

# PACIFIC WAR

## Scenario Booklet

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There are 21 Scenarios in *Pacific War*, divided among four categories:

- **ENGAGEMENT SCENARIOS.** These are essentially solitaire Scenarios of very brief duration, usually taking no more than 15 minutes or so to play to conclusion once the essential rules of the game have been grasped. The Engagement Scenarios are intended primarily as introductions to the game system.

- **BATTLE SCENARIOS.** The Battle Scenarios take two players from 2 to 3 hours to play. These Scenarios are more extensive than the Engagement Scenarios, and they introduce further rules and Phases — notably the Contact Phases, in which players can maneuver their forces prior to engagement.

- **CAMPAIGN SCENARIOS.** Taking from 3 to 25 hours to complete, Campaign Scenarios are, in many regards, the heart of *Pacific War*. They include virtually all but the most strategic-level rules and, short of playing through the entire war, they provide opponents with the greatest opportunity for conducting sweeping Operations with large numbers of units.

- **STRATEGIC SCENARIOS.** The Strategic Scenarios (actually there is only one Strategic Scenario, with an option to end the war early) are the ultimate efforts in terms of time to play, number of units involved, and scope of rules. Building on the Campaign Scenarios, the Strategic Scenarios add such concepts as Strategic Bombing and Merchant Shipping Attrition, both of which have profound effects on the Japanese war effort. The primary Strategic Scenario can take 95 hours or more to play, with the option of playing with the same rules only through February 1943 in some 25 hours or so.

For convenience, the Scenarios have been printed in two 20-page sections in this booklet. Players should divide this booklet in half so each has a 20-page set for his own reference to special rules, set-ups, reinforcements, and so forth.

The instructions for each Scenario are written in a consistent format, with some alterations among the formats for the different types of Scenario. The following explanations include notes on abbreviations, clarifications, and recommendations for each Scenario instruction, in format order.

### POSTULATED PLAYING TIME

The playing times listed assume that the players have become sufficiently familiar with the rules that they need not refer constantly to the Rules Booklet. For the first game or two using newly learned rules, actual playing times will no doubt be longer than those listed.

### NUMBER OF PLAYERS

These notations are self-explanatory. It may do to emphasize, however, that in the Strategic Scenarios the participation of more than two players is highly recommended. There is a great deal to do in these Scenarios.

### MAPS

This instruction is also self-explanatory. Note, however, that the instruction for Map A Extended means that the "easternmost"

portion of Map B is used to extend Map A. See the Rules Booklet for details.

### GAME LENGTH

The length of the various Scenarios varies enormously. It is important to note the terms of the game length. Some Scenarios are measured in terms of Battle Cycles, some in Days, some in Months. Be sure you both understand precisely when the game will end before beginning a Scenario.

### OPERATION PLAYER

#### Battle Scenarios Only

In the Battle, Campaign, and Strategic Scenarios, the concept of the Operation player is important (it is irrelevant in the Engagement Scenarios). In the Campaign and Strategic Scenarios, players will actually determine who is the Operation player (and who, by default, is therefore the Reaction player) according to the rules. In the Battle Scenario, since the Operation Player Determination Phase is omitted, the Scenario instructions tell you who the Operation player must be.

### OPERATIONAL INTELLIGENCE CONDITION

#### Battle Scenarios Only

As with the Operation player instructions, the Scenario instructions provide players with the proper Operational Intelligence Condition for Battle Scenarios, since the Operational Intelligence Phase is omitted.

### COMMAND POINTS SCHEDULE

#### Campaign Scenarios Only

In the Campaign and Strategic Scenarios, the concept of Command Points becomes crucial (it is irrelevant in the Engagement and Battle Scenarios). Since the Command Point Phase is curtailed in the Campaign Scenarios, the number of Command Points available to each side is listed. Note that players must still *allocate* the Command Points they receive; they simply do not use the rules for determining how many Command Points they will receive each Month.

**Note:** In the Strategic Scenarios, with the introduction of Strategic Bombing and Merchant Shipping Attrition, the rules for determining the number of Command Points available each Month are used.

### SPECIAL RULES

These instructions include all sorts of important information peculiar to the Scenario being played. Everything from movement restrictions to special search and attack capabilities are described in this section. For the Scenario being played, the Special Rules listed are considered additions to the normal rules.

### VICTORY CONDITIONS

In most instances, there are Victory Conditions listed separately for the Japanese and the Allied player. In some cases, various degrees of victory are possible. Also note that, in most cases, there is a chance that the game will end in a draw, if neither player

can fulfill his own Victory Conditions. Read the terms of victory carefully *before* playing a Scenario.

**Note:** *Be sure you understand the concept of "controlling" a hex, since this idea is central to many Victory Conditions.*

### CONTROL MARKER SET-UP Strategic Scenarios Only

Instructions are provided in the Strategic Scenarios for assigning control of the 16 Co-Prosperity Sphere Resource Hexes. Control of these hexes is relevant only in the Strategic Scenarios.

### SET-UP: Japanese and Allied

This section simply lists, hex by hex, which units begin the Scenario on the map (or on the Force Displays). In some cases, there are notes indicating that a group of units must be set up as a Task Force, but more often the organization of the units listed is up to the owning player.

In Allied set-ups, *all units are US units* unless specified otherwise by the Scenario instructions. Note that, in some of the larger Scenarios, Allied set-ups are broken out by nationality (US, British, Dutch, and so forth).

**Note:** *In the Engagement and Battle Scenarios, all units begin the Scenario Activated. In the Campaign and Strategic Scenarios, units begin the Scenario Unactivated, unless specified otherwise.*

Naval units in this section are listed by name and "pennant" number. Aircraft carriers that are set up with air units have the appropriate air units listed after the word "with." Air units are designated by number of Steps, type, and Status Level; for instance, (5)1E-CV-L2 indicates a 5-Step, single-engine, carrier capable, Status Level 2 air unit. Ground units are listed by designation (for named units) or by quantity (for such things as engineer regiments; for instance, 2×Engineer Reg indicates 2 Engineer Regiments, irrespective of designation).

**Note:** *When a Japanese infantry regiment is specified (as in 2×Inf Reg), use the infantry regiments with the values 3-3. When a Japanese infantry brigade is specified (as in 2×Inf Bde), use the infantry brigades with the values 3-5. Japanese infantry regiments and brigades with values other than these are specified by designation.*

### REPLACEMENT SCHEDULE: Japanese and Allied (Campaign and Strategic Scenarios Only)

In the larger Scenarios, both sides receive Replacement Steps. These Steps are listed in the Scenario instructions, Month by Month, as they become available.

Ground Replacement Steps become available by nationality for the Allies. The Ground Replacement Steps made available by the Scenario instructions for one nationality *cannot* be used for units of any other nationality. Simply record the number of Ground Replacement Steps that become available during a Month on your Replacement Record Sheet, indicating the nationality whenever appropriate.

Air Replacement Steps, in most of the Campaign Scenarios, become available without regard to nationality; thus, Air Replacement Steps available to the Allied player can be used freely among all nationalities, provided the nationality has air unit counters of the same type as the Replacement Steps.

**Note:** *In the Southern Conquests Campaign Scenario, the Air Replacement Steps are distinguished by nationality. In this Scenario, treat Air Replacement Steps as Ground Replacement Steps.*

The listings for available Air Replacement Steps in Campaign Scenarios can be in one of two formats. One of these formats simply indicates that a number of Air Replacement Steps of a given Status Level are available for use in any kind of air unit.

**Example:** (3)L1 indicates that 3 Steps of Status Level 1 are available for use in any type of air unit.

The other format specifically designates not only the Status Level of the Replacement Steps, but the type of air unit to which the Steps must be applied.

**Example:** (6)1E-L1 indicates that 6 Replacement Steps of Status Level 1 are available solely for use in single-engine, non-carrier-capable air units.

In the Strategic Scenarios, Air Replacement Steps are simply made available as raw numbers. Players must use the training process (described in the Air Replacement rules) to make these Replacement Steps into the type of air units they wish to have.

### REINFORCEMENT SCHEDULES: Japanese and Allied

As with Replacements, Reinforcements become available to the players in the larger Scenarios. These units and Points are listed, Month by Month, as they become available, in the Scenario instructions. The units are listed in the same way as the initial set-ups. The Japanese player can also purchase Merchant Shipping Points (MSP's) and the Allied player receives Strategic Bombing Points (SBP's) in the Strategic Scenarios.

**Note:** *Submarine reinforcements are listed as Steps. For example, 1×SS indicates the arrival of one submarine Step.*

## ENGAGEMENT SCENARIO NR. 1

### Pearl Harbor

POSTULATED PLAYING TIME: 15 Minutes

NUMBER OF PLAYERS: One (Japanese Only)

MAPS: Map B Only

GAME LENGTH: Two Battle Cycles

### SPECIAL RULES

1. Allied search cannot be conducted beyond a 2-hex range for the length of the scenario.
2. Each Hit on an Allied airfield eliminates 2 Allied Air Steps.
3. No Allied CAP is allowed during the first Battle Cycle.
4. No Allied Flak is allowed during the first Battle Cycle.
5. Allied naval and air units cannot move.
6. Lighting Conditions are Day (AM and PM) for both Cycles.
7. The Japanese have the Advantage during both Cycles.
8. All Hits on Allied naval and air units during the first Battle Phase are doubled.
9. The Japanese naval units in Hex 3159 should be formed into two Task Forces. US units are not Activated (no Task Forces or Air Missions).

## VICTORY CONDITIONS

The player wins if the Japanese get 4 or more Hits on each of 6 of the 8 US battleships and destroy 12 US Air Steps. The player loses with any other result.

### JAPANESE SET-UP

HEX 3159:

CV1 *Akagi* with (5)1E-CV-L2; CV2 *Kaga* with (5)1E-CV-L2; CV5 *Shokaku* with (6)1E-CV-L2; CV6 *Zuikaku* with (6)1E-CV-L2; CV4 *Hiryu* with (4)1E-CV-L2; CV3 *Soryu* with (4)1E-CV-L2; BB8 *Hiei*; BB9 *Kirishima*; CA9 *Tone*; DD9 *Kagero*.

### ALLIED SET-UP

HEX 2860 (Oahu):

Port; Large Airfield with (6)1E-CV-L1; (3)1E-CV-L1; (6)1E-L0; (4)1E-L0; (3)2E-L0; (1)4E-L0; 2×LRA; BB10 *California*; BB8 *Maryland*; BB3 *Oklahoma*; BB1 *Nevada*; BB11 *Tennessee*; BB9 *West Virginia*; BB4 *Arizona*; BB2 *Pennsylvania*; CA6 *New Orleans*; CL3 *Brooklyn*; CL4 *Brooklyn*; CL2 *Omaha*; DD5 *Mahan*; DD3 *Farragut*; DD7 *Bagley*; DD4 *Porter* with 3 Hits; APD1 *Paulding*; APD2 *Paulding*; SS1; SS2; SS3; SS4; SS5; SS6.

## ENGAGEMENT SCENARIO NR. 2

### Savo Island

POSTULATED PLAYING TIME: 15 Minutes

NUMBER OF PLAYERS: One (Japanese Only)

MAPS: None (Naval Combat Display Only)

GAME LENGTH: One Naval Combat Cycle

#### SPECIAL RULES

1. The Japanese have achieved Surprise for the Naval Combat. Begin with Naval Combat Phase 1.
2. Only the Japanese can bid Withdraw.
3. The Scenario ends after Naval Combat Phase 3.
4. Lighting Conditions are Night.
5. Historically, this naval action occurred in Hex 1134, but the maps are not used in this Scenario.

## VICTORY CONDITIONS

The player wins if the Japanese sink the Allied amphibious transport (AA). The player loses if the Allies sink two or more Japanese naval units and the Allied AA is not sunk. Any other result is a draw.

#### JAPANESE SET-UP

1 TASK FORCE:

CA2 *Aoba*; CA1 *Furutaka*; CA5 *Takao* with 3 Hits; CL1 *Tenryu*.

#### ALLIED SET-UP

2 TASK FORCES (Australian units marked "A"):

CA6 *New Orleans*; CA2 *Northampton*; CA1(A) *Kent*; CL6 *Atlanta* with 2 Hits; CL1(A) *Perth* with 2 Hits; DD7 *Bagley*; DD11 *Benson* with 4 Hits; AA1 *Amphibious Transport*.

