

Carrier Strike!

Players put a disk on the base of 3 planes for each carrier indicating torpedo bombers (TBs). Empty bases indicate fighters. Then they place their carriers on the map, in any orientation, on their half of the board.

Roll the die to find the direction **from which** the wind is blowing; 1 is north, then clockwise around a hex. An even number means red moves first, odd - yellow.

The forward arrow on a carrier must be pointing in the direction from which the wind is blowing to be able to launch aircraft. Each carrier may launch 1 plane every turn the carrier is pointing into the wind.

When a TB takes off, the owning player puts a torpedo on its base. To launch a torpedo, the TB must move forward 1 hex and place its torpedo in the hex in front of it. Each turn the torpedo must move forward 1 hex until it hits a carrier, travels 8 hexes and hits nothing, or goes off the edge of the map.

Each turn a player follows this sequence: 1) Remove from the board his airborne torpedo bombers that are without torpedoes; 2) Move torpedoes in the water, move airborne planes, and launch torpedoes; 3) Move carriers and launch planes; 4) Resolve air combat.

No piece may move off the board. Airborne planes must move.

TBs may move forward 1 hex, or turn 1 hexside and move 1 hex.

Fighters may move forward 1 or 2 hexes, or turn 1 hexside and move 1 hex.

Carriers can stay in place; move forward 1 hex; turn 1 hexside (60 degrees) on their center hex and move forward 1 hex; or move up 1 hex and turn 1 hexside.

No piece of any kind may move to enter the same hex as any other piece.

Only fighter planes may attack enemy planes, and only in these positions:



Opposing planes may be adjacent or have 1 hex between them. To determine the outcome of air combat, use this table:

DEFENDER	ATTACK TYPE	
Fighter	Head-to-head	Both draw cards: low card dies; even cards – both die
Fighter	In-line tail shot	Attacker draws card – 3 to 5 kills
Fighter	Angled tail shot	Attacker draws card – 4 to 5 kills
Red bomber	Head-to-head	Both draw cards: low card dies; even cards – both die
Red bomber	In-line tail shot	Both draw cards: Fighter kills with 2 to 5 Defender kills with 5
Red bomber	Angled tail shot	Both draw cards: Fighter kills with 3 to 5 Defender kills with 5
Yellow bomber	Head-to-head	Defender dies
Yellow bomber	In-line tail shot	Both draw cards: Fighter kills with 2 to 5 Defender kills with 5
Yellow bomber	Angled tail shot	Both draw cards: Fighter kills with 3 to 5 Defender kills with 5

All yellow torpedoes score hits on carriers. When a red torpedo reaches a carrier, the red player draws a card: 3 to 5 scores a hit; 1 or 2 misses. Torpedoes that hit are placed on the carrier's deck.

The first torpedo hit on a carrier stops it from moving or turning. The second torpedo hit on a carrier sinks it with all remaining planes on deck. Planes may still take off from a carrier with 1 hit on it. Sunk carriers remain on the board.

When there are only 4 cards left in a player's deck of cards, he reshuffles all his cards.

The game ends when no more torpedoes can be launched.

The winner of the game is the player with the most hits on enemy carriers.