Sea Wings Scenario

The Battle of the Coral Sea. After the devastating Japanese attack at Pearl Harbor, the U.S. Navy responded with a series of carrier counterpunches. These culminated in raids in the Solomons Islands and New Guinea. The carrier forces formed for these raids were given a new assignment when the Japanese launched invasion fleets at the Australian outpost on Port Moresby in southern New Guinea and the unoccupied island of Tulagi. The American carriers were ordered to break up the invasion forces. Opposing them, for the first time, were battle-hardened carrier units of the Imperial Japanese Navy.

Decks:

	United States Navy	Imperial Japanese Navy
Event Cards in Deck	4	6
Dummy Cards in Deck	20	18
Cards in Hand	2 random	2 random
Draw	1	1

Initial Deployment:

The south edge is the American edge, the north edge the Japanese edge.

United States Navy:

No more than 6 dummies and no more than a total of 10 task forces and dummies. May deploy anywhere south of Tulagi.

Large land base at Port Moresby, 5 inches east of the west edge and 20 inches south of the north edge. Large land base at Cairns, on the west edge and 37 inches south of the north edge.

Land bases in Band 10 (two bands beyond Band 8, not on the playing grid – Cairns) and Band 8 (Port Moresby -- AA 4/2).

Imperial Japanese Navy:

- 1 task force (Shoho and 1 DD) anywhere north of Tulagi and south of Rabaul.
- 1 task force (Shokaku, Zuikaku, 2 CA and 6 DD) anywhere within 2 inches of the north edge.
- 1 task force (12 merchantmen and escorts as assigned) at Rabaul.
- 1 task force (1 merchantman and escorts as assigned) at Tulagi
- 1 other task force anywhere north of Tulagi and south of Rabaul
- No more than 5 task forces and 5 dummies at any time.

Large land base at Rabaul, 18 inches east of the west edge and 8 inches south of the north edge. Seaplane base at Tulagi, 37 inches east of the west edge and 20 inches south of the north edge.

Land base in Band 1 (Rabaul -- AA 4/1)) and a seaplane base at Band 3 (Tulagi – AA 1/1) and Band 5 (Deboyne Island -- AA 0/0). The AV can operate its aircraft only from the seaplane base at Band 5, and the base can only operate with the AV present.

Game Length: From 0400 May 4, 1942 through 1600 May 10, 1942 (40 turns).

Special Rules:

- 1. There is land on the playing surface.
 - a. The coast of New Guinea intrudes on the playing surface from the west edge. It begins at a point on the west edge and 12 inches from the north edge, runs to a point 23 inches south from the north edge and 15 inches east from the west edge, then to Port Moresby, then to a point on the west edge and 17 inches from the north edge.
 - b. The coast of Australia also intrudes on the playing surface, running from Cairns to a point on the south edge 8 inches east of the west edge. (The south edge is 48 inches from the north edge.)
 - c. The island of New Britain extends as a line starting at a point 12 inches south from the north edge and 10 inches east from the west edge and ending at Rabaul.
 - d. The island of New Ireland extends as a line starting at a point 3 inches south of the north edge and 15 inches east of the west edge and ending at a point 7 inches south of the north edge and 20 inches east of the west edge.

- e. The Louisade Archipelago extends as a line starting at a point 25 inches south of the north edge and 18 inches east from the west edge and ending at a point 27 inches south of the north edge and 23 inches east of the west edge. Ships may not pass through this line.
- f. The "Slot" the Solomons Islands chain runs southeast on the line from Rabaul to Tulagi. No aircraft carrier within 3 inches of this line can operate aircraft, due to the restricted waters around the islands.
- 2. The US damage control number is 2 (4 for quick surface combat).
- 3. The US AA fire control number is 2.
- 4. The Japanese damage control number is 1 (2 for quick surface combat).
- 5. The Japanese AA fire control number is 1.
- 6. The Japanese receive a +1 initiative die roll modifier for night surface combat.
- 7. Tone and Chikuma operate the CruDiv 8 aircraft.
- 8. To operate its aircraft, Kamikawa Maru must be stopped at a Japanese base, within 1 inch of the line of the "Slot," or within 1 inch of the line of the Louisade Archipelago.
- 9. Japanese searchers cannot be armed.
- 10. American searchers can be armed. PBYs and B-17s can search as far as their strike distance with weapons.
- 11. US carrier-based aircraft must search in pairs their arc coverages are halved, but 2 factors can attack in the search segment.

