

# ☀️ 1931 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 2 1 4 6	 Kaga 2 1 4 5	 Hosho 1 0 1 4	 Mutsu 5 5 4	 Nagato 5 5 4	 Fuso 4 4 4	 Yamashiro 4 4 4	 Ise 4 4 4	 Hyuga 4 4 4	 Kongo 4 3 6	 Haruna 4 3 6	 Hiei 4 3 6
 Kirishima 4 3 6	 Myoko 1 2 7	 Nachi 1 2 7	 Ashigara 1 2 7	 Haguro 1 2 7	 Yokosuka 0 3 3						

**STARTING CONTROL**

Japanese Islands  
Marianas  
Marshall

Yokosuka  
Truk

Okinawa  
Saipan  
Maloelap  
Kwajalein

### 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 *
-------------------	-----------------------	-----------------------	-------------------	-----------------	-----------------------	--------------------------

### MARSHALLS

 I-Boat 1 0 *
---------------------

## TURN 2

 Atago 1 2 7	 Takao 1 2 7
--------------------	--------------------

## TURN 3

 Maya 1 2 7	 Chokai 1 2 7	 Kure 0 3 3	<b>RETURNING AIR/LAND UNITS FROM TURN 1</b>
-------------------	---------------------	-------------------	---

## TURN 4

 Ryujo 2 0 1 5	<b>RETURNING AIR/LAND UNITS FROM TURN 2</b>
----------------------	---

## TURN 5

 Sasebo 0 3 3	<b>RETURNING AIR/LAND UNITS FROM TURN 3</b>
---------------------	---

## TURN 6

 22 Air Flot 3 4 *	<b>RETURNING AIR/LAND UNITS FROM TURN 4</b>
--------------------------	---

## TURN 7

<b>RETURNING AIR/LAND UNITS FROM TURN 5</b>
---

## TURN 8

<b>RETURNING AIR/LAND UNITS FROM TURN 6</b>
---

## TURN 9

 Mikuma 1 1 8	 Mogami 1 1 8	<b>RETURNING AIR/LAND UNITS FROM TURN 7</b>
---------------------	---------------------	---

# ☀️ 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 4 6	 Kaga 4 1 4 5	 Ryujo 2 0 1 5	 Hosho 1 0 1 4	 Mutsu 5 5 4	 Nagato 5 5 4	 Fuso 4 4 4	 Yamashiro 4 4 4	 Ise 4 4 4	 Hyuga 4 4 4	 Kongo 4 3 6	 Haruna 4 3 6
 Hiei 4 3 6	 Kirishima 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	 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 *
-------------------	-------------------	-----------------------	-----------------------	-----------------	-----------------------	--------------------------

### MARSHALLS

 I-Boat 1 0 *
---------------------

**STARTING CONTROL**

Japanese Islands  
Marianas  
Marshall

Yokosuka  
Truk

Okinawa  
Saipan  
Maloelap  
Kwajalein

## TURN 2

 Mikuma 1 1 8	 Mogami 1 1 8
---------------------	---------------------

## TURN 3

 22 Air Flot 3 4 *	 Sasebo 0 3 3	<b>RETURNING AIR/LAND UNITS FROM TURN 1</b>
--------------------------	---------------------	---

## TURN 4

 Soryu 3 1 2 8	<b>RETURNING AIR/LAND UNITS FROM TURN 2</b>
----------------------	---

## TURN 5

 Suzuya 1 1 8	 Kumano 1 1 8	<b>RETURNING AIR/LAND UNITS FROM TURN 3</b>
---------------------	---------------------	---

## TURN 6

<b>RETURNING AIR/LAND UNITS FROM TURN 4</b>
---

## TURN 7

 23 Air Flot 3 4 *	<b>RETURNING AIR/LAND UNITS FROM TURN 5</b>
--------------------------	---

## TURN 8

 Tone 1 1 8	<b>RETURNING AIR/LAND UNITS FROM TURN 6</b>
-------------------	---

## TURN 9

 Chikuma 1 1 8	<b>RETURNING AIR/LAND UNITS FROM TURN 7</b>
----------------------	---

## TURN 10

 Hiryu 3 1 1 8	<b>RETURNING AIR/LAND UNITS FROM TURN 8</b>
----------------------	---