



**US ALERT PLANNER
DECEMBER 1941**

MON TUE WED THU FRI SAT SUN MON TUE WED

1	2	3	4	5	6	7	8	9	10
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AIRFIELD ALERT LEVEL <i>Add up to 6 points</i>										
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SHIP ALERT LEVEL <i>Add up to 6 points</i>										
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AAA BATTERY ALERT LEVEL <i>Add up to 6 points</i>										
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CV-2 IN PORT <i>Check 1 port day for each CV</i> CV-6 IN PORT										
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PBY SEARCH SECTOR <i>Circle one each day</i>	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE
	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE

RADAR SEARCH SECTOR <i>Circle one each day</i> <i>Radar fails on a 1-2 roll</i>	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE	NW NE
	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE	SW SE

In the example at right, the alert level on Dec 4th and 7th was increased by 1 'point' from 1 to 2, and 2 points from 1 to 3 on Dec 5th and 6th for a total of 6 points.

**EXAMPLE
ALERT LEVEL**
add up to 6 points

}	1	1	1	1	1	1	1	1	1	1	= 10
	↓ +1 +2 +2 +1 ↓										
	1	1	1	2	3	3	2	1	1	1	= 16



IJN ATTACK PLANNER

DECEMBER 1941

MON	TUE	WED	THU	FRI	SAT	SUN	MON	TUE	WED
1	2	3	4	5	6	7	8	9	10

1st WAVE

2nd WAVE

3rd WAVE*

密

秘

NW	NE	SW	SE
北西	北東	南西	南東

NW	NE	SW	SE
北西	北東	南西	南東

NW	NE	SW	SE
北西	北東	南西	南東

KATES GP Bomb														
KATES Armor Piercing Bomb														
KATES Aerial Torpedo														
VALS GP Bomb														
ZEROS 20mm														

Circle single date for day of attack.
 Indicate number of aircraft units dedicated to each wave, and their
 direction of attack. No more than 48 units per wave.

*A third wave may be launched using aircraft returning from
 the first wave and any other aircraft not used in Wave 2.



**IJN ATTACK PLAN
DECEMBER 1941**

MON	TUE	WED	THU	FRI	SAT	SUN	MON	TUE	WED
1	2	3	4	5	6	7	8	9	10

1st WAVE

2nd WAVE

密

秘

NW	NE	SW	SE
北西	北東	南西	南東

NW	NE	SW	SE
北西	北東	南西	南東

Example: The Japanese have decided to attack on Dec 3.

The first wave consists of 18 units Kates and 12 Vals, both armed with GP bombs, escorted by 6 units of Zeros coming in from the NW. A second group of 8 Kates carrying torpedoes will attack from the SW, with 5 more Zeros approaching from the SE. Total units in the first wave is 41.

The second wave is similarly annotated, with a total of 34 units in the attack.

KATES GP Bomb	10																		
KATES Armor Piercing Bomb																			
KATES Aerial Torpedo																			
VALS GP Bomb	12																		
ZEROS 20mm	6																		

Circle single date for day of attack.
Indicate number of aircraft units dedicated to each wave, and their direction of attack. No more than 48 units per wave.

*A third wave may be launched using aircraft returning from the first wave.

TURN TRACKER

	Alert 3 Respond	Alert 2 Respond	Alert 1 Respond		
1	2	3	4	5	6
Alert 3 Respond with Warning	Alert 2 Respond with Warning	Alert 1 Respond with Warning			↓
IJN Press Your Luck	IJN Press Your Luck				
12	11	10	9	8	7
↓					Increase Alert +1

IJN Press Your Luck
13 →

Increase Alert +1

By now all US Forces are at Alert 3. Turns continue to alternate with IJN acting first. Make a Press Your Luck check at the end of each turn.

US forces in Alert 1 begin to respond on Turn 4, Alert 2 forces respond on Turn 3, and Alert 3 forces on Turn 2.

On Turn 7 or 13	If going from Alert 1 to 2	If going from Alert 2 to 3
AIRFIELDS	Launch 3 plane units per turn	No change: Launch 3 planes per turn
SHIPS	Roll 4d6 for AAA fire	Roll 5d6 for AAA Fire Increase Strength Points from 4 to 5 for any ships not sunk
AAA BATTERIES	Roll 4d6 for AAA fire	Roll 5d6 for AAA fire

AIR
ALERT LEVEL

1

STAND BY

2 fighter units can launch
per airfield per turn.

SHIP
ALERT LEVEL

1

WATCH STANDERS

Condition YOKE set.
Shipboard AAA fire: Roll
3d6, 5 or better to hit.

AAA
ALERT LEVEL

1

SITES MANNED

Ammo in bunker. Roll 3d6,
5 or better to hit.

*Roll 1d6 for a single
Navy Yard small arms fire hit*

AIR
ALERT LEVEL

2

STRIP ALERT

3 fighter units can launch
per airfield per turn.

SHIP
ALERT LEVEL

2

FULL CREW

Condition YOKE set.
Shipboard AAA fire: Roll
4d6, 5 or better to hit.

AAA
ALERT LEVEL

2

AMMO ON HAND

Ammo distributed. Roll 4d6,
5 or better to hit.

*Roll 2d6 for a single
Navy Yard small arms fire hit*

AIR
ALERT LEVEL

3

COMBAT AIR PATROL

On first turn, 3 fighter units already airborne from each airfield in any zone. 3 units can launch per airfield per turn.

SHIP
ALERT LEVEL

3

GENERAL QUARTERS

Condition ZEBRA set - add 1 Hit Point. Shipboard AAA fire: Roll 5d6, 5 or better to hit.

AAA
ALERT LEVEL

3

FULL BATTERY

All guns manned and loaded. Roll 3d6, 5 or better to hit.

Roll 3d6 for a single Navy Yard small arms fire hit

Place these cards as appropriate on Ford Island as reminders to the current alert status.