## ENGAGEMENT SCENARIO NR. 3

### First Invasion of Wake Island

POSTULATED PLAYING TIME: 15 Minutes

NUMBER OF PLAYERS: One (Japanese Only)

MAPS: Map B Only

GAME LENGTH: One Battle Cycle

#### SPECIAL RULES

1. The Japanese have the Advantage.
2. The Japanese conduct three Air Strikes prior to the beginning of the Battle Cycle.

## VICTORY CONDITIONS

The player wins if the Japanese control Wake Island (2942) by the end of the Scenario. The player loses with any other result.

#### JAPANESE SET-UP

HEX 2742 (1 Task Force):

CL1 *Tenryu*; CL8 *Yubari*; APD5 *Mutsuki* with 1st Marine Bn embarked.

HEX 2241 (Kwajalein): Small Airfield with (2)2E-L1.

#### ALLIED SET-UP

HEX 2942 (Wake Island):

Small Airfield with (1)1E-CV-L1; Wake Fortification; 1st Marine Bn; SS1 with 4 Hits.

## ENGAGEMENT SCENARIO NR. 4

### Invasion of Burma, February 1942

POSTULATED PLAYING TIME: 15 Minutes

NUMBER OF PLAYERS: One (Japanese Only) or Two (Japanese and Allied)

MAPS: Map A Only

GAME LENGTH: Two Battle Cycles

#### SPECIAL RULES

1. The Japanese have the Advantage during both Battle Cycles.

#### VICTORY CONDITIONS

The Japanese win if they capture Hex 5011 (Rangoon) by the end of the Battle Cycle. Any other result is an Allied victory.

#### JAPANESE SET-UP

HEX 4212 (Saigon):

Large Airfield with (6)2E-L1.

HEX 4711 (Tavoy):

Small Airfield with (6)1E-L1; 55 Div with 4 Hits; 33 Div with 3 Hits.

#### ALLIED SET-UP

All units are British unless otherwise noted.

HEX 4912 (Moulmein, Burma): Small Airfield; 1B Div.

HEX 5011 (Rangoon):

Port; Small Airfield; Rangoon (Rgn) Reg; 16I Bde; 17I Div with 4 Hits.

HEX 5112 (Burma): Small Airfield with (1)1E-L0.

HEX 5012 (Burma): Small Airfield with (6)1E-L1 (Chinese).

HEX 5013 (Burma): Small Airfield.

## ENGAGEMENT SCENARIO NR. 5

### Battle for Imphal and Kohima

POSTULATED PLAYING TIME: 10 Minutes

NUMBER OF PLAYERS: One (Japanese Only)

MAPS: Map A Only

GAME LENGTH: Two Battle Cycles

#### SPECIAL RULES

1. The Japanese have the Advantage during both Battle Cycles.

## VICTORY CONDITIONS

The Japanese (player) wins if he captures Hex 5413 (Imphal) and Hex 5514 (Kohima). The Japanese lose with any other result.

#### JAPANESE SET-UP

HEX 5314: 33 Div.

HEX 5315: 15 Div; 31 Div.

#### ALLIED SET-UP

All units are British.

HEX 5413: 17I Div; 23I Div; 7 Armored Bde.

HEX 5514: 20I Div.

## BATTLE SCENARIO NR. 1

**Relief of Wake Island**

POSTULATED PLAYING TIME: 2 Hours

NUMBER OF PLAYERS: Two

MAPS: Map B Only

GAME LENGTH: 28 Days

OPERATION PLAYER: Japanese

OPERATIONAL INTELLIGENCE CONDITION: Intercept

**SPECIAL RULES**

1. There are no Contact Phases in this Scenario. Begin immediately with the Battle Cycle.
2. All naval units not legally Deactivated by the end of the Scenario are considered sunk for victory condition purposes.

**VICTORY CONDITIONS****JAPANESE**

The Japanese win if they solely occupy Wake Island (2942) by the end of the Scenario *and* have sunk more enemy capital ships than they have lost.

**ALLIED**

The Allies win if they have a ground unit on Wake Island (2942) at the end of the Scenario *or* have sunk more enemy capital ships than they have lost.

**DRAW**

Any other result is a draw.

**JAPANESE SET-UP**

HEX 3541 (1 Task Force):

CV3 *Soryu* with (4)1E-CV-L2; CV4 *Hiryu* with (4)1E-CV-L2; CA9 *Tone*; DD9 *Kagero*.

HEX 2542 (1 Task Force):

CL1 *Tenryu*; CL8 *Yubari*; APD5 *Mutsuki* with 144 Inf Reg embarked.

HEX 2944 (1 Task Force): CA2 *Aoba*; CA1 *Furutaka*; DD1 *Fubuki*.

HEX 2241 (Kwajalein): Small Airfield with (3)2E-L1, (3)1E-L1.

HEX 4635 (Ominato, Japan): Port.

**ALLIED SET-UP**

HEX 2942 (Wake Island):

Small Airfield with (1)1E-CV-L1; Wake Fortification; 1xMarine Bn.

HEX 2146 (1 Task Force):

CV1 *Lexington* with (5)1E-CV-L1; CA5 *Portland*; CA2 *Northampton*; DD8 *Somers*.

HEX 3247 (1 Task Force):

CV2 *Saratoga* with (5)1E-CV-L1; CA6 *New Orleans*; DD11 *Benson*.

HEX 2953 (1 Task Force):

CV5 *Enterprise* with (5)1E-CV-L1; DD6 *Gridley*.

HEX 2860 (Oahu): Port.

HEX 0145 (Suva, Vila Levu): Port.

## BATTLE SCENARIO NR. 2

**Battle of the Coral Sea**

POSTULATED PLAYING TIME: 2 to 3 Hours

NUMBER OF PLAYERS: Two

MAPS: Map A (Extended) Only

GAME LENGTH: 21 Days

OPERATION PLAYER: Japanese

OPERATIONAL INTELLIGENCE CONDITION: Intercept

**SPECIAL RULES**

1. The Australian ground unit in Port Moresby cannot move, except to retreat from combat.
2. All naval units not legally Deactivated by the end of the Scenario are considered sunk for victory condition purposes.

**VICTORY CONDITIONS****JAPANESE DECISIVE**

The Japanese must capture and solely occupy by the end of the Scenario both Guadalcanal (1134) and Port Moresby (1426). The Japanese must also prevent the Allies from fulfilling any of their victory conditions.

**JAPANESE SUBSTANTIVE**

The Japanese must capture and solely occupy by the end of the Scenario either Guadalcanal or Port Moresby *and* sink or cripple the US CV's *Lexington* and *Yorktown*. The Japanese must also prevent the Allies from fulfilling any of their victory conditions.

**JAPANESE TACTICAL**

The Japanese must capture and solely occupy by the end of the Scenario either Guadalcanal or Port Moresby *and* sink either the *Lexington* or the *Yorktown*. The Japanese must also prevent the Allies from fulfilling any of their victory conditions.

**ALLIED DECISIVE**

The Allies must prevent the Japanese from fulfilling any of their victory conditions *and* sink one Japanese CV or CVL.

**ALLIED SUBSTANTIVE**

The Allies must solely occupy Port Moresby *and* prevent the Japanese from fulfilling any of their victory conditions *and* sink one Japanese CV or CVL.

**ALLIED TACTICAL**

The Allies must solely occupy Port Moresby *and* prevent the Japanese from fulfilling any of their victory conditions.

**DRAW**

Any other result is a draw.

**JAPANESE SET-UP**

HEX 2432 (Truk):

Port; Small Airfield; CV6 *Zuikaku* with (4)1E-CV-L2; CV5 *Shokaku* with (4)1E-CV-L2; CA3 *Nachi*; DD1 *Fubuki*.

HEX 1630 (Kavieng): Small Airfield.

HEX 1332 (Shortland): CVS2 *Chitose*; 1xLRA.

HEX 1628 (Gasmata): Small Airfield.

HEX 1630 (Rabaul):

Port; Large Airfield with 1xLRA, (2)1E-L1, (3)2E-L1; CVL4 *Shoho* with (2)1E-CV-L1; CA2 *Aoba*; CA1 *Furutaka*; CL8 *Yubari*; CL1 *Tenryu*; CVS4 *K-Maru*; APD5 *Mutsuki*; AA1 *Amphibious Transport* with 4 Hits; 144 Inf Reg; 1xMarine Bn; 1xEngineer Reg.

HEX 1626 (Lae): Small Airfield with (2)1E-L2.

**ALLIED SET-UP**

All units are US unless otherwise noted.

HEX 0135 (Noumea, New Caledonia):

Port; Small Airfield with 1xLRA; CV3 *Yorktown* with (4)1E-CV-L1; CV1 *Lexington* with (4)1E-CV-L1; CA6 *New Orleans*; CA5 *Portland*; DD10 *Sims*.

HEX 0722 (Townsville, Australia):

Port; Large Airfield with (6)2E-L0, (6)4E-L0, 1xLRA; CA2 *Northampton*; CA1 (Australian) *Kent*.

HEX 1426 (Port Moresby, New Guinea):

Port; Small Airfield with (3)1E-L0; 30 Inf Bde (Australian).

HEX 0922 (Cairns, Australia): Port; Small Airfield.

HEX 1523 (Thursday Island): Small Airfield.

**BATTLE SCENARIO NR. 3****Midway**

POSTULATED PLAYING TIME: 2 Hours

NUMBER OF PLAYERS: Two

MAPS: Maps A and B

GAME LENGTH: 28 Days

OPERATION PLAYER: Japanese

OPERATIONAL INTELLIGENCE CONDITION: Ambush-CV

**SPECIAL RULES**

1. All naval units not legally Deactivated by the end of the Scenario are considered sunk for victory condition purposes.
2. The Japanese cannot have more than one Task Force in a hex at the end of any Japanese Movement Phase (Japanese Doctrine).
3. The four Japanese CV's (*Akagi*, *Kaga*, *Hiryu*, *Soryu*) must be in the same Task Force.
4. The Japanese naval movement during the Operation Contact Phase cannot cease until the Japanese Task Force containing the CV's is within Air Strike range of Midway, unless the Allied player stops Japanese naval movement before this condition can be met.
5. The Japanese can conduct amphibious assaults only at Midway (3351), Attu (4949), and 4850 (Kiska).
6. OPERATION K: The KRS submarine can refuel an LRA only at Hex 2956 (French Frigate Shoals).

**VICTORY CONDITIONS****JAPANESE DECISIVE**

The Japanese must capture Midway, Kiska, and Attu *and* sink as many or more capital ships than they lose.

**JAPANESE SUBSTANTIVE**

The Japanese must capture Midway *and* sink as many or more capital ships than they lose.

**JAPANESE MARGINAL**

The Japanese must capture Kiska and Attu *and* sink as many or more capital ships than they lose.

**ALLIED DECISIVE**

The Allies must have ground units on Midway at the end of the Scenario *and* there must be no Japanese ground units on either Kiska or Attu *and* the Allies must sink more capital ships than they lose.

**ALLIED SUBSTANTIVE**

The Allies must have ground units on Midway at the end of the Scenario *and* they must sink more capital ships than they lose.

**ALLIED MARGINAL**

The Allies must sink more capital ships than they lose.

**DRAW**

Any other result is a draw.

**JAPANESE SET-UP****HEX 4530 (Kure):**

Port; CV1 *Akagi* with (5)1E-CV-L2; CV2 *Kaga* with (5)1E-CV-L2; CV4 *Hiryu* with (4)1E-CV-L2; CV3 *Soryu* with (4)1E-CV-L2; BB7 *Kongo*; BB10 *Haruna*; BB8 *Hiei*; BB9 *Kirishima*; BB11 *Yamato*; BB5 *Nagato*; BB6 *Mutsu*; CVL1 *Hosho* with (1)1E-CV-L1; BB4 *Hyuga*; BB3 *Ise*; BB1 *Fuso*; BB2 *Yamashiro*; CVL3 *Zuiho* with (2)1E-CV-L1; CVS3 *Chiyoda*; CVS1 *Notoro*; CA5 *Takao*; CA3 *Nachi*; CL5 *Nagara*; CL9 *Sendai*; CL3 *Kuma*; DD6 *Shiratsuyu*; DD9 *Kagero*; DD10 *Kagero*; DD12 *Yugumo*; DD1 *Fubuki*.

