

## **HOW IT WORKS**

The problem I've had with Cyberboard while designing is that it does not allow invisible sheets. If it did I could do this much as the game is played on the table and all would be well. Well, it doesn't, but it does allow concealed trays, and while this is less than optimal it does work.

The important feature of the concealed trays used in this gamebox is that all the activity in them is concealed from one's opponent. If the counters are placed on the battleboard any attached text is invisible as well.

## **THE MAP BOARD**

Most of the layout on the map is self-explanatory but instead of the two maps of the table-top, there is ONE map for BOTH players. BOTH sides search reports are placed on this map alongside each other but not their forces. Their locations are recorded as attached text to the force header which resides in their respective trays. Damage, likewise, is also recorded as attached text to the affected naval unit as markers cannot be placed in trays.

During play, when it is a player's turn to act, the number of Actions is determined as usual and is indicated on the Actions Remaining Track (remember not to show any bonus Actions). Actions are then declared by placing the respective action marker on the map in its desired location of effect with any required information as attached text and sending the move to one's opponent. The opponent determines success or otherwise of the action, places any markers with attached text and returns the move. The action marker is then placed on the track as a reminder. And so it goes.

Some actions, such as moves, may not require sending the move file to an opponent and some time can be saved this way.

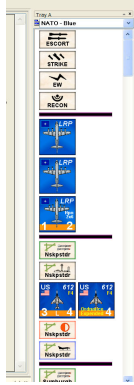
## **THE TACTICAL DISPLAY**

Again, much of the display should be self-explanatory only general procedure and differences are noted here.

When the Display is used the forces are dragged from their trays to their respective positions much as one would on the table. The one difference is that any damage markers may not be placed in the tray when the action is concluded. Instead, this damage must be recorded as attached text.

Another aspect that is different is the resolution of surface combat, which requires that the zones of each vessel must be recorded as attached text to the Zone marker provided on the Display. When this is done the text is revealed by releasing ownership of the Zone markers and placing the participating vessels on the display in some form of arrangement as indicated by the Zone markers. As a means to speed up play, only one player need enter his zones as attached text, the other player need only to arrange his forces on the display. Also, remember to take respective ownership of the Zone markers when the action is concluded.

## THE TRAYS



The best way to think of the trays is as a column stacked in order with the player's forces. These counters can be moved up and down the column, be flipped and have text attached to them (which is critical when recording damage as markers cannot be placed in trays). The general rule on order is that a unit belongs to the header it is placed beneath and the order in which they are stacked is representative of the way they would be arranged on the sheets.

First in the column are the air units headed by the air display which functions as per the sheet by dragging strike units from their airfields to directly beneath the headers which indicate their roles (see graphic to the left). After their activity they are returned to their airfield area as explained below.

Next are the airfields each composed of four headers (the spacers are placed to better break up the display and are optional) in order from top to bottom: CAP; ready; refuelling; landed. As before the air units are dragged directly beneath the header that applies to their current state.

While this all looks well and good, the problem is that the dragging can be a chore when one considers how long the list can be when a US carrier comes to the party. However the activity is limited and, so far, has not been seen to be too onerous.



Next up are the naval groups. Each is headed by a Force identifier with the left most (or face up) side indicating it's state, then the selected leader (again with it's face up side indicating wether actions are available) and then the naval units in order (ie 1, 2, 3, ..., 22). Again see the graphic to the left for an example.

Finally are the spare leaders header and sunk vessels header whose use is self-explanatory.