Victory Conditions: Normal victory conditions apply. In addition, the Japanese player cannot win without having had at least 10 merchantmen at Port Moresby for 2 turns. The American player receives 8 points for every Japanese merchantman sunk.

Outcome: On 7 May, the American carrier aircraft found and sunk the light carrier Shoho while the Japanese mortally wounded oiler Neosho after misidentifying her as a carrier. The 8th saw the main action, with carrier strikes exchanged by both sides. The Japanese carriers sank Lexington and damaged Yorktown. The Americans wounded Shokaku and depleted Zuikaku's air group. While the Japanese strikes were more effective, the American attacks caused the Japanese to call off their invasion.

Coral Sea – Japanese Forces

Aircraft Ratings:

Туре	Attack	Defense	Armor	Guns	Role	To Hit	Pen	Range
A6M2	5	2	2	2	Fighter			15"
A6M2 (Land)	5	2	2	2	Fighter			25"
B5N2	1/1	4	2	0	Search Bomb Bomb Torpedo	 0 1 3	 6 4 3	12.5" 12.5" 12.5" 11.5"
D3A1	3/1	4	2	0	Bomb Fighter	3	4 	11" CAP
F1M2	3	3	2	0	Search Fighter			8.5" 4"
E7K1	2	4	2	0	Search			1
H6K4	1	4	2	0	Search			5/7
G4M1	1/1	4	2	1	Search Bomb Torpedo	 0 1	 4 3	35" 30" 25"
G3M2	1/1	5	2	0	Scout Bomb Torpedo	 0 2	 4 3	25" 20" 15"

Carriers and Bases:

Name:	Shokaku	Zuikaku	Shoho	Kanikawa Maru	Rabaul	Tulagi
Class:	CV	CV	CVL	AV	LL	SP
Speed:	6	6	5	3		
Armor:	-1	-1	2	2	0	0
Size:	5/5	5/5	4/5	3/4	6	4
CAP:	3	3	2	1	3	2
Radar:	No	No	No	No	No	No
AA	3/3	3/3	2/1	1/1	2/1	0/1
Air Factors:	12	12	5	2	20	2
Launch:	6	6	2	1	6	1
Secondary	8DD	8DD	4DD			
Defense	15C	15C	6M	3M		

Treat AV as CVE. Size numbers are against bombs/torpedoes. AA numbers are heavyAA/light AA.

Other Ships:

Name	Type	Speed	Armor	Size	AA	Pri	Sec	Torp	Def
Myoko Haguro	CA	5.5"	-1	4/5	2/1	10CA	4DD	24LL	10C
Aoba Kako Furutaka Kinugasa	CA	5.5"	0	3/5	1/1	6CA	3DD	12LL	7C
Yubari	CL	5.5"	0	2/3	0/1	7CL		4	4C
Tenryu Tatsuta	CL	5"	1	2/3	0/0	7CL		3	4C
Ariake Yugure	DD	5"	2	1/3	1/0	5DD		6LL	4D
Shigure Samidare	DD	5"	2	1/3	1/0	5DD		8LL	4D
Ushio Akebono Sazanami	DD	5"	2	1/3	0/0	6DD		12LL	5D
Mutsuki Mochizuki Yayoi	DD	5"	3	1/3	0/0	4DD		6	4D
Oite Asanagi	DD	5"	3	1/3	0/0	4DD		5	3D
Merchants (13)	AKM	2"		3/4	0/0				4M