**HEX 3030 (Guam):**

Port; Small Airfield with (2)1E-L1; CVS2 *Chitose*; CA7 *Mogami*; CA8 *Mogami*; DD8 *Asashio*; DD11 *Kagero*.

**HEX 3031 (Saipan):**

Port; Small Airfield; APD1 *Minekaze*; DD2 *Fubuki*; AA1 *Amphibious Transport*; 144 Inf Reg; 1×Marine Bn; 2×Engineer Reg.

**HEX 4635 (Ominato):**

CVL2 *Ryujo* with (2)1E-CV-L2; CVL6 *Junyo* with (1)1E-CV-L2; CA6 *Takao*; CL4 *Kuma*; CL6 *Nagara* with 2 Hits; DD5 *Hatsuharu*; DD3 *Fubuki*; AA2 *Amphibious Transport*; CA4 *Nachi* with 3 Hits; SS1; 1×Inf Bn; 1×Marine Bn.

**HEX 2241 (Kwajalein):**

Small Airfield; SS2; SS3; SS4 with 3 Hits; KRS.

**HEX 2942 (Wake):** Small Airfield with 1×LRA.**HEX 2042 (Jaluit):** Small Airfield.**HEX 2243 (Wotjje):** Small Airfield with (5)1E-L1, 1×LRA.**HEX 2539 (Enweltok):** Small Airfield.**HEX 3437 (Marcus Island):** Small Airfield with (1)2E-L1.**ALLIED SET-UP****HEX 2860 (Oahu):**

Port; Large Airfield with (3)1E-CV-L1, (6)1E-L0, (3)4E-L0, 1×LRA; CV3 *Yorktown* with (5)1E-CV-L1; CV5 *Enterprise* with (5)1E-CV-L2; CV4 *Hornet* with (5)1E-CV-L1; CA6 *New Orleans*; CA2 *Northampton* with 3 Hits; CA7 *New Orleans*; CA1 *Pensacola*; DD3 *Farragut*; DD5 *Mahan*; DD4 *Porter*; CL6 *Atlanta* with 2 Hits; SS1; SS2; SS3.

**HEX 3055 (Gardner Island):** Small Airfield.**HEX 2956 (French Frigate Shoals):** ST1 *Seaplane Tender*.**HEX 3351 (Midway):**

Small Airfield with (4)1E-CV-L0, (1)2E-L0, (1)4E-L0, 2×LRA; 2×Marine Bn.

**HEX 4856 (Dutch Harbor):** Port; 7 Div with 9 Hits.**HEX 5161 (Kodiak Island):**

Port; Small Airfield; CA5 *Portland*; CL3 *Brooklyn*; CL5 *Brooklyn* with 2 Hits; APD1 *Paulding*; SS1; 7 Inf Reg.

**HEX 5259 (Alaska):** Small Airfield.**HEX 5057 (Alaska):** Small Airfield; 5 Inf Reg.**HEX 4855 (Umiak Island):**

Small Airfield with (2)1E-L0, (2)2E-L0, 1×LRA; 8 Inf Reg.

**BATTLE SCENARIO NR. 4****Battle of the Eastern Solomons**

POSTULATED PLAYING TIME: 2 Hours

NUMBER OF PLAYERS: Two

MAPS: Map A (Extended) Only

GAME LENGTH: 21 Days

OPERATION PLAYER: Japanese

OPERATIONAL INTELLIGENCE CONDITION: Intercept

**SPECIAL RULES**

1. Allied units indicated with an asterisk (\*) cannot move more than 5 hexes from their set-up point until an Allied naval unit is attacked.
2. Both sides have ground units in the Guadalcanal hex, which are not part of this Scenario. Therefore, if the Japanese land

units on Guadalcanal, they neither capture nor Interdict the airfield.

3. Units not Deactivated by the end of the Scenario are considered eliminated for victory condition purposes.

4. Every 10 Japanese or 15 Allied non-capital ship Hits equal one capital ship sunk for victory condition purposes.

**VICTORY CONDITIONS****JAPANESE**

The Japanese win if they land at least one battalion of ground units on Guadalcanal *and* if they Interdict Henderson Field (the Small Airfield on Guadalcanal) at any time or, at the end of any one Battle Cycle, have eliminated all US air units on Guadalcanal.

**ALLIED**

The Allies win if they prevent the Japanese from achieving their victory conditions *and* sink more Japanese capital ships than they lose.

**DRAW**

Any other result is a draw.

**JAPANESE SET-UP****HEX 2432 (Truk):**

Port; Large Airfield; CV5 *Shokaku* with (4)1E-CV-L2; CV6 *Zuikaku* with (5)1E-CV-L2; CVL2 *Ryujo* with (2)1E-CV-L1; BB6 *Mutsu*; BB9 *Kirishima*; BB8 *Hiei*; CVS2 *Chitose*; CA9 *Tone* with 3 Hits; CA7 *Mogami*; CL5 *Nagara*; CL10 *Katori*; DD8 *Asashio*; DD9 *Kagero*; DD6 *Shiratsuyu*; SS1.

**HEX 1630 (Rabaul):**

Port; Large Airfield with (4)1E-L1, (3)2E-L1; CA6 *Takao*; CA3 *Nachi*; APD1 *Minekaze*; DD10 *Kagero*; 1×Marine Bn; 1×Inf Bn.

**HEX 1830 (Kavieng, New Ireland):**

Small Airfield; CA1 *Furutaka* with 3 Hits; CA2 *Aoba*; CA5 *Takao*; SS2.

**ALLIED SET-UP****HEX 0135 (Noumea, New Caledonia):**

Port; Small Airfield; CV2 *Saratoga* with (4)1E-CV-L1; CV5 *Enterprise* (6)1E-CV-L1; \*CV6 *Wasp* with (5)1E-CV-L2; BB13 *North Carolina*; CA5 *Portland* with 3 Hits; \*CA1 *Pensacola*; CA6 *New Orleans*; CL6 *Atlanta*; \*DD11 *Benson*; DD9 *Benham*; DD3 *Farragut*.

**HEX 1134 (Guadalcanal):** Small Airfield with (2)1E-CV-L1, (1)1E-L0.

**BATTLE SCENARIO NR. 5****Naval Battle of Guadalcanal**

**POSTULATED PLAYING TIME:** 2 Hours

**NUMBER OF PLAYERS:** Two

**MAPS:** Map A (Extended) Only

**GAME LENGTH:** 21 Days

**OPERATION PLAYER:** Japanese

**OPERATIONAL INTELLIGENCE CONDITION:** Intercept

**SPECIAL RULES**

- Both sides have ground units in the Guadalcanal hex, which are not part of this Scenario. If the Japanese land a ground unit on Guadalcanal, the airfield is not captured or Interdicted.
- All units not legally Deactivated by the end of the Scenario are considered eliminated for victory condition purposes.
- Every 10 Japanese and 15 Allied non-capital ship Hits equal one capital ship sunk for victory condition purposes.
- There are no Demolition, Ground Combat, or Rally Phases in this Scenario.

**VICTORY CONDITIONS****JAPANESE**

The Japanese win if they have at least 6 Steps of 38 Div on Guadalcanal at the end of the Scenario *and* Henderson Field (the Small Airfield on Guadalcanal) is Interdicted at any time or all Allied air units on the airfield have been eliminated by the end of any one Battle Cycle *and* the Japanese have sunk more enemy capital ships than they have lost.

**ALLIED**

The Allies win if they land at least one ground unit Step on Guadalcanal *and* prevent the Japanese from achieving any of their victory conditions.

**DRAW**

Any other result is a draw.

**JAPANESE SET-UP****HEX 2432 (Truk):**

Port; Large Airfield; CVL6 *Junyo* with (3)1E-CV-L1; CVL7 *Hiyo* with (3)1E-CV-L1; BB8 *Hiei*; BB9 *Kirishima*; CA5 *Takao*; CA9 *Tone* with 3 Hits; CL5 *Nagara*; CL9 *Sendai*; DD9 *Kagero*; DD6 *Shiratsuyu*; DD8 *Asashio*; SS1; SS2.

**HEX 1630 (Rabaul, New Britain):**

Port; Large Airfield with (6)1E-L1, (6)2E-L0, 1×LRA; CA6 *Takao*; CA7 *Mogami*; CL1 *Tenyru*; DD12 *Yugumo*; DD10 *Kagero*; AA1 *Amphibious Transport*; 38 Div.

**HEX 1830 (Kavieng):** Small Airfield.

**ALLIED SET-UP****HEX 0135 (Noumea, New Caledonia):**

Port; Small Airfield; CV5 *Enterprise* with 1 Hit and (5)1E-CV-L1; BB14 *Washington*; BB15 *South Dakota*; CA6 *New Orleans*; CA5 *Portland*; CL3 *Brooklyn*; CL6 *Atlanta*; DD11 *Benson*; DD9 *Benham*; DD12 *Benson*; AA1 *Amphibious Transport*; 164 Inf Reg.

**HEX 1134 (Guadalcanal):** Small Airfield with (5)1E-CV-L1, (2)1E-L0.

**HEX 0437 (Espiritu Santo):**

Port; Small Airfield with (2)1E-CV-L1, (1)2E-L0, (2)4E-L1, 2×LRA.

**BATTLE SCENARIO NR. 6****Battle of the Santa Cruz Islands**

**POSTULATED PLAYING TIME:** 2 Hours

**NUMBER OF PLAYERS:** Two

**MAPS:** Map A (Extended) Only

**GAME LENGTH:** 21 Days

**OPERATION PLAYER:** Japanese

**OPERATIONAL INTELLIGENCE CONDITION:** Intercept

**SPECIAL RULES**

- HISTORICAL NOTE:** Both sides have troops on Guadalcanal locked in fierce combat, which have no effect on this Scenario. Historically, the Japanese failed to take Henderson Field (the Small Airfield on Guadalcanal), but false information led the Japanese to believe otherwise — resulting in this battle.
- Every 10 Japanese or 15 Allied non-capital ship Hits equals one capital ship sunk for victory condition purposes.
- All units not legally Deactivated by the end of the Scenario are considered eliminated for victory condition purposes.

**VICTORY CONDITIONS**

The side that sinks more enemy capital ships wins the Scenario. Ties are Allied victories. The differential of the losses determines the level of victory:

**MARGINAL:**

Differential is 1 or 2 capital ships.

**SUBSTANTIVE:**

Differential is 3 capital ships.

**DECISIVE:**

Differential is 4 or more capital ships.

**JAPANESE SET-UP****HEX 2432 (Truk):**

Port; Large Airfield; CV5 *Shokaku* with (4)1E-CV-L1; CV6 *Zuikaku* with (5)1E-CV-L1; CVL3 *Zuiho* with (2)1E-CV-L1; CVL6 *Junyo* with (4)1E-CV-L1; BB11 *Yamato*; BB7 *Kongo*; BB10 *Haruna*; BB8 *Hiei*; BB9 *Kirishima*; CA5 *Takao*; CA7 *Mogami*; CA9 *Tone*; CL5 *Nagara*; CL10 *Katori*; DD9 *Kagero*; DD6 *Shiratsuyu*; DD10 *Kagero*; DD12 *Yugumo*; SS1; SS2.

HEX 1630 (Rabaul, New Britain):

Port; Large Airfield with (2)1E-CV-L1, (6)1E-L1, (6)2E-L0, 1×LRA; CL6 *Nagara*; DD4 *Akatsuki*.

HEX 1432 (Buin, Bougainville): Small Airfield with (1)1E-CV-L0.

HEX 1830 (Kavieng): Small Airfield.

HEX 1232 (Munda, New Georgia): Small Airfield.

### ALLIED SET-UP

HEX 0135 (Noumea, New Caledonia):

Port; Small Airfield with (4)1E-L1, (1)1E-L0, (2)2E-L1; CV5

*Enterprise* with (5)1E-CV-L1; CV4 *Hornet* with (6)1E-CV-L1; BB15 *South Dakota*; BB14 *Washington*; CA5 *Portland*; CA6 *New Orleans*; CL6 *Atlanta*; CL7 *Atlanta*; CL3 *Brooklyn*; DD9 *Benham*; DD11 *Benson*; DD5 *Mahan*.

HEX 1134 (Guadalcanal): Small Airfield with (4)1E-CV-L1, (1)1E-L0.

