

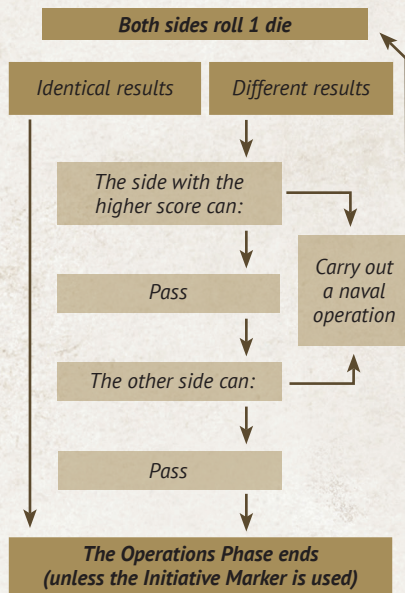
Player Aid

Game Set Up

1. **Japan:** Place all Japanese ship counters faceup (intact side) in the harbor space of the port of Japan. Place the six Army meeples, the Initiative Marker, and the Port Arthur Blockade Marker next to the gameboard.
2. **Russia:** Place the ship counters faceup (intact side) in the corresponding harbors according to their fleet (blue anchor: Port Arthur, orange anchor: Vladivostok). Place the ship counters of the Baltic Fleet in the corresponding boxes of the Game Turn Track (4 or 5, depending on the number on the counter).
3. Place the Turn Marker on space 1 of the Game Turn Track. Place the CP marker on space 0 of the CP track.

Sequence of Play

1. **Arrival Phase of the Baltic Fleet**
Only in turns 4 and 5, the ships belonging to the Baltic Fleet are placed in the harbor of Diego Suarez.
2. **Sortie Phase of the Japanese Fleet**
The Japanese take all, some, or none of their ships out of the port of Japan.
3. **Sortie Phase of the Russian Fleet**
The Russians take all, some, or none of their ships out of the ports of Vladivostok, Port Arthur and/or Diego Suarez.
4. **Operations Phase**
Both sides conduct their naval operations with their squadrons.
5. **Scoring Phase**
Both sides perform the following actions simultaneously and in this order:
 - a. Control of maritime zones.
 - b. Blockade of Port Arthur.
 - c. Disembarkation of troops / sinking of troop transports.
6. **Return to Port Phase**



Sortie Phase

- Intact or damaged ships may enter any maritime zone adjacent to the port they are in.
- Intact ships may move one additional maritime zone.
- Damaged ships can be moved into the shipyard space of their port.
- The Japanese may place one Army meeple on each of the two landing spaces.

Naval Operation (NAVO)

1. Move a squadron.
2. Engage in a naval battle.
3. Pass.

Squadron Speed (SS)

Squadron = all the ships of one side in a maritime zone.

SS = the speed factor of the slowest ship in the squadron.

Movement check: roll 1 die, result equal or less than SS = success; the squadron can move.

Naval Battle

1. Determination of the first and second players: The 1st player is the one whose squadron has the highest SS. In case of a tie, the defender is the first player.
 2. First player fires:
Roll one to six dice.
Sum \leq SFP: hits on target = number of dice rolled.
Doubles (2 identical results) = 1 critical hit.
3 identical results = 2 critical hits.
Sum $>$ SFP: hits on target = number of dice whose sum is $<$ SFP, no critical hits.
Hits on target: flipping an intact ship to its damaged side (back) = 1 hit. Sinking a damaged ship = the number of hits equal to its defense.
Critical hit: flipping an intact ship to its damaged side or sinking a damaged ship.
 3. Second player fires:
Same as above.
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