Coral Sea – Japanese Air Formations

SHOKAKU HIKOKATAI						
Hanger 3 A6M2	3 3					
On Strike	On Strike	On Strike				
Return from Strike	Return from Strike	Return from Strike				
		Search				
CAP	CAP					

ZUIKAKU HIKOKATAI						
Hanger 3 A6M2	Hanger 3 D3A1	Hanger 3 B5N2				
On Strike	On Strike	On Strike				
Return from Strike	Return from Strike	Return from Strike				
		Search				
CAP	САР					

SHOHO HIKOKATAI				
Hanger 2 A6M2	Hanger 1 B5N2			
On Strike	On Strike			
Return from Strike	Return from Strike			
Search	Search			
CAP				

RABAUL AIR UNITS (Tinian, 4 th , Genzan, Yokohama Kokutai)								
Disperse 3 A6M2	Disperse 2 G4M1	Disperse 3 G3M2	Disperse 1 H6K4					
On Strike	On Strike							
Return from Strike	Return from Strike							
	Search	Search	Search					
CAP								

С	4 RUDIV
ŀ	langer 1 E7K2
Š	Search

KAMI. MARU
Hanger 2 F1M2
Search
САР

TULAGI AIR UNITS
Disperse 1 H6K4
Search

Japanese Ships - Surface Action Values

Name	Type	Speed	Armor	Size	AA	Battery	Number
Shokaku Zuikaku	CV	5.5"	-1	5/6	3/3	5"S	3/3
Shoho	CVE	4.5"	2	4/5	2/1	5"S	2/2
Kamikawa Maru	AV	2"	2	3/4	1/1	5"S	0-1-1
Myoko Haguro	CA	5.5"	-1	4/5	1-2/1	8" P 5"S 24"T	2-5-2 2/2 8 (8)
Aoba Kako Furutaka Kinugasa	CA	5.5"	0	3/5	1-1/1	8"P 4.7"S 24"T	2-3-1 1/1 4 (2)
Yubari	CL	5.5"	0	2/3	1-0/1	5.5"P 24"T	2-3-2 2
Tenryu Tatsuta	CL	5"	1	2/3	0/0	5.5"P 21"T	1-3-1 3
Ariake Yugure	DD	5"	2	1/3	1-1/0	5"P 24"T	1-3-1 3(3)
Shigure Samidare	DD	5"	2	1/3	1-1/0	5"P 24"T	1-3-1 4(4)
Ushio Akebono Sazanami	DD	5"	2	1/3	0/0	5"P 24"T	1-3-2 4
Mutsuki Mochizuki Yayoi	DD	5"	3	1/3	0/0	4.7"P 24"T	1-3-1 3
Oite Asanagi	DD	5"	3	1/3	0/0	4.7"P 21"T	1-3-1 3
Merchants (13)	AKM	2"		3/4	0/0		

Weapons:

Type:	6"	12"	24"	36"	Penetration
8"	4	3	2	1	4
5.5"	5	3	1		2
5"	5	2			2
4.7"	5	1			2
24"	4	2	1		5
21"	3	1			4

Coral Sea - Allied Forces

Aircraft Ratings:

Type	Attack	Defense	Armor	Guns	Role	To Hit	Pen	Range
F4F-3	4	2	1	2	Fighter			9.5"
SBD-2	3/1	4	1	0	Search	3	4	8.5"
					Bomb	3	4	8.5"
					Bomb	3	5	7.5"
					Fighter			CAP
SBD-3	3/1	4	0	1	Search	3	4	10"
					Bomb	3	4	10"
					Bomb	3	5	8.5"
					Fighter			CAP
TBD-1	1/1	5	2	0	Bomb	0	3	7.5"
					Torpedo	2	2	4.5"
B-17E	2/2	4	-1	1	Scout	*	3	35"
					Strike	*	4	25"

Note: B-17s roll on "0" to hit table, but only against targets moving at a speed of 2 or slower. SBDs serving as CAP can only intercept aircraft striking the task force in which their carrier is included.