HEX 0437 (Espiritu Santo):

Port; Small Airfield with (2)1E-CV-L0, (1)2E-L0, (3)4E-L1, 2×LRA; ST1 *Seaplane Tender*.

## BATTLE SCENARIO NR. 7

### Battle of the Philippine Sea

POSTULATED PLAYING TIME: 2 to 3 Hours

NUMBER OF PLAYERS: Two

MAPS: Maps A and B

GAME LENGTH: 28 Days

OPERATION PLAYER: Allied

OPERATIONAL INTELLIGENCE CONDITION: Intercept

### SPECIAL RULES

1. All Hits on Japanese CV's and CVL's are doubled, due to unrefined fuel.
2. The Allies can use amphibious assault on Hexes 3031 (Saipan) and 3030 (Guam).
3. Units need not be Deactivated at the conclusion of this Scenario.
4. The Allies can make an immediate submarine attack attempt at the beginning of the game against the Japanese naval units in Hex 3316 (Tawi-Tawi).

### VICTORY CONDITIONS

#### JAPANESE

The Japanese win if they sink one or more Allied CV's.

#### ALLIED

The Allies win if they capture Saipan/Tinian (3031) and loses no CV's and takes no Hits on the amphibious transport (AA) unit while it is transporting ground units.

#### DRAW

Any other result is a draw.

### JAPANESE SET-UP

HEX 3316 (Tawi-Tawi):

CV8 *Taiho* with (5)1E-CV-L0; CV5 *Shokaku* with (5)1E-CV-L0; CV6 *Zuikaku* with (5)1E-CV-L1; CVL6 *Junyo* with (3)1E-CV-L0; CVL7 *Hiyo* with (3)1E-CV-L0; CVL5 *Ryuho* with (2)1E-CV-L0; CVL8 *Chitose* with (2)1E-CV-L0; CVL9 *Chiyoda* with (2)1E-CV-L0; CVL3 *Zuiho* with (2)1E-CV-L0; BB5 *Nagato*; BB11 *Yamato*; BB12 *Musashi*; BB7 *Kongo*; BB10 *Haruna*; CA9 *Tone*; CA3 *Nachi*; CA5 *Takao*; CA6 *Tako*; CA7 *Mogami*; CA8 *Mogami* with 3 Hits; CL12 *Agnano*; DD9 *Kagero*; DD10 *Kagero*; DD4 *Akatsuki*; DD6 *Shiratsuyu*; DD12 *Yugumo*; DD15 *Akitsuki*.

HEX 3031 (Saipan/Tinian):

Port; Large Airfield with (6)1E-L0, (6)1E-L0, (1)1E-L2, (1)2E-L0; SS1; SS2; SS3; SS4; 43 Div; 1×Inf Bde; 1×Inf Reg; 1×Marine Bn.

HEX 2924 (Petellu): Small Airfield with (4)1E-L0, (3)2E-L0.

HEX 2926 (Yap): Small Airfield with (3)1E-L0, (3)2E-L0.

HEX 4433 (Tokyo):

Large Airfield with (6)1E-L0, (6)1E-L0, (6)1E-L0.

HEX 3219 (Davao): Large Airfield with (6)1E-L0, (3)2E-L0.

HEX 3519 (Cebu): Small Airfield with (3)1E-L0.

HEX 2520 (Vogelkop, New Guinea): Small Airfield with (4)1E-L0.

HEX 2818 (Halmahera): Small Airfield with (3)2E-L0.

HEX 2917 (Menando, Celebes): Small Airfield with (3)2E-L0.

HEX 3732 (Iwo Jima): Small Airfield with (6)1E-L0, (1)2E-L0.

HEX 3030 (Guam):

Large Airfield with (6)1E-L0, (6)1E-L0, (3)2E-L0; 9 Div; 4×Marine Bn.

### ALLIED SET-UP

HEX 2860 (Oahu):

Port; CVE4 *Casablanca* with (3)1E-CV-L0; CVE5 *Casablanca* with (3)1E-CV-L0; CVE6 *Casablanca* with (3)1E-CV-L0; BB8 *Maryland*; BB12 *Colorado*; BB2 *Pennsylvania*; BB11 *Tennessee*; BB10 *California*; BB5 *New Mexico*; BB6 *Mississippi*; BB7 *Idaho*; CL3 *Brooklyn*; DD15 *Fletcher*; DD16 *Fletcher*; DD17 *Fletcher*; DD18 *Fletcher*; CA2 *Northampton* with 3 Hits; AA1 *Amphibious Transport*; AA2 *Amphibious Transport*; AA3 *Amphibious Transport*; 2 Marine Div; 4 Marine Div; 27 Div.

HEX 1134 (Guadalcanal):

Port; Large Airfield; CVE7 *Casablanca* with (3)1E-CV-L0; CVE8 *Casablanca* with (3)1E-CV-L0; CVE9 *Casablanca* with (3)1E-CV-L0; CVE2 *Sangamon* with (3)1E-CV-L0; DD9 *Benham*; DD19 *Fletcher*; APD1 *Paulding*; ST1 *Seaplane Tender*; AA4 *Amphibious Transport*; AA5 *Amphibious Transport*; 3 Marine Div; 1 Marine Bde.

HEX 2043 (Majuro, Marshall Islands):

Port; Small Airfield; CV10 *Hornet 2* with (6)1E-CV-L2; CV8 *Yorktown 2* with (6)1E-CV-L2; CV15 *Bunker Hill* with (6)1E-CV-L2; CV16 *Wasp 2* with (6)1E-CV-L2; CV5 *Enterprise* with (6)1E-CV-L2; CV14 *Lexington 2* with (6)1E-CV-L2; CV7 *Essex* with (6)1E-CV-L2; CVL7 *Langley 2* with (2)1E-CV-L1; CVL5 *Cowpens* with (2)1E-CV-L1; CVL10 *San Jacinto* with (2)1E-CV-L1; CVL3 *Princeton* with (2)1E-CV-L1; CVL6 *Monterey* with (2)1E-CV-L1; CVL4 *Belleau Wood* with (2)1E-CV-L1; CVL9 *Bataan* with (2)1E-CV-L1; CVL8 *Cabot* with (2)1E-CV-L1; BB18 *Alabama*; BB14 *Washington*; BB13 *North Carolina*; BB19 *Iowa*; BB15 *South Dakota*; BB20 *New Jersey*; BB16 *Indiana*; CA10 *Wichita*; CA6 *New Orleans*; CA7 *New Orleans* with 3 Hits; CA11 *Baltimore*; CA12 *Baltimore* with 3 Hits; CA5 *Portland* with 3 Hits; CL6 *Atlanta*; CL7 *Atlanta*; CL9 *Cleveland*; CL10 *Cleveland* with 2 Hits; CL11 *Cleveland*; CL12 *Cleveland*; CL13 *Cleveland*; DD20 *Fletcher*; DD21 *Fletcher*; DD22 *Fletcher*; DD23 *Fletcher*; DD24 *Fletcher*; DD25 *Fletcher*.

HEX 3732 (Iwo Jima): SS1.

HEX 2927 (Ulithi) OR WITHIN 4 HEXES: SS2.

HEX 2832: SS3.

HEX 3316 (Tawi-Tawi): SS4 with 4 Hits.

HEX 3020: SS5 with 4 Hits.

HEX 3420: SS6 with 4 Hits.

## BATTLE SCENARIO NR. 8

### Battle of Leyte Gulf

POSTULATED PLAYING TIME: 2 to 3 Hours

NUMBER OF PLAYERS: Two

MAPS: Maps A and B

GAME LENGTH: 28 Days

OPERATION PLAYER: Allied

OPERATIONAL INTELLIGENCE CONDITION: Surprise Attack

#### SPECIAL RULES

1. The Allies can conduct amphibious assault only in Hex 3520 (Leyte).
2. No Deactivation is required at the conclusion of this Scenario.
3. The Allied player can expend no more than 5 Days during his Contact Phase.

#### VICTORY CONDITIONS

##### JAPANESE

The Japanese win if they prevent an amphibious assault on Leyte or if they sink at least one Allied CV.

##### ALLIED

The Allies win if they conduct an amphibious assault on Leyte with more ground Steps than the Japanese initially deploy there and he loses no CV's and he incurs no Hits on any amphibious transport while it is carrying ground units.

##### DRAW

Any other result is a draw.

#### JAPANESE SET-UP

HEX 3908 (Singapore):

Port; Small Airfield; BB11 *Yamato*; BB12 *Musashi*; BB1 *Fuso*; BB2 *Yamashiro*; BB7 *Kongo*; BB10 *Haruna*; CA5 *Takao*; CA6 *Takao*; CA3 *Nachi*; CA7 *Mogami*; CA8 *Mogami* with 3 Hits; CA9 *Tone*; CL12 *Agnano*; DD12 *Yugumo*; DD9 *Kagero*; DD6 *Shiratsuyu*; SS2.

HEX 4530 (Kure):

Port; Large Airfield with (6)1E-L0, (4)2E-L2; CV6 *Zuikaku* with (3)1E-CV-L1; CVL3 *Zuiho* with (2)1E-CV-L0; CVL8 *Chitose* with (2)1E-CV-L0; CVL9 *Chiyoda* with (1)1E-CV-L0; BB3 *Ise*; BB4 *Hyuga*; CA4 *Nachi*; CL4 *Kuma*; CL5 *Nagara*; CL6 *Nagara*; DD15 *Akitsuki*; DD1 *Fubuki*; DD5 *Hatsuharu*; DE1 *Matsu*; SS1.

PLACE THESE AIR UNITS IN ANY OF THE FOLLOWING JAPANESE AIRFIELDS:

(6)1E-L0; (6)1E-L0; (6)1E-L0; (6)1E-L0; (6)1E-L0; (6)1E-L0; (6)2E-L0; (6)2E-L0; (6)Kamikaze.

HEX 3819 (Manila): Port; Large Airfield.

HEX 3619 (Panay): Small Airfield.

HEX 3920 (Luzon): Large Airfield.

HEX 4020 (Luzon): Small Airfield.

HEX 3620 (Luzon): Small Airfield.

HEX 3219 (Davao, Mindanao): Port; Large Airfield.

HEX 4322 (Pescadores): Large Airfield.

HEX 4323 (Formosa): Large Airfield.

HEX 4226 (Okinawa): Small Airfield.

HEX 3520 (Leyte): Small Airfield; 16 Div.

#### ALLIED SET-UP

HEX 2124 (Hollandia):

Port; Large Airfield with (6)1E-L1, (6)1E-L1, (6)2E-L2, (6)2E-L1, (6)4E-L1, 2×LRA; BB6 *Mississippi*, BB8 *Maryland*; BB9 *West Virginia*; DD5 *Mahan*; DD10 *Sims*; DD15 *Fletcher*; DD16 *Fletcher*; APD1 *Paulding*; APD2 *Paulding*; AA1 *Amphibious Transport*; AA2 *Amphibious Transport*; 24 Div; 1C Div; 1×Special Forces Reg.

HEX 2927 (Ulithi):

Port; Small Airfield; CV16 *Wasp 2* with (6)1E-CV-L2; CV10 *Hornet 2* with (6)1E-CV-L2; CV9 *Intrepid* with (6)1E-CV-L2; CV17 *Hancock* with (6)1E-CV-L2; CV7 *Essex* with (6)1E-CV-L2; CV14 *Lexington 2* with (6)1E-CV-L2; CV11 *Franklin* with (6)1E-CV-L2; CV5 *Enterprise* with (6)1E-CV-L2; CVL8 *Cabot* with (3)1E-CV-L2; CVL2 *Independence* with (3)1E-CV-L2; CVL10 *San Jacinto* with (3)1E-CV-L2; CVL4 *Belleau Wood* with (3)1E-CV-L2; CVL3 *Princeton* (3)1E-CV-L2; CVL7 *Langley 2* with (3)1E-CV-L2; CVL6 *Monterey* with (3)1E-CV-L2; CVL5 *Cowpens* with (3)1E-CV-L2; BB14 *Washington*; BB15 *South Dakota*; BB17 *Massachusetts*; BB18 *Alabama*; BB19 *Iowa*; BB20 *New Jersey*; CA10 *Wichita*; CA11 *Baltimore*; CA2 *Northampton*; CA1 *Pensacola*; CL6 *Atlanta*; CL7 *Atlanta*; CL9 *Cleveland*; CL10 *Cleveland*; DD6 *Gridley*; DD7 *Bagley*; DD17 *Fletcher*; DD18 *Fletcher*; DD19 *Fletcher*; DD20 *Fletcher*; DD21 *Fletcher*; DD22 *Fletcher*; DD23 *Fletcher*; DD24 *Fletcher*; SS1; SS2.

