

# 1931 Japanese Order of Appearance

## TURN 1

Yokosuka Repair Capacity **4 per turn**

All new units arrive in Yokosuka.  
Returning Air/Land Units arrive in any friendly Major Port

### YOKOSUKA

Akagi 2 1 3 6	Kaga 2 1 2 5	Hosho 1 0 1 4	Mutsu 5 5 4	Nagato 5 5 4	Fuso DAMAGED 4 4 4 4	Yamashiro DAMAGED 4 4 4 4	Ise DAMAGED 3 4 4 4	Hyuga 4 4 4	Haruna 4 2 6	Kongo 4 2 6
Hiei 4 2 6	Kirishima 4 2 6	Myoko 1 2 7	Nachi 1 2 7	Ashigara 1 2 7	Haguro 1 2 7	I-Boat 1 0 *	Yokosuka 0 3 3			

### TRUK

Aoba 1 1 7	Kinugasa 1 1 7	Furutaka 1 1 7	Kako 1 1 7	Oi 1 0 7	Kitakami 1 0 7	21 Air Flot 3 4 *
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**STARTING CONTROL**

Japanese Islands	Yokosuka	Okinawa
Marianas	Truk	Saipan
Marshalls		Maloelap
		Kwajalein

## TURN 2

Atago 1 2 7	Takao 1 2 7
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## TURN 3

Maya 1 2 7	Chokai 1 2 7
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RETURNING AIR/LAND UNITS FROM TURN 1

## TURN 4

Ryujo 2 0 1 5	RETURNING AIR/LAND UNITS FROM TURN 2
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## TURN 5

Kure 0 3 3	RETURNING AIR/LAND UNITS FROM TURN 3
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## TURN 6

22 Air Flot 3 4 *	RETURNING AIR/LAND UNITS FROM TURN 4
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## TURN 7

Sasebo 0 3 3	RETURNING AIR/LAND UNITS FROM TURN 5
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## TURN 8

RETURNING AIR/LAND UNITS FROM TURN 6

## TURN 9

Mikuma 1 1 8	Mogami 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 7
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# 1935 Japanese Order of Appearance

## TURN 1

Yokosuka Repair Capacity **6 per turn**

All new units arrive in Yokosuka.  
Returning Air/Land Units arrive in any friendly Major Port

### YOKOSUKA

Akagi 4 1 3 6	Ryujo 2 0 1 5	Hosho 1 0 1 4	Mutsu DAMAGED 4 5 5 4	Nagato DAMAGED 3 5 5 4	Fuso 4 4 4	Yamashiro 4 4 4	Ise DAMAGED 2 4 4 4	Hyuga DAMAGED 2 4 4 4	Kongo DAMAGED 1 4 3 6	Haruna DAMAGED 1 4 3 6	Hiei DAMAGED 1 4 3 6
Kirishima DAMAGED 1 4 3 6	Myoko 1 2 7	Nachi 1 2 7	Ashigara 1 2 7	Haguro 1 2 7	Atago 1 2 7	Takao 1 2 7	Maya 1 2 7	Chokai 1 2 7	I-Boat 1 0 *	Yokosuka 0 3 3	Kure 0 3 3

### TRUK

Aoba 1 1 7	Kako 1 1 7	Kinugasa 1 1 7	Furutaka 1 1 7	Oi 1 0 7	Kitakami 1 0 7	21 Air Flot 3 4 *
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**STARTING CONTROL**

Japanese Islands	Yokosuka	Okinawa
Marianas	Truk	Saipan
Marshalls		Maloelap
		Kwajalein

## TURN 2

Kaga 4 1 2 5	Mikuma 1 1 8	Mogami 1 1 8
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## TURN 3

22 Air Flot 3 4 *	Sasebo 0 3 3	RETURNING AIR/LAND UNITS FROM TURN 1
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## TURN 4

Soryu 3 1 2 8	RETURNING AIR/LAND UNITS FROM TURN 2
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## TURN 5

Suzuya 1 1 8	Kumano 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 3
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## TURN 6

RETURNING AIR/LAND UNITS FROM TURN 4

## TURN 7

23 Air Flot 3 4 *	RETURNING AIR/LAND UNITS FROM TURN 5
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## TURN 8

Tone 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 6
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## TURN 9

Chikuma 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 7
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## TURN 10

Hiryu 3 1 1 8	RETURNING AIR/LAND UNITS FROM TURN 8
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