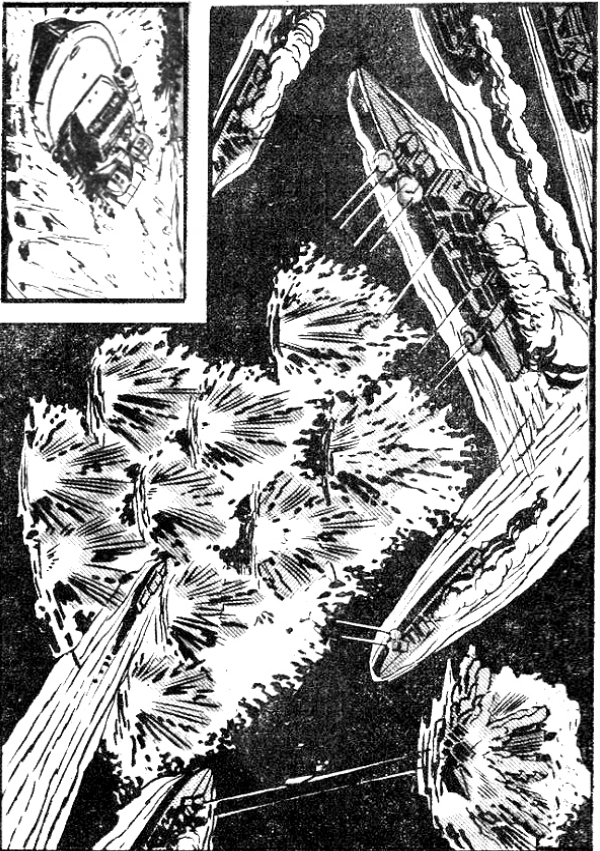


| | |
|---|---|
| Stern Upper | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> TORPEDOES REQUIRED FOR CONVOY STRIKE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> 20MM CANNON CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |

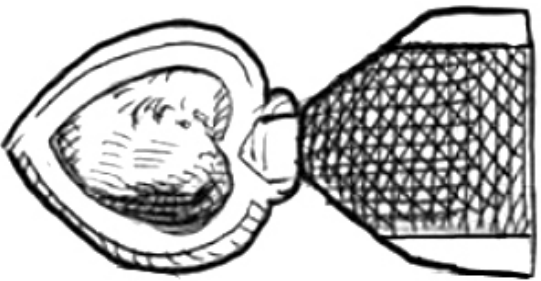
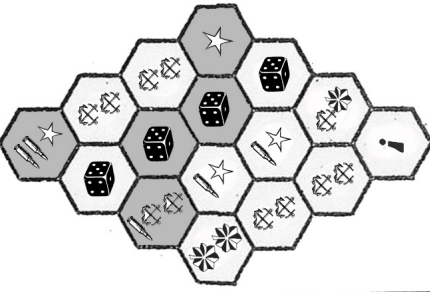
| | |
|---|--|
| Stern Waterline | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> ENGINE CANCEL 1 <input type="checkbox"/> DURING RESOLVE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

MISSION 16 SHELL SHOCK

M12. Fill in all hexes that contain stars. You may complete multiple adjacent white hexes during one turn. Some hexes require at least 1 Black die to complete that hex. Color in the 1 to start. Color in other hexes as you move to them. You can only move into hexes adjacent to colored hexes and you must have rolled the requirement to enter it. You can move into (color) multiple white hexes if you have right dice rolls. You must use 1 white die (2-5) to enter a Black die hex. You can only enter 1 grey hex per turn. There is no time limit for this mission.



- FOCUS FIRE -**
IMMEDIATELY TAKE
TWO RANDOM
DAMAGE.
- MISFIRE -**
DISCARD ALL
WEAPON RESULTS
THIS TURN.
- HULL LEAK**
- INCREASE FLOOD
LEVEL 2.
- CLEAR -**
NOTHING BAD
HAPPENS.