HEX 1928 (Admiralty Island):

Port; Small Airfield with LRA; CVE2 *Sangamon* with (3)1E-CV-L0; CVE3 *Sangamon* with (3)1E-CV-L0; CVE4 *Casablanca* with (3)1E-CV-L0; CVE5 *Casablanca* with (3)1E-CV-L0; CVE6 *Casablanca* with (3)1E-CV-L0; CVE7 *Casablanca* with (3)1E-CV-L0; CVE8 *Casablanca* with (3)1E-CV-L0; CVE9 *Casablanca* with (3)1E-CV-L0; BB11 *Tennessee*; BB10 *California*; BB2 *Pennsylvania*; CA12 *Baltimore*; CL1 *Boise*; DD25 *Fletcher*; DD26 *Fletcher*; DE4 *Mixed*; DE5 *Mixed*; DE6 *Mixed*; ST1 *Seaplane Tender*; SS3.

## CAMPAIGN SCENARIO NR. 1

### Malaya, December 1941

POSTULATED PLAYING TIME: 3 Hours

NUMBER OF PLAYERS: Two

MAPS: Map A Only

GAME LENGTH: 3 Months (Dec 1941 through Feb 1942)

COMMAND POINTS SCHEDULE:

Dec 1941	Japanese: 45	Allies: 8
Jan 1942	Japanese: 45	Allies: 8
Feb 1942	Japanese: 45	Allies: 8

#### SPECIAL RULES

1. The Japanese automatically conduct the first Operation of the Scenario, without an Operation Player Determination Phase. After the first Operation, the normal sequence applies.
2. No Allied Search attempts can be conducted at greater than 2-hex range until an Allied unit is attacked.
3. No Allied CAP can be conducted for the first Battle Cycle of the first Operation. After the first Operation, the normal sequence applies.

#### VICTORY CONDITIONS

##### JAPANESE

The Japanese win if there are no Allied units in Malaya (any contiguous land hex within 4 hexes of 3908) at the end of the Scenario and hex 3908 is occupied by any Japanese combat unit.

##### ALLIED

The Allies win if there is an Allied unit anywhere in Malaya at the end of the Scenario.

##### DRAW

Any other result is a draw.

#### JAPANESE SET-UP

HEX 4322 (Pescadores): Port; BB7 *Kongo*; BB10 *Haruna*; CA5 *Takao*.

HEX 4213 (Cam Ranh):

Port; Small Airfield with (6)2E-L1; CA7 *Mogami*; CA8 *Mogami*; CL10 *Katori*; CL5 *Nagara*; DD1 *Fubuki*; DD2 *Fubuki*.

HEX 4212 (Saigon):

Port; Large Airfield with (6)1E-L2, (6)1E-L1, (6)2E-L1; AA1

*Amphibious Transport*; South Headquarters; 143 Inf Reg.

HEX 4716 (Hanoi): Port; Small Airfield with (3)1E-L1.

HEX 4516 (Taan, Hainan):

Port; AA2 *Amphibious Transport*; AA3 *Amphibious Transport*; 5 Div; 18 Div.

HEX 4411 (French Indo-China): Guards (G) Div.

HEX 4311 (French Indo-China):

Large Airfield with (2)1E-L2, (6)1E-L1, (6)2E-L2, (4)2E-L2.

### JAPANESE REPLACEMENT SCHEDULE

DEC 1941: 0 Ground/No Air

JAN 1942: 3 Ground/(1)L1 Air

FEB 1942: 3 Ground/(2)L1 Air

### JAPANESE REINFORCEMENT SCHEDULE

DEC 1941: None.

JAN 1942: None.

FEB 1942: None.

### ALLIED SET-UP

All units are British unless indicated otherwise.

HEX 3908 (Singapore):

Port; Small Airfield; BB1 *Prince of Wales*; BC1 *Repulse*; DD1 *Mixed*; Singapore Fortress; Malaya Headquarters; Singapore (Sng) Bde; 8 Division (Australian).

HEX 4308 (Jitra): Small Airfield; 111 Div.

HEX 4209 (Khota Bharu): Large Airfield; 91 Div.

HEX 4207 (Malaya): Small Airfield; 281 Bde.

HEX 4008 (Kuantan): Small Airfield; 221 Bde.

PLACE THESE AIR UNITS IN ANY BRITISH AIRFIELDS:  
(6)1E-L0; (3)2E-L0; 1×LRA.

### ALLIED REPLACEMENT SCHEDULE

DEC 1941: None.

JAN 1942: 2 Ground/(3)1E-L0 Air

FEB 1942: 8 Ground/(3)1E-CV-L0

### ALLIED REINFORCEMENT SCHEDULE

DEC 1941: None.

JAN 1942: 171 Div.

FEB 1942: 18 Div.

## CAMPAIGN SCENARIO NR. 2

### Philippines, December 1941

POSTULATED PLAYING TIME: 3 Hours

NUMBER OF PLAYERS: Two

MAPS: Map A Only

GAME LENGTH: 3 Months (Dec 1941 through Feb 1942)

COMMAND POINTS SCHEDULE:

Dec 1941 Japanese: 45 Allies: 8

Jan 1942 Japanese: 45 Allies: 6

Feb 1942 Japanese: 45 Allies: 6

### SPECIAL RULES

1. The Japanese automatically conduct the first Operation of the Scenario, without an Operation Player Determination Phase. After the first Operation, the normal sequence applies.
2. No Allied Search attempts can be conducted at greater than 2-hex range until an Allied unit is attacked.
3. No Allied CAP can be conducted for the first Battle Cycle of the first Operation. After the first Operation, the normal sequence applies.

### VICTORY CONDITIONS

#### JAPANESE

The Japanese win if there is no more than one Allied-occupied hex in the Philippines at the end of the Scenario *and* — if there is an Allied-occupied hex — it is not Hex 3819. For purposes of this victory condition, the Philippines consist of all land hexes within 4 hexes, inclusive, of Hex 3620 (San Bernadino Strait).

#### ALLIED

The Allies win if there is more than one Allied-occupied hex in the Philippines at the end of the Scenario.

#### DRAW

Any other result is a draw.

### JAPANESE SET-UP

HEX 4322 (Pescadores):

Port; Large Airfield with (6)1E-L2, (4)2E-L2, (6)2E-L1, (3)2E-L1, 3×LRA; CA5 *Takao*; CL5 *Nagara*; CL6 *Nagara*; DD8 *Asashio*; DD9 *Kagero*; DD10 *Kagero*; APD5 *Mutsuki*; AA1 *Amphibious Transport*; 48 Div; 65 Bde; 2×Marine Bn.

HEX 4226 (Okinawa):

Port; Small Airfield; DD11 *Kagero*; DD1 *Fubuki*; AA1 *Amphibious Transport*; 16 Div.

HEX 2924 (Peleiu):

Port; Small Airfield; CVL2 *Ryujo* with (3)1E-CV-L1; CA3 *Nachi*; CA4 *Nachi*; CL9 *Sendai*; DD6 *Shiratsuyu*; APD1 *Minekaze*; 146 Reg.

HEX 4323 (Formosa): Large Airfield with (6)1E-L2, (6)2E-L1.

### JAPANESE REPLACEMENT SCHEDULE

DEC 1941: 0 Ground/0 Air

JAN 1942: 3 Ground/(1)L1 Air

FEB 1942: 3 Ground/(2)L1 Air

### JAPANESE REINFORCEMENT SCHEDULE

DEC 1941-FEB 1942: None.

### ALLIED SET-UP

PLACE THESE AIR UNITS IN ANY OF THE FOLLOWING ALLIED AIRFIELDS:  
(6)1E-L0, (6)1E-L0, (3)1E-L0, (2)4E-L0, 1×LRA.

HEX 3619 (Panay): Small Airfield; CA9 *Houston*; V Div.

HEX 3519 (Cebu): CL1 *Boise*.

HEX 3314 (Tarakan, Borneo): DD1 *Paulding*.

HEX 3112 (Balikpapan, Borneo): DD2 *Paulding*.

HEX 3819 (Manila):

Port; Large Airfield; CVL1 *Langley*; SS1; SS2; SS3; SS4; SS5 with 1 Hit; Southwest Headquarters; Reserve (Rs) Corps.

HEX 3818 (Corregidor): Corregidor Fortress; 4 Marine Reg.

HEX 3920 (Luzon): Large Airfield; North Luzon (NL) Corps.

HEX 3720 (Luzon): South Luzon (SL) Corps.

HEX 3319 (Mindinao): Mindinao (M) Div.

HEX 4020 (Luzon): Small Airfield.

HEX 4021 (Luzon): Small Airfield.

HEX 3620 (Luzon): Small Airfield.

HEX 3219 (Davao, Mindinao): Port; Small Airfield.

### ALLIED REPLACEMENT SCHEDULE

DEC 1941: None.

JAN 1942: 3 Ground/(2)1E-L0 Air

FEB 1942: 5 Ground/(6)1E-L0; (1)4E-L0 Air

### ALLIED REINFORCEMENT SCHEDULE

DEC 1941-FEB 1942: None.

## CAMPAIGN SCENARIO NR. 3 Southern Conquests

POSTULATED PLAYING TIME: 10 Hours

NUMBER OF PLAYERS: TWO

MAPS: Map A Only

GAME LENGTH: 3 Months (Dec 1941 through Feb 1942)

COMMAND POINTS SCHEDULE:

Dec 1941	Japanese: 115	Allies: 48
Jan 1942	Japanese: 100	Allies: 60
Feb 1942	Japanese: 100	Allies: 60

### SPECIAL RULES

1. The Japanese automatically conduct the first Operation of the Scenario, without an Operation Player Determination Phase. After the first Operation, the normal sequence applies.
2. No Allied Search attempts can be conducted at greater than 2-hex range until an Allied unit is attacked.
3. No Allied CAP can be conducted for the first Battle Cycle of the first Operation. After the first Operation, the normal sequence applies.

### VICTORY CONDITIONS

#### JAPANESE

The Japanese must fulfill all of the following conditions to win. **PHILIPPINES:** There can be no more than one Allied-occupied hex in the Philippines at the end of the Scenario *and* — if there is an Allied-occupied hex — it is not Hex 3819. For purposes of this victory condition, the Philippines consist of all land hexes within 4 hexes, inclusive, of Hex 3620 (San Bernadino Strait). **MALAYA:** There can be no Allied units in any hex in Malaya, and Hex 3908 must be occupied by a friendly unit. For purposes of this victory condition, Malaya consists of all contiguous land hexes within 4 hexes, inclusive, of Hex 3908. **DUTCH EAST INDIES:** The Japanese must control all of the following hexes at the end of the Scenario: all hexes in Java; 3404, 3605, 3606, 4306 (Sumatra); 2312 (Timor); 2517 (Amboina); 2712, 2714, 2917 (Celebes); 3110, 3112, 3314, 3609, 3610, 3612 (Borneo); 2807 (Bali). All Dutch units and the ABDA Headquarters are permanently removed at the end of the Operation in which these Hexes are captured. **MISCELLANEOUS:** The Japanese must control all of the following hexes at the end of the Scenario: 3416 (Jolo); 3316 (Tawi-Tawi); 4419 (Hong Kong).

#### ALLIED

The Allies win if they prevent the Japanese from capturing either the Philippines, Malaya, or the Dutch East Indies *or* sink 2 or more Japanese CV's.

#### DRAW

Any other result is a draw.

### JAPANESE SET-UP

HEX 4322 (Pescadores):

Port; Large Airfield with (6)1E-L2, (4)2E-L2, (6)2E-L1, (3)2E-L1, 3×LRA; BB7 *Kongo*; BB10 *Haruna*; CA5 *Takao*; CA6 *Takao*; CL5 *Nagara*; CL6 *Nagara*; DD8 *Asashio*; DD9 *Kagero*; DD10 *Kagero*; AA1 *Amphibious Transport*; AA2 *Amphibious Transport*; 48 Div; 65 Bde.