Carriers and Bases:

Name:	Lexington	Yorktown	Port Moresby	Cairns
Class:	CV	CV	LL	LL
Speed:	5.5"	5.5"		
Armor:	-1	-1	0	0
Size:	6/6	5/5	6	6
CAP:	4	4	3	3
Radar:	R1	R1	No	No
AA	2/7	2/4	2/4	2/4
Air Factors:	12	14	20	20
Launch:	6	7	7	7
Secondary:	12DD	11D		
Defense:	8B	12C		

Size numbers are against bombs/torpedoes. AA numbers are heavyAA/light AA.

Other Ships:

Name	Type	Speed	Armor	Size	AA	Pri	Sec	Torp	Def
Astoria Minneapolis New Orleans	CA	5"	-1	3/5	2/1	8CA	4DD		9C
Chester Chicago Portland	CA	5"	0	3/5	2/1	8CA	4DD		7C
Australia	CA	5"	-1	3/5	1/1	8CA	3DD	4	8C
Hobart	CL	5"	0	2/4	1/1	12CL	3DD	3	6C
Morris Anderson Hammann Russell Walke Sims	DD	5.5"	2	1/3	1/1	7DD		6	4D
Dewey Farragut Aylwin Monaghan	DD	6"	3	1/3	1/0	7DD		4	4D
Phelps	DD	6"	2	1/3	0/1	8DD		4	6D
Perkins	DD	6"	3	1/3	1/0	5DD		8	4D
Neosho	AO	3"	1	3/4	1/1		1DD		5M

Coral Sea – Allied Air Formations

LEXINGTON AIR GROUP (VF-2, VS-2, VB-2, VT-2)								
Hanger 3 F4F-3	Hanger 3 SBD-3	Hanger 3 SBD-2	Hanger 2 TBD-1					
On Strike	On Strike	On Strike	On Strike					
Return from Strike	Return from Strike	Return from Strike	Return from Strike					
	Search	Search						
CAP	CAP	CAP						

YORKTOWN AIR GROUP (VF-42, VS-5, VB-5, VT-5)									
Hanger 3 F4F-3	Hanger 3 SBD-3	Hanger 3 SBD-2	Hanger 2 TBD-1						
On Strike	On Strike	On Strike	On Strike						
Return from Strike	Return from Strike	Return from Strike	Return from Strike						
Search		Search							
CAP	CAP	CAP							

CAIRNS

Disperse
1
B-17E

On Strike

Return
from
Strike

Search

US Ships - Surface Action Values:

Name	Type	Speed	Armor	Size	AA	Battery	Number
Lexington	CV	5.5"	-1	6/6	2/7	5"/25S	3/3
Yorktown	CV	5.5"	-1	5/5	2/4	5"/38S	2/2
Astoria Minneapolis New Orleans	CA	5"	-1	3/5	2/1	8"P 5"/25 S	3-4-1 2/2
Chester Chicago Portland	CA	5"	0	3/5	2/1	8"P 5"/25 S	3-4-1 2/2
Australia	CA	5"	-1	3/5	1/1	8"P 4"S	2-4-2 2/2
Hobart	CL	5"	0	2/4	1/1	6"P 4"S 21"T	2-4-2 2/2 4
Morris Anderson Hammann Russell Walke Sims	DD	5.5"	2	1/3	1/1	5"P 21"T	2-3-2 6
Dewey Farragut Aylwin Monaghan	DD	6"	3	1/3	1/0	5"P 21"T	2-4-2 4
Phelps	DD	6"	2	1/3	0/1	5"P 21"T	2-4-2 4
Perkins	DD	6"	3	1/3	1/0	5"P 21"T	2-4-2 6
Neosho	AO	3"	1	3/4	1/1	5"P	1-1-0

Weapons:

Type:	6"	12"	24"	36"	Penetration
8"	4	3	2	1	4
6"	5	3	1		3
5"	5	2			2
5"/25	5	1			1
4"	5	1	1		1
21"	2	1			2
21" (Hobart)	3	1			4