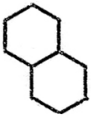
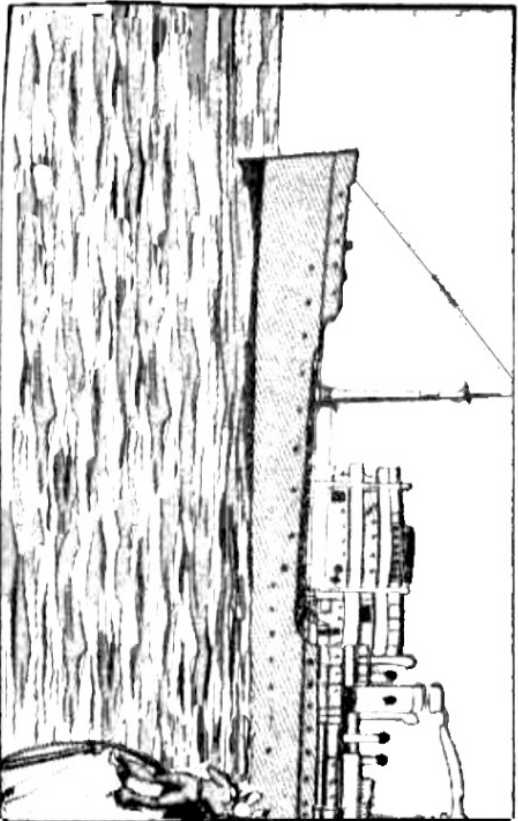


MISSION 12 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 4 Mission 1 R&R. If R&R is completed, go to Pg 14 Mission 7 Rescue instead. Repair 3 damage. Copy the rest.

MISSION FAILED! Color in this Spread, erase all Stars gained on your Commander Spread and mark a Failure box there. Then advance to Pg 4 Mission 1 R&R. If R&R is completed, go to Pg 14 Mission 7 Rescue instead. Repair 3 damage. Copy the rest.

MISSION 17 TURKEY SHOOT

M10. Make sure the ship arrives safely.
START This scenario with the **Radar damaged** if it isn't already.
 You win this Mission only after you roll and resolve a small straight (1-5, or 2-6) twice.
 You can still use your Command rerolls or other items to adjust your dice results as usual.
 You may abandon the mission at any time and take a mission fail.



- **TARGETED - IMMEDIATELY TAKE ONE RANDOM DAMAGE.**
- **ENGINE FLOOD - EACH MANEUVER RESULT ALSO COUNTS AS A FLOOD.**
- **REEF - WATERLINE DAMAGE OF YOUR CHOICE.**
- **CLEAR - NOTHING BAD HAPPENS.**



MISSION REPORT:

MISSION 10 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 28 Mission 11 Inspect Neutral Ships. If Mission 11 is completed, go to Pg 8 Mission 3 Air Attack instead. Repair 2 damage, but copy the rest.
MISSION FAIL! Color in this Spread. Then advance to Pg 28 Mission 11 Inspect Neutral Ships. If Mission 11 is completed, go to Pg 8 Mission 3 Air Attack instead. Repair 3 damage, but copy the rest.

| | |
|--|---|
| <p>➤ BOW UPPER</p> <p>○ COCKPIT CANNOT USE SKIPPER'S TRAIT</p> <p>○ CREW -1 WHITE DIE.</p> <p>○ LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION.</p> | <p>➤ MIDSHIP UPPER</p> <p>○ .50 CAL TURRET CANCEL 1 DURING RESOLVE.</p> <p>○ RADAR 1 FEWER REROLL ALLOWED.</p> <p>○ .50 CAL TURRET CANCEL 1 DURING RESOLVE</p> |
| <p>➤ BOW WATERLINE</p> <p>○ BULGE CANNOT USE BULGE.</p> <p>○ CREW -1 WHITE DIE.</p> <p>○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED.</p> | <p>➤ MIDSHIP WATERLINE</p> <p>○ RADIO 'S CANNOT BE REROLLED DURING PHASE 1.</p> <p>○ FUEL CANCEL 1 DURING RESOLVE.</p> <p>○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED.</p> |



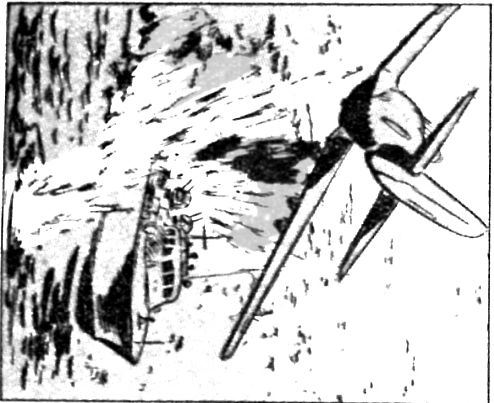
| | |
|--|--|
| <p>➤ STERN UPPER</p> <p>○ TORPEDOES REQUIRED FOR CONVOY STRIKE.</p> <p>○ CREW -1 WHITE DIE.</p> <p>○ 20MM CANNON CANCEL 1 DURING RESOLVE.</p> | <p>➤ STERN WATERLINE</p> <p>○ ENGINE CANCEL 1 DURING RESOLVE.</p> <p>○ CREW -1 WHITE DIE.</p> <p>○ HULL FAIL MISSION IF ALL HULL ARE DAMAGED.</p> |
|--|--|

