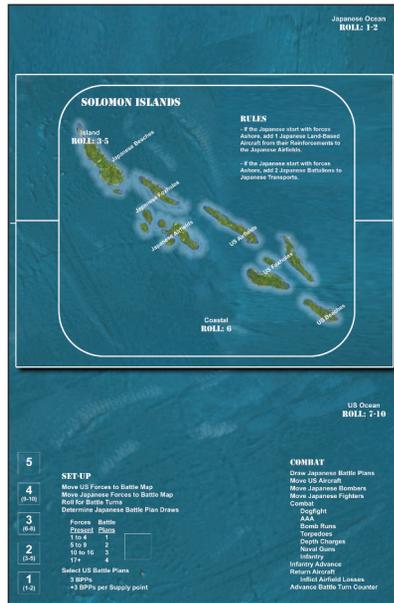




Fleet Commander Nimitz - Island Battle Sheets

To use these components with your Fleet Commander Nimitz game, select the Island Battle Sheet with the name of the area where the battle is taking place. Place the named Battle Sheet on top of the game's normal 11" x 17" Battle Sheet so it overlays the same area.

Example: If the battle is taking place in the Solomon Islands, use the Solomon Islands' Battle Sheet, and place it as shown.



These individualized Battle Sheets give the Japanese forces additional abilities, and will make your games more challenging.

Some Battle Sheets show water separating the land areas of the Battle Sheet. This is for artistic purposes only, forces move and attack as normal.

The term "Island" is a generic term that applies to whole and partial island land masses.

If a notation calls for the placement of Forces that are not available, ignore

the notation.

Explanation of Battle Sheet Notations

In all cases, ignore the instruction if you cannot perform it.

"Add x Japanese..." - At the start of the battle, place the indicated forces in the noted area of the Battle Sheet. These instructions will also dictate where to gather the forces from. Gather the forces randomly from that source.

"Fortification counters" - Use the counters provided in the "War Expansion" or any spare counters.

If the Japanese Hold the Island, the Japanese begin each Campaign Turn with the noted number of Fortification counters on the Island, even if some were discarded in a previous Campaign Turn.

Island Fortification counters are in addition to any Fortification counters placed due to the "War Expansion".

Discard 1 Fortification counter each time a Japanese Infantry is about to suffer a Hit, instead of inflicting the Hit on the Infantry.

"Freely add..." - At the start of the battle, add the noted US forces to the indicated area of the Battle Sheet. These forces do not cost you Supplies, and they remain in play if they survive the battle.

"If the Japanese begin with forces Ashore..." - If the Japanese begin the battle with Infantry or Land-Based Aircraft Ashore, perform the indicated instructions.

If the Island Battle Sheet adjusts the Japanese Resupply Orders counter, move their Orders counter along their Orders track the indicated number of spaces at the start of the Battle. This is cumulative for each Island that had this effect.

Example: During the Campaign Turn, you have a battle in Alaska (advance by 3), New Caledonia (advance by 1), and Samoa (advance by 2). Advance the Japanese Resupply Orders' counter 6 spaces.

"If the US has never Held the Island this game" - This general condition will have one or more sub-rules. These sub-rules only apply if the US have never Held the Island during the game.

"Inflict a Hit on US Infantry..." - Each time you are about to inflict a Hit on Japanese Infantry during the battle, you must also inflict a Hit on US Infantry, if any are present in the battle. You apply the Hit to the US Infantry even if the Hit is absorbed by a Fortification counter.

"Invader may not have Airfields..." - The Invader is the Nation that does not Hold the Island. The Invading nation may not have Airfields (and Land-Based Aircraft) on the Island until they Hold the Island.

Such Islands are indicated by only having one "Airfield" area on their Battle Sheet.

If a Campaign set-up sheet has the US starting with Land-Based Aircraft on a Island with this limitation, and the US does not Hold the Island, place those Land-Based Aircraft in any areas with the available Airfield space to hold them.

"Japan Battle Plans" - Draw the indicated number of extra Battle Plans for the Japanese. The instructions will usually say to do so on the first turn, or for every turn of the battle.

"Place new arriving..." - At the start of the battle, place the indicated nation's forces in the noted area on the Battle Sheet.

"The US may not..." - Your actions during the battle are limited as noted.

"The US may not move more than..." - You are limited in the number of the noted Ship, Land-Based Aircraft, or Infantry forces you can move each Battle Turn from one noted area on the Battle Sheet to the other noted area.