HEX 4228 (Okinawa):

Port; Small Airfield; DD11 *Kagero*; DD1 *Fubuki*; AA3 *Amphibious Transport*; 16 Div.

HEX 2924 (Peleiu):

Port; Small Airfield; CVL2 *Ryujo* with (3)1E-CV-L1; CA3 *Nachi*; CA4 *Nachi*; CL9 *Sendai*; DD6 *Shiratsuyu*; AA4 *Amphibious Transport*; 146 Reg.

HEX 4213 (Cam Ranh):

Port; Small Airfield with (6)2E-L1; CA7 *Mogami*; CA8 *Mogami*; CL8 *Yubari*; CL10 *Katori*; DD2 *Fubuki*; DD3 *Fubuki*.

HEX 4212 (Saigon):

Port; Large Airfield with (6)1E-L2, (6)1E-L1, (6)2E-L1; South Headquarters; 55 Div.

HEX 4716 (Hanoi):

Port; Small Airfield with (3)1E-L1.

HEX 4516 (Taan, Hainan Island):

Port; AA5 *Amphibious Transport*; AA6 *Amphibious Transport*; 5 Div; 18 Div.

HEX 4411 (French Indo-China):

Guards (G) Inf Div.

HEX 4323 (Formosa): Large Airfield with (6)1E-L2, (6)2E-L1.

HEX 4311 (French Indo-China):

Large Airfield with (2)1E-L2, (6)1E-L1, (6)2E-L2, (4)2E-L2.

HEX 2432 (Truk): Port; Small Airfield with (4)1E-L2, (3)2E-L2.

HEX 4520 (China): 38 Div.

SET UP IN ANY JAPANESE-OCCUPIED HEX:

SS1; SS2; SS3; 1RG Airborne Bde; 6×Marine Bn.

### JAPANESE REPLACEMENT SCHEDULE

DEC 1941: 0 Ground/0 Air

JAN 1942: 20 Ground/(5)L1 Air

FEB 1942: 15 Ground/(5)L1 Air

### JAPANESE REINFORCEMENT SCHEDULE

DEC 1941: None.

JAN 1942

CV1 *Akagi* with (4)1E-CV-L2; CV2 *Kaga* with (4)1E-CV-L2; CV3 *Soryu* with (3)1E-CV-L2; CV4 *Hiryu* with (3)1E-CV-L2; CA9 *Tone*; CL2 *Kuma*; DD1 *Fubuki*.

FEB 1942

CV5 *Shokaku* with (5)1E-CV-L2; CV6 *Zuikaku* with (5)1E-CV-L2; BB9 *Kirishima*; BB8 *Hiei*.

### US SET-UP

Also see British and Dutch Set-Ups, below.

PLACE THESE AIR UNITS IN ANY OF THE FOLLOWING US AIRFIELDS:

(6)1E-L0; (5)1E-L0; (4)4E-L0; 1×LRA.

HEX 3619 (Panay): Small Airfield; CA9 *Houston*; V Div.

HEX 3519 (Cebu): CL1 *Boise*.

HEX 3314 (Tarakan): DD1 *Paulding*.

HEX 3112 (Balikpapan): DD2 *Paulding*.

HEX 3819 (Manila):

Port; Large Airfield; CVL1 *Langley*; AA1 *Amphibious Transport*; SS1; SS2; SS3; SS4; SS5 with 1 Hit; Southwest Pacific Headquarters; Reserve (Rs) Corps.

HEX 3818 (Corregidor): Corregidor Fortress; 4 Marine Reg.

HEX 3920 (Luzon): Large Airfield; North Luzon (NL) Corps.

HEX 3720 (Luzon): South Luzon (SL) Corps.

HEX 3319 (Mindanao): Mindanao (M) Div.

HEX 4020 (Luzon): Small Airfield.

HEX 4021 (Luzon): Small Airfield.

HEX 3620 (Luzon): Small Airfield.

HEX 3219 (Davao): Port; Small Airfield.

### US REPLACEMENT SCHEDULE

Also see British and Dutch Replacements, below.

DEC 1941: 0 Ground/0 Air

JAN 1942: 3 Ground/(2)1E-L0 Air

FEB 1942: 5 Ground/(6)1E-L0, (1)4E-L0 Air

### US REINFORCEMENT SCHEDULE

Also see British and Dutch Replacements, below.

DEC 1941-FEB 1942: None.

### BRITISH SET-UP

All units are British unless designated otherwise.

PLACE THESE AIR UNITS IN ANY OF THE FOLLOWING BRITISH AIRFIELDS:

(4)1E-L0; (4)2E-L0.

HEX 3908 (Singapore):

Port; Small Airfield; BB1 *Prince of Wales*; BC1 *Repulse*; DD1 *Mixed*; Singapore Fortress; Malaya Headquarters; Singapore (Sng) Bde; 8 Div (Australian).

HEX 4308 (Jitra): Small Airfield; 111 Div.  
 HEX 4309 (Singora): Small Airfield.  
 HEX 4209 (Khota Bharu): Large Airfield; 91 Div.  
 HEX 4207 (Malaya): Small Airfield; 281 Bde.  
 HEX 4419 (Hong Kong): Small Airfield; HK Bde.  
 HEX 3612 (Miri): Small Airfield; Pj Bn.  
 HEX 4008 (Kuantan): Small Airfield.  
 HEX 1815 (Darwin):  
 Port; Small Airfield with (3)1E-L0, (2)2E-L0 (both Australian).

### BRITISH REPLACEMENT SCHEDULE

DEC 1941: 0 Ground/0 Air  
 JAN 1942: 2 Ground/(3)1E-L0 Air  
 FEB 1942: 6 British Ground, 2 Australian Ground/(3)1E-CV-L0 Air

### BRITISH REINFORCEMENT SCHEDULE

DEC 1941: None.  
 JAN 1942:  
 CA4 *Exeter*, SF Bn (Australian); GF Bn (Australian).  
 FEB 1942: 18 Div.

### DUTCH SET-UP

PLACE THESE AIR UNITS IN ANY OF THE FOLLOWING DUTCH AIRFIELDS:  
 (5)1E-L0; (5)2E-L0.  
 HEX 3006 (Soerabaya):  
 Port; Small Airfield; CA1 *DeRuyter*; CL1 *Tromp*; DD1 *Mixed*; SS1; SS2; 2 Div.

HEX 3305 (Batavia):  
 Port; Small Airfield; ABDA Headquarters; 1 Div.  
 HEX 3605 (Palembang): Small Airfield; 1 Reg.  
 HEX 3906 (Sumatra): Small Airfield; 2 Reg.  
 HEX 3314 (Tarakan): Port; Small Airfield; 3 Reg.  
 HEX 2517 (Amboina): Small Airfield; 4 Reg.  
 HEX 3105 (Tjilatjap): Port; 5 Reg.  
 HEX 2917 (Menando): Small Airfield; 6 Reg.  
 HEX 2714 (Kendari): Port; Small Airfield; 7 Reg.  
 HEX 2312 (Koepong): Port; Small Airfield; 8 Reg.  
 HEX 3112 (Balikpapan): Port; Small Airfield; 9 Reg.  
 HEX 2807 (Bali): Small Airfield.  
 HEX 3110 (Banjarmasin): Small Airfield.  
 HEX 3609 (Sinkawang): Small Airfield.  
 HEX 3610 (Kuching): Small Airfield.  
 HEX 2712 (Macassar): Small Airfield.  
 HEX 3404 (Teleokloetoeng): Port.  
 HEX 3416 (Jolo): Small Airfield.  
 HEX 3007 (Madura, Java): Small Airfield.  
 HEX 3212 (Samarinda): Small Airfield.  
 HEX 3613 (Brunel): Port.

### DUTCH REINFORCEMENT SCHEDULE

None.

### DUTCH REPLACEMENT SCHEDULE

DEC 1941: 0 Ground/0 Air  
 JAN 1942: 1 Ground/0 Air  
 FEB 1942: 2 Ground/0 Air

## CAMPAIGN SCENARIO NR. 4

### Guadalcanal Campaign

POSTULATED PLAYING TIME: 6 Hours

NUMBER OF PLAYERS: Two

MAPS: Map A (Extended) Only

GAME LENGTH: 6 Months (Aug 1942 through Jan 1943)

COMMAND POINTS SCHEDULE:

Aug 1942	Japanese: 17	Allies: 31
Sep 1942	Japanese: 25	Allies: 25
Oct 1942	Japanese: 65	Allies: 25
Nov 1942	Japanese: 30	Allies: 37
Dec 1942	Japanese: 15	Allies: 40
Jan 1943	Japanese: 15	Allies: 45

### SPECIAL RULES

1. The Operation Cost of the Allied South Pacific Headquarters is increased to 6 until October, when it reverts to its printed cost.
2. The Japanese (1)1E-CV-L0 air unit on Guadalcanal is a seaplane unit (see Optional Rules).
3. The air units that appear in Australia cannot transfer to any airfield outside Australia and New Guinea.
4. Both sides receive a free Reinforcement each Month to bring their amphibious transport (AA) unit up to full strength (6 Steps). Note, however, that Steps lost still count toward victory conditions.
5. Optionally, the Japanese can receive BB11 *Yamato* as a November 1942 Reinforcement.
6. The only hexes in which ground units can disembark from amphibious transport are Guadalcanal (1134) or a friendly-controlled hex. Ground combat and overrun can occur only in Hex 1134 (Guadalcanal).
7. During the Reinforcement Phase, both sides can withdraw naval units for repair. The units are removed from the map and placed in either Australia or Japan, where they remove one Hit for each Naval Repair Phase, and can potentially return to play as Reinforcements.
8. The Allied player is automatically the Operation player for

the first Operation. Omit the Operation Player Determination Phase. The Allied player can use as many Command Points as he wishes.

9. Each 10 Japanese and 15 Allied non-capital ship Steps lost equal one capital ship for victory condition purposes. Repaired Steps do not reduce total Hits for victory purposes.

10. When the Allied player receives the 2nd Marine Div as a Reinforcement, he removes the 1st Marine Div from Guadalcanal and replaces it with the 2nd, provided both of the following conditions are met: (a) A valid Command Link exists between Guadalcanal and Noumea, New Caledonia; and (b) The 1st Marine Div has no more than 4 Hits. If the replacement cannot be made, the 2nd Marine Div is not received as a reinforcement.

### VICTORY CONDITIONS

#### JAPANESE

If the Japanese control the airfield on Guadalcanal at the conclusion of the Scenario, the Scenario ends in a Decisive Japanese Victory. If the Japanese do not control the airfield, but they have at least 1 ground Step on Guadalcanal at the end of the Scenario, the Scenario ends in a Japanese victory of a level based on the Capital Ship Victory Level Determination (below).

#### ALLIED

If the Allies control Guadalcanal, and there are no Japanese ground Steps on the island, the Scenario ends in an Allied victory of a level based on the Capital Ship Victory Level Determination (below).

#### DRAW

Any other result is a draw.

#### CAPITAL SHIP VICTORY LEVEL DETERMINATION

If either side meets its primary victory conditions (above), the level of that side's victory is determined as follows. DECISIVE VICTORY: Sink at least 3 more capital ships than are lost.

SUBSTANTIVE VICTORY: Sink 1 or 2 more capital ships than are lost. TACTICAL VICTORY: Sink as many capital ships as are lost.

PYRRHIC VICTORY: Sink fewer capital ships than are lost. Treat this result as a Draw.

**JAPANESE SET-UP**

HEX 1134 (Guadalcanal):  
Small Airfield with (1)1E-CV-L0; 1×Marine Bn; 2×Engineer Reg.

HEX 1628 (Gasmata): Small Airfield with (1)1E-L1.

HEX 1432 (Buin): 1×Engineer Reg.

HEX 1427 (Buna): Small Airfield with (1)1E-L2.

HEX 1626 (Lae): Small Airfield with (1)1E-L1.

HEX 1830 (Kavieng):  
Small Airfield; CA2 *Aoba*; CA1 *Furutaka*.

HEX 1630 (Rabaul):  
Port; Large Airfield with (3)1E-L2, (3)2E-L1, 1×LRA; CA5 *Takao*; CL8 *Yubari*; CL1 *Tenyru*; APD5 *Mutsuki*; 1×Marine Bn; 2×Inf Bn.