MISSION TO SUPPLY ESCORT

M17. The Japanese send suicide aircraft after you and the fleet around Okinawa in final desperation. You must survive 6 rounds. Each round you must roll at least one Maneuver + Weapon, or one Command + Valor. You immediately fail if you end a round without either of those results.



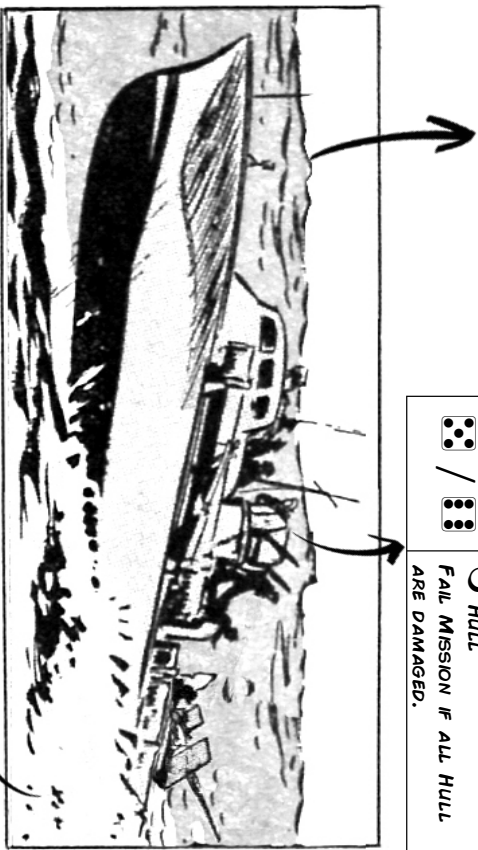
- STRAFING RUN - EACH COUNTS AS 1 FLOOR.
- TARGETED - TAKE ONE RANDOM DAMAGE.
- CLEAR - NOTHING BAD HAPPENS.



MISSION REPORT:

MISSION 17 SUCCESS! Color in this Spread, fill in all Stars gained on your Commander Spread. Then advance to Pg 20 Mission 14 Victory!
MISSION FAILED! Color in this Spread, fill in all Stars gained on your Commander Spread even though you Failed. Then advance to Pg 34 Mission 13 Stranded.

| | | | |
|---|--|---|---|
| 🔴 Bow Upper | | 🔴 Midship Upper | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> COCKPIT CANNOT USE SKIPPER'S TRAIT | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 🎲 DURING RESOLVE. |
| <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> RADAR 1 FEWER REROLL ALLOWED. |
| <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> LIFE BOAT POSSIBLE EFFECT FOR FAILED MISSION. | <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> .50 CAL TURRET CANCEL 1 🎲 DURING RESOLVE |
| 🔴 Bow Waterline | | 🔴 Midship Waterline | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> BILGE CANNOT USE BILGE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> RADIO S CANNOT BE REROLLED DURING PHASE 1. |
| <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> FUEL CANCEL 1 🎲 DURING RESOLVE. |
| <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. | <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |



| | | | |
|---|---|---|---|
| 🔴 Stern Upper | | 🔴 Stern Waterline | |
| <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> TORPEDOES REQUIRED FOR CONVOY STRIKE. | <input type="checkbox"/> / <input type="checkbox"/> | <input type="checkbox"/> ENGINE CANCEL 1 🎲 DURING RESOLVE. |
| <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. | <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> CREW -1 WHITE DIE. |
| <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> 20MM CANNON CANCEL 1 🎲 DURING RESOLVE. | <input checked="" type="checkbox"/> / <input checked="" type="checkbox"/> | <input type="checkbox"/> HULL FAIL MISSION IF ALL HULL ARE DAMAGED. |

M14. The Japanese have surrendered. You are given the honorable task of escorting the U.S.S. Missouri into Tokyo harbor. You have one turn to roll as many Valor as you can. Discard the Black die and 6s during this mission. Gain the WWII Victory Medal.



MISSION 14 VICTORY

