

# CORAL SEA

## 36.0 MORE CHARTS & TABLES

The following charts and tables couldn't be fit onto the mapsheet. Players should feel free to photocopy them if that facilitates their play of the game.

RANDOM EVENTS TABLE <i>(Roll only during day turns.)</i>	
Die Roll	Event
1	No Event
2	IJN receives one leadership chit.
3	IJN Intelligence: choose one USN unidentified TF at random; flip it to its identified side.
4	Victory Fever: if IJN panic is at one through three, it goes up a level; it's at seven through nine, it goes down a level. Otherwise, no event.
5	Command Control Foul Up: Roll a die & subtract that result from total USN CP for the turn.
6	Bad Weather: roll a die for each identified TF: on a five or six it immediately becomes unidentified. For the rest of this day and night turn, neither side may launch air strikes at more than two hex range. Scouting range is reduced by half. Place the turn marker "Bad Weather" side face up. It remains so until the end of the night turn of the same date.

## USN INTELLIGENCE TABLE

*Used during the USN Intelligence Phase against any IJN TF.*

Die Roll	Result
1-3	No Effect
4	Flip an unidentified IJN TF in the hex to its identified side; or flip face-up all ships in one identified IJN TF in the hex.*
5	Flip all unidentified IJN TF in the hex to their identified sides; or flip face up all ships in all identified IJN TF in the hex.*
6	USN gains a leadership chit.
	*Player choice in all cases.

## MOVEMENT POINTS TABLE

Ship Type	Movement Points
CV	2
CVL	2
BB	2
B	1
CA	2
CL	2
DD	2
GB	1
TR	1
CYP	1
SS	1
Dummy	2
Fast Move	+1 to Normal MA

## TERRAIN KEY

Type	Effects
All-Sea	All units may enter.
Coast	All units may enter.
All-Land Hexside	Naval units may not move across. Air units not affected.
Minor Base	All units may enter.
Major Base	Enemy naval units may not enter. Air units may attack.
To Truk	See rule 3.2.