



20th Air Force Seq of Play

1 IJAAF Start Turn: - page 5

- Move AA using New Grp Placement.
- Reinforce Core Area (+3 - Strongest grp in strongest track to the weakest track).
- Bring on New Groups +1 Squadron.

2) USAAF Start Turn - page 6

- Bring on New Groups +1 Squadron.
- USAAF restore from RTB, ½ RTB Squadrons for turn 1-8, then all from turn 9 onward.
- Add Manufacture from 'Dead Pile', as per Player Aid.

3) Add/Remove Bombing Campaign - page 6

- Underlined: are New,
- Red: Ending next turn,
- (bracketed): Ending and remove.

4) NAVY Attack / Mission Construction: - page 6

- **NAVY Attack** - Turn 11. D6 Player Aid 2 to 6
- **USAAF Mission Construction** -

5) Execute Missions: - page 13

- ½ Air / AA fire if High Altitude mission.
- Shift USAAF combat if Training Research not completed.
- No AA fire, only Air for Mine Laying.
- Reduce IJAAF units counted in Air Combat due to Oil Intercept modifier.
- Aggregate AA if no IJAAF. (page 17)
- Apply **A/O/I/H** hits to your area of choice.

6) Score - page 7

- Score Minor Campaigns - move left for Bombed, then right for not bombed.
- Check for 15 Destroyed Minor Cities.

7) Tally Air / Oil / Infrastructure Damage - page 8

- Combine the **A/O/I** damage from the 6 major city locations and record on the Japan Industry Damage Chart.

8) IJAAF Manufacture - page 8

- Check AIR Production damage on Industry Damage for Production level column.
- Roll D6 on IJAAF Manufacture.
- First to add is Groups units from 'Dead Pile' starting with the WEAKEST (not Strongest like in the 8th Air Force game).
- Place all collected Groups one at a time, empty sectors first strongest to empty sectors then IJAAF New Grp placement table.
- Then place IJAAF squadron units to Priority Groups (Least attached squadrons, then groups with highest Combat Value, then lowest number track).

9) USAAF Research Phase - page 9 or section in page 12

- Return Destroyed Groups if any, 2 per Research Pt.
- Cannot save or accumulate Research Pts.
- Training - removed USAAF combat shift.
- Recon - use column 3 Random.
- Incendiary - place markers, all bombing now destroys a % of the city. (page 17)
- Tracks can't be repaired after Incendiary.

10) Japanese Bomb Repair - page 9-10

- At start only Major City Repair - skip others.
- **Bombing Campaign** - roll 2D6 remove matching Damage counters.
- **Minor City Restoration** - count the number of burned (not nuked) cities and roll on table.
- Add +1 if no MPD (page 18).
- You pick repair City. Must be one per track before a 2nd Minor city is repaired in a track.
- **Major City Restoration** - After MPD.
- **Major City *REPAIR*** - roll D6 on Major City repair modifying the die roll by Infrastructure Damage track using the correct column.
- Apply Result
 - Every Industry Damage below Min, add 1 pt.
 - Then, to the ONE city with most damage - excess Damage repair is lost.
 - If two major Cities are tied for damage repair lowest major city number.
 - Apply Damage **REPAIR** to the left most **A/O/I/H** tracks.