

Turkey Shoot



5

In case of victory
Opponent Lose
2 FLEET

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General McArthur



5



2

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Break Japanese Code



5

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P-38 Lightnings



4

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Admiral Nimitz



4

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Swift PT Boats



1



1

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Radar



3

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Lack of Convoy Protection

Japanese
IC -1

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Attrition

Opponent Lose
1 FLEET

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US Sub Campaign

Japanese IC -1

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Waken a Sleeping Giant

USA IC+1

Draw 1 card more during the next turn

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Germany surrenders

USA IC+1

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Midway

  In case of victory Opponent Lose 2 FLEET

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Marianas

  In case of victory Opponent Lose 2 FLEET

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Dolittle Raid

Opponent Draw 1 Less card next turn

You Draw 1 more card next turn

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Roosevelt

 

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American Might

USA IC+1

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Attack Merchant Marine

Japanese IC -1

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Marines



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Island Hopping



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Draw 1 more
Card next turn

British Royal Navy



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Grumman Hellcats



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Corsair Fighters



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B-17 Flying Fortresses

Opponent Lose
1 FLEET

Opponent Draw
1 less card
next turn

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Dauntless Dive Bombers



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Devastator Torpedo Bombers



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Hiroshima & Nagasaki

USA wins the
game if turn 10
or later

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Super Battleship



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Yamamoto



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Admiral Koga



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Imperial Japanese Navy



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Midget Subs



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Sneak Attack



In case of victory
Opponent Lose
2 FLEET

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Long Lance Torpedoes



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Zero Fighters



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Kamikazes



Opponent Lose
1 FLEET

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Spirit of Bushido



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Zeke Fighters



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Tokyo Express

Japanese IC+1

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Occupy Dutch East Indies

In case of victory
Japanese IC+1

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Conquer SE Asia

In case of victory
Japanese IC+1

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Take French Indochina

In case of victory
Japanese IC+1

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Invade Philippines

In case of victory
Japanese IC+1

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Human Bombs

Opponent Lose
1 FLEET

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Divine Wind

Opponent Lose
1 FLEET

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Val Dive Bombers



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Kate Torpedo Bombers



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Japanese Fortifications

If you lose battle,
opponent lose
1 FLEET

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Dominate the Seas

In case of victory
Japanese IC+1

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Capture Malaya

In case of victory
Japanese IC+1



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Masters of Infiltration



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Cause Panic and Confusion



Opponent draws
2 less cards
next turn

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Carriers



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Battleships



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Spies



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Secret Mission



Draw 1 more card next turn

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Flying Boat



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Guerrillas



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Propaganda

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Invasion Force



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Expeditionary Force



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Headquarters



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Flagship



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Radio



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Bombing Raid



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Overcomplicated Plan



In case of victory
Opponent Lose
1 FLEET

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Gross Miscalculation



In case of victory
Opponent Lose
1 FLEET

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Diversionsary Force



Opponent draws
1 less card
next turn

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Search Planes



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Night Battles



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Lure Opponent



In case of victory
Opponent Lose
2 FLEET

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Great Victory



In case of victory
Opponent Lose
2 FLEET

Better Pilots



4

Coral Sea



In case of victory
Opponent Lose
1 FLEET

Guadalcanal



In case of victory
Opponent Lose
1 FLEET

Leyte Gulf



In case of victory
Opponent Lose
2 FLEET

Iwo Jima



You Lose
1 FLEET
Opponent Lose
2 FLEET

Okinawa



Lose
1 FLEET
Opponent Lose
2 FLEET

Escort Carriers



4

Airbases



4

Mines

Opponent Lose
1 FLEET

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Submarines

Opponent Lose
1 FLEET



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Cruisers and Destroyers

You draw
1 more card
next turn



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Battle Fleet



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Air Superiority



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Light and Medium Tanks



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Artillery



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Infantry



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Fail to Act



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Vastness of the Pacific

Opponent draws
1 less card
next turn

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Bad Weather

Opponent draws
1 less card
next turn

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Trap



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Mass Production

IC +1

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Carrier Planes



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Photographic Reconnaissance



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Tide has Turned



In case of victory
Opponent Lose
1 FLEET

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Garrison



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Wreck Communications



Opponent draw
2 less cards
next turn

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