HEX 2432 (Truk):  
Port; Large Airfield with (6)1E-L1, 1×LRA; Combined Fleet Headquarters; CV5 *Shokaku* with (6)1E-CV-L2; CV6 *Zuikaku* with (6)1E-CV-L2; CVL2 *Ryujo* with (3)1E-CV-L1; CVE1 *Taiyo* with (1)1E-CV-L0; BB6 *Mutsu*; BB8 *Hiei*; BB9 *Kirishima*; CA9 *Tone*; CA6 *Takao*; CA3 *Nachi*; CA4 *Nachi*; CA7 *Mogami*; CL5 *Nagara*; CL9 *Sendai*; DD9 *Kagero*; DD6 *Shiratsuyu*; DD1 *Fubuki*; DD10 *Kagero*; DD12 *Yugumo*; CVS2 *Chitose*; AA1 *Amphibious Transport*; SS1; SS2; 1×Inf Bn.

**JAPANESE REPLACEMENT SCHEDULE**

AUG 1942: 0 Ground/0 Air

SEP 1942: 1 Ground/(3)L1; (4)L0 Air

OCT 1942: 2 Ground/(6)L0; (4)L1 Air

NOV 1942: 0 Ground/(3)L0; (1)L1 Air

DEC 1942: 1 Ground/(2)L0 Air

JAN 1943: 1 Ground/(1)L0 Air

**JAPANESE REINFORCEMENT SCHEDULE**

AUG 1942: None.

SEP 1942: 144 Inf Reg.

OCT 1942:

CVL7 *Hiyo* with (4)1E-CV-L1; CVL6 *Junyo* with (4)1E-CV-L1; CVL3 *Zuiho* with (2)1E-CV-L1; BB7 *Kongo*; BB10 *Haruna*; CVS3 *Chiyoda*; DD1 *Fubuki*; 2 Div.

NOV 1942:

BB11 *Yamato*; CL9 *Sendai*; DD6 *Shiratsuyu*; DD12 *Yugumo*; DD8 *Asashio*; DD15 *Akitsuki*; 38 Div; 1×Marine Bn.

DEC 1942: None.

JAN 1943: None.

**ALLIED SET-UP**

All units are US unless otherwise indicated.

HEX 0135 (Noumea, New Caledonia):

Port; Small Airfield with (2)1E-CV-L1, (2)1E-L0, (1)2E-L1,

(1)4E-L1; South Pacific Headquarters; CV6 *Wasp* with (6)1E-CV-L1; CV2 *Saratoga* with (6)1E-CV-L1; CV5 *Enterprise* with (6)1E-CV-L0; CVE1 *Long Island* with (1)1E-CV-L0; BB13 *North Carolina*; CA2 *Northampton*; CA6 *New Orleans*; CA7 *New Orleans*; CA8 *New Orleans*; CA5 *Portland*; CL6 *Atlanta*; DD3 *Farragut*; DD9 *Benham*; DD7 *Bagley*; DD4 *Porter*; DD11 *Benson*; APD1 *Paulding*; AA1 *Amphibious Transport*; 1 Marine Div with 3 Hits; 1st SF Reg with 1 Hit.

HEX 0234 (New Caledonia): Small Airfield.

HEX 0437 (Espiritu Santo): Port; Small Airfield.

HEX 0238 (Efate): Port; Small Airfield with (1)1E-CV-L1, (1)4E-L1.

HEX 0837 (Ndeni): ST1 *Seaplane Tender*; 1×LRA.

HEX 0722 (Townsville): Port; Large Airfield.

HEX 1426 (Port Moresby): Port; Small Airfield.

NAVAL FORCES: Place in any Allied Port.

CA3 *Northampton*; CA1 (Australian) *Kent*; CL1 (Australian) *Perth*; CL2 (Australian) *Perth*; SS1.

HEX 1426 (Port Moresby) and/or HEX 0722 (Townsville):

(4)1E-L1; (2)2E-L1; (2)4E-L1; Australian (2)1E-L1.

HEX 0922 (Cairns): Port; Small Airfield.

HEX 1523 (Thursday Island): Small Airfield.

**ALLIED REPLACEMENT SCHEDULE**

AUG 1942: 0 Ground/0 Air

SEP 1942: 1 Ground/(2)L0 Air

OCT 1942: 2 Ground/(4)4E-L1\*; (4)L0; (1)L1 Air

\*In Australia.

NOV 1942: 1 Ground/(6)L0; (2)L1 Air

DEC 1942: 0 Ground/(8)L1 Air

JAN 1943: 3 Ground/(6)L1 Air

**ALLIED REINFORCEMENT SCHEDULE**

AUG 1942: None.

SEP 1942:

CV4 *Hornet* with (6)1E-CV-L1; 2 Marine Reg; 1×Engineer Reg.

OCT 1942:

BB14 *Washington*; CL3 *Brooklyn*; 164 Inf Reg.

NOV 1942:

BB15 *South Dakota*; CA1 *Pensacola*; CL7 *Atlanta*; DD12 *Benson*; DD5 *Mahan*; DD10 *Sims*; 8 Marine Reg; 7 Inf Reg.

DEC 1942:

CL4 *Brooklyn*; DD6 *Gridley*; 2 Marine Div with 6 Hits (if replacement occurs; see Special Rule 10).

JAN 1943:

CL5 *Brooklyn*; CL9 *Cleveland*; CL1 (New Zealand) *Leander*; DD17 *Fletcher*; 25 Div; Americal (A) Div with 6 Hits.

**CAMPAIGN SCENARIO NR. 5****Battle for the Upper Solomons**

POSTULATED PLAYING TIME: 8 Hours

NUMBER OF PLAYERS: Two

MAPS: Maps A (Extended) Only

GAME LENGTH: 5 Months (Jul 1943 through Nov 1943)

COMMAND POINTS SCHEDULE:

Jul 1943 Japanese: 15 Allies: 45

Aug 1943 Japanese: 15 Allies: 45

Sep 1943 Japanese: 12 Allies: 45

Oct 1943 Japanese: 10 Allies: 50

Nov 1943 Japanese: 10 Allies: 60

**SPECIAL RULES**

1. It costs each side 3 Command Points per Step to bring their amphibious transport (AA) up to full strength (6 Steps).

2. The only hexes in which ground units can disembark from amphibious transport are within two hexes of Guadalcanal or

Bougainville.

3. During the Reinforcement Phase, both sides can withdraw naval units for repair. The units are removed from the map and placed in either Australia or Japan, where they remove one Hit for each Naval Repair Phase, and can potentially return to play as Reinforcements.

4. The Allied player is automatically the Operation player for the first Operation. Omit the Operation Player Determination Phase. The Allied player can use as many Command Points as he wishes.

5. Each 10 Japanese and 15 Allied non-capital ship Steps lost equal one capital ship for victory condition purposes. Repaired Steps do not reduce total Hits for victory purposes.

**VICTORY CONDITIONS**

ALLIED

The Allies win if they capture New Georgia and at least one hex of Bougainville.

## JAPANESE

The Japanese win if the Allies do not fulfill their victory conditions.

## JAPANESE SET-UP

HEX 1432 (Buin, Bougainville):

Port; Small Airfield; Offensive Support Base; 6 Div with 3 Hits; 41 Reg.

HEX 1232 (Munda, New Georgia):

Small Airfield; 28 Reg; 56 Reg; 1×Marine Bn; 1×Inf Bn.

HEX 1630 (Rabaul):

Port; Large Airfield with (6)1E-L1, (4)2E-L0; DD1 *Fubuki*; APD5 *Mutsuki*; APD1 *Minekaze*; 38 Div with 6 Hits.

HEX 2432 (Truk):

Port; Large Airfield; Combined Fleet Headquarters; CV6 *Zuikaku* with (4)1E-CV-L1; CVL3 *Zuiho* with (2)1E-CV-L1; CVL6 *Junyo* with (1)1E-CV-L0; CVL7 *Hiyo* with (2)1E-CV-L0; BB6 *Mutsu*; BB7 *Kongo*; BB10 *Haruna*; BB11 *Yamato*; CA5 *Takao*; CA6 *Takao*; CA7 *Mogami*; CA9 *Tone* with 3 Hits; CL5 *Nagara*; CL9 *Sendai*; DD9 *Kagero*; DD10 *Kagero*; DD13 *Yugumo*; APD2 *Minekaze*.

HEX 1431 (Bougainville): 1×Marine Bn.

HEX 1532 (Buka Island): Small Airfield; 1×Inf Bde.

HEX 1332 (Shortlands): CVS4 *K-Maru*.

HEX 1233 (Santa Isabel): CVS5 *K-Maru*.

HEX 1830 (Kavieng): Small Airfield.

## JAPANESE REPLACEMENT SCHEDULE

JUL 1943: 0 Ground/0 Air

AUG 1943: 1 Ground/(3)L0 Air

SEP 1943: 1 Ground/(3)L0 Air

OCT 1943: 1 Ground/(3)L0 Air

NOV 1943: 1 Ground/(3)L0 Air

## JAPANESE REINFORCEMENT SCHEDULE

JUL 1943: None.

AUG 1943: None.

SEP 1943:

CV5 *Shokaku* with (3)1E-CV-L1; BB12 *Musashi*; CL12 *Agnano*.

OCT 1943: None.

NOV 1943: CL13 *Agnano*; 36 Div.

## ALLIED SET-UP

All units are US unless otherwise indicated.

HEX 0135 (Noumea, New Caledonia):

Port; Small Airfield; South Pacific Headquarters; CV2 *Saratoga* with (6)1E-CV-L2; CV5 *Victorious* (British) with

(3)1E-CV-L1 (British); BB13 *North Carolina*; BB14 *Washington*; BB16 *Indiana*; BB17 *Massachusetts*; CA2 *Northampton*; CA6 *New Orleans*; CA5 *Portland*; CA3 *Northampton*; CL6 *Atlanta*; CL7 *Atlanta*; DD10 *Sims*; DD13 *Benson*; DD15 *Fletcher*; DD14 *Benson*; APD1 *Paulding*; APD2 *Paulding*; SS1; 25 Div; 37 Div; 3 SF Reg; 1×Engineer Reg; 2×Marine Bn.

HEX 0238 (Efate):

Port; Small Airfield with (1)1E-CV-L1, (1)4E-L1; CVE3 *Sangamon* with (1)1E-CV-L0 and 2 Hits; CVE2 *Sangamon* with (3)1E-CV-L0; BB8 *Maryland*; BB12 *Colorado*; DD4 *Porter*.

HEX 1134 (Guadalcanal):

Port; Large Airfield with (6)1E-CV-L1, (6)1E-L2, (6)1E-L1, (4)1E-L1, (4)2E-L1, (6)4E-L1, 2×LRA; Offensive Support Base; CL3 *Brooklyn*; CL4 *Brooklyn*; CL9 *Cleveland*; DD11 *Benson*; DD3 *Farragut*; APD3 *Paulding*; AA1 *Amphibious Transport*; 3 Marine Div; Americal (A) Div; 43 Div; 2×Engineer Reg.

HEX 0722 (Townsville):

Port; Large Airfield with (6)1E-L1, (6)2E-L2, (6)4E-L1, (2)1E-L1 (Australian), (5)2E-L1 (Australian).

HEX 0234 (New Caledonia): Small Airfield.

HEX 0437 (Espiritu Santo): Port; Small Airfield.

HEX 0837 (Ndeni): ST1 *Seaplane Tender*; 1×LRA.

HEX 0922 (Cairns): Port; Small Airfield.

HEX 1523 (Thursday Island): Small Airfield.

HEX 1426 (Port Moresby): Port; Small Airfield.

## ALLIED REPLACEMENT SCHEDULE

JUL 1943: 0 Ground/0 Air

AUG 1943: 2 Ground/(4)L1 Air

SEP 1943: 2 Ground/(4)L1 Air

OCT 1943: 2 Ground/(4)L1 Air

NOV 1943: 2 Ground/(6)L1 Air

## ALLIED REINFORCEMENT SCHEDULE

JUL 1943: None.

AUG 1943: DD17 *Fletcher*; CL1 *Leander* (New Zealand).

SEP 1943: None.

OCT 1943: 8 Inf Bde (New Zealand).

NOV 1943:

CV7 *Essex* with (6)1E-CV-L1; CV15 *Bunker Hill* with (6)1E-CV-L1; CVL2 *Independence* with (3)1E-CV-L1; CVL3 *Princeton* with (3)1E-CV-L1; DD18 *Fletcher*; DD19 *Fletcher*; DD20 *Fletcher*; DD21 *Fletcher*; DD22 *Fletcher*.

## CAMPAIGN SCENARIO NR. 6

## Breaking the Bismarck Barrier

POSTULATED PLAYING TIME: 25 Hours

NUMBER OF PLAYERS: Two

MAPS: Map A (Extended) Only

GAME LENGTH: 22 Months (Aug 1942 through May 1944)

COMMAND POINTS SCHEDULE:

Aug 1942	Japanese: 14	Allies: 17
Sep 1942	Japanese: 25	Allies: 25
Oct 1942	Japanese: 65	Allies: 25
Nov 1942	Japanese: 30	Allies: 37
Dec 1942	Japanese: 15	Allies: 40
Jan 1943	Japanese: 15	Allies: 45
Feb 1943	Japanese: 15	Allies: 20
Mar 1943	Japanese: 12	Allies: 15
Apr 1943	Japanese: 10	Allies: 15
May 1943	Japanese: 10	Allies: 15
Jun 1943	Japanese: 10	Allies: 35
Jul 1943	Japanese: 15	Allies: 45

Aug 1943	Japanese: 15	Allies: 45
Sep 1943	Japanese: 12	Allies: 45
Oct 1943	Japanese: 10	Allies: 50
Nov 1943	Japanese: 10	Allies: 60
Dec 1943	Japanese: 10	Allies: 50
Jan 1944	Japanese: 10	Allies: 50
Feb 1944	Japanese: 10	Allies: 50
Mar 1944	Japanese: 10	Allies: 50
Apr 1944	Japanese: 8	Allies: 50
May 1944	Japanese: 8	Allies: 50

## SPECIAL RULES

1. The Operation Cost of the Allied South Pacific Headquarters is increased to 6 until October 1942, when it reverts to its printed cost.
2. The Japanese (1)1E-CV-L0 air unit on Guadalcanal is a seaplane unit (see Optional Rules).
3. It costs each side 3 Command Points per Step to bring their amphibious transport (AA) unit up to full strength (6 Steps).

4. Optionally, the Japanese can receive BB11 *Yamato* as a November 1942 Reinforcement.
5. The only hexes in which ground units can disembark from amphibious transport are on or within 2 hexes of New Britain, New Ireland, Bougainville, Guadalcanal, or Gili-Gili, New Guinea.
6. During the Reinforcement Phase, both sides can withdraw naval units for repair. The units are removed from the map and placed in either Australia or Japan, where they remove one Hit for each Naval Repair Phase, and can potentially return to play as Reinforcements.
7. The Allied player is automatically the Operation player for the first Operation. Omit the Operation Player Determination Phase. The Allied player can use as many Command Points as he wishes.
8. Each 10 Japanese and 15 Allied non-capital ship Steps lost equal one capital ship for victory condition purposes. Repaired Steps do not reduce total Hits for victory purposes.

### VICTORY CONDITIONS

There are four possible game lengths for this Scenario, and each has its own set of victory conditions.

#### Play 6 Months (to Jan 1943)

##### JAPANESE

If the Japanese control the airfield on Guadalcanal (1134) and Buna (1427) at the conclusion of the Scenario, the Scenario ends in a Decisive Japanese Victory. If the Japanese do not control the airfield, but they have at least 1 ground Step on Guadalcanal at the end of the Scenario, the Scenario ends in a Japanese victory of a level based on the Capital Ship Victory Level Determination (below).

##### ALLIED

If the Allies control Guadalcanal, and there are no Japanese ground Steps on the island, the Scenario ends in an Allied victory of a level based on the Capital Ship Victory Level Determination (below).

##### DRAW

Any other result is a draw.

##### CAPITAL SHIP VICTORY LEVEL DETERMINATION

If either side meets its primary victory conditions (above), the level of that side's victory is determined as follows. **DECISIVE VICTORY:** Sink at least 3 more capital ships than are lost. **SUBSTANTIVE VICTORY:** Sink 1 or 2 more capital ships than are lost. **TACTICAL VICTORY:** Sink as many capital ships as are lost. **PYRRHIC VICTORY:** Sink fewer capital ships than are lost. Treat this result as a Draw.

#### Play 14 Months (to Sep 1943)

##### ALLIED

The Allies win if they capture New Georgia and Lae, New Guinea, and have air units on a non-Interdicted airfield within 2 hexes of Bougainville.

##### JAPANESE

The Japanese win if the Allies fail to meet their victory conditions.

#### Play 17 Months (to Dec 1943)

##### ALLIED

The Allies win if they capture one hex of Bougainville and Finschhafen (1627).

##### JAPANESE

The Japanese win if the Allies fail to meet their victory conditions.

#### Play 22 Months (to May 1944)

##### ALLIED

The Allies win if they break the Command Link to Rabaul (1630) at least once during the Scenario. Interdicting Rabaul Port does not fulfill this victory condition.

##### JAPANESE

The Japanese win if the Allies fail to meet their victory conditions.

### JAPANESE SET-UP

#### HEX 1134 (Guadalcanal):

Small Airfield with (1)1E-CV-L0; 1×Marine Bn; 2×Engineer Reg.

HEX 1427 (Buna): Small Airfield with (1)1E-L2; 51 Div with 4 Hits.

HEX 1432 (Buin): 1×Engineer Reg.

HEX 1626 (Lae): Small Airfield with (1)1E-L1.

HEX 1628 (Gasmata): Small Airfield with (1)1E-L1.

HEX 1830 (Kavieng): Small Airfield; CA2 *Aoba*; CA1 *Furutaka*.

HEX 1630 (Rabaul):

Port; Large Airfield with (3)1E-L2, (3)2E-L1, 1×LRA; CA5 *Takao*; CL8 *Yubari*; CL1 *Tenyru*; APD5 *Mutsuki*; 1×Marine Bn; 2×Inf Bn.

HEX 2432 (Truk):

Port; Large Airfield with (3)1E-L1, 1×LRA; Combined Fleet Headquarters; CV5 *Shokaku* with (6)1E-CV-L2; CV6 *Zuikaku* with (6)1E-CV-L2; CVL2 *Ryujo* with (3)1E-CV-L1; CVE1 *Taiyo* with (1)1E-CV-L0; BB6 *Mutsu*; BB8 *Hiei*; BB9 *Kirishima*; CA9 *Tone*; CA6 *Takao*; CA3 *Nachi*; CA4 *Nachi*; CA7 *Mogami*; CL5 *Nagara*; CL9 *Sendai*; DD9 *Kagero*; DD6 *Shiratsuyu*; DD1 *Fubuki*; DD10 *Kagero*; DD12 *Yugumo*; CVS2 *Chitose*; AA1 *Amphibious Transport*; SS1; SS2; 1×Inf Bn.

### JAPANESE REPLACEMENT SCHEDULE

AUG 1942: 0 Ground/0 Air

SEP 1942: 1 Ground/(2)L0; (2)L1 Air

OCT 1942: 2 Ground/(6)L0; (4)L1 Air

NOV 1942: 0 Ground/(3)L0; (1)L1 Air

DEC 1942: 1 Ground/(2)L0 Air

JAN 1943: 1 Ground/(1)L0 Air

FEB 1943: 3 Ground/(6)L1 Air

MAR 1943: 1 Ground/(4)L1 Air

APR 1943: 1 Ground/(6)1E-L1; (5)2E-L1; (1)L2; (3)L1 Air

MAY 1943: 1 Ground/(3)L0 Air

JUN 1943: 1 Ground/(3)L0 Air

JUL 1943: 1 Ground/(4)L0 Air

AUG 1943: 1 Ground/(3)L0 Air

SEP 1943: 1 Ground/(3)L0 Air

OCT 1943: 1 Ground/(3)L0 Air

NOV 1943: 1 Ground/(3)L0 Air

DEC 1943: 1 Ground/(3)L0 Air

JAN 1944: 1 Ground/(3)L0 Air

FEB 1944: 1 Ground/(3)L0 Air

MAR 1944: 1 Ground/(2)L0 Air

APR-MAY 1944: 0 Ground/0 Air

### JAPANESE REINFORCEMENT SCHEDULE

AUG 1942: None.

SEP 1942: 144 Inf Reg.

OCT 1942:

CVL7 *Hiyo* with (4)1E-CV-L1; CVL6 *Junyo* with (4)1E-CV-L1; CVL3 *Zuiho* with (2)1E-CV-L1; BB7 *Kongo*; BB10 *Haruna*; DD1 *Fubuki*; CVS3 *Chiyoda*; 2 Div.

NOV 1942:

BB11 *Yamato*; CL9 *Sendai*; DD6 *Shiratsuyu*; DD12 *Yugumo*; DD8 *Asashio*; DD4 *Akitsuki*; 38 Div; 1×Marine Bn.

DEC 1942: 6 Div; 51 Div.

JAN 1943: 20 Div.

FEB 1943: 41 Div.

MAR-MAY 1943: None.

JUN 1943: DD13 *Yugumo*; DD11 *Kagero*.

JUL-OCT 1943: None.

NOV 1943: CL12 *Agnano*; 36 Div.

DEC 1943-FEB 1944: None.

MAR 1944: 35 Div.

APR-MAY 1944: None.

**ALLIED SET-UP**

All units are US unless otherwise indicated.

HEX 0135 (Noumea, New Caledonia):

Port; Small Airfield with (2)1E-CV-L1, (2)1E-L0, (1)2E-L1, (1)4E-L1; South Pacific Headquarters; CV6 *Wasp* with (6)1E-CV-L1; CV2 *Saratoga* with (6)1E-CV-L1; CV5 *Enterprise* with (6)1E-CV-L0; CVE1 *Long Island* with (1)1E-CV-L0; BB13 *North Carolina*; CA2 *Northampton*; CA6 *New Orleans*; CA7 *New Orleans*; CA8 *New Orleans*; CA5 *Portland*; CL6 *Atlanta*; DD3 *Farragut*; DD9 *Benham*; DD7 *Bagley*; DD4 *Porter*; DD11 *Benson*; APD1 *Paulding*; AA1 *Amphibious Transport*; 1 Marine Div with 3 Hits; 1 SF Reg with 1 Hit.

HEX 0234 (New Caledonia): Small Airfield.

HEX 0437 (Espiritu Santo): Port; Small Airfield.

HEX 0238 (Efate): Port; Small Airfield with (1)1E-CV-L1, (1)4E-L1.

HEX 0837 (Ndeni): 1×LRA; ST1 *Seaplane Tender*.

HEX 0722 (Townsville):

Port; Large Airfield; 32 Div; 41 Div; 7 Div (Australian); 2×Engineer Reg.

HEX 0822 (Cairns): Port; Small Airfield.

HEX 1523 (Thursday Island): Small Airfield.

HEX 1426 (Port Moresby): Port; Small Airfield; 30 Bde (Australian).

HEX 1426 (Port Moresby) and/or HEX 0722 (Townsville):

(4)1E-L1; (2)2E-L1; (2)4E-L1; (2)1E-L1 (Australian).

PLACE IN ANY ALLIED PORT:

CA2 *Northampton*; CA1 (Australian) *Kent*; CL1 (Australian) *Perth*; CL2 (Australian) *Perth*; SS1.

**ALLIED REPLACEMENT SCHEDULE**

AUG 1942: 0 Ground/0 Air

SEP 1942: 1 Ground/(2)L0 Air

OCT 1942: 2 Ground/(4)4E-L1 in Australia; (4)L0; (1)L1 Air

NOV 1942: 1 Ground/(6)L0; (2)L1 Air

DEC 1942: 0 Ground/(8)L1 Air

JAN 1943: 3 Ground/(6)L1 Air

FEB 1943: 3 Ground/(6)L1 Air

MAR 1943: 0 Ground/(12)L1 Air

APR 1943: 2 Ground/(6)L1 Air

MAY 1943: 2 Ground/(4)L1 Air

JUN 1943: 2 Ground/(4)L1 Air

JUL 1943: 2 Ground/(6)L1 Air

AUG 1943: 2 Ground/(4)L1 Air

SEP 1943: 2 Ground/(4)L1 Air

OCT 1943: 2 Ground/(4)L1 Air

NOV 1943: 2 Ground/(6)L1 Air

DEC 1943: 2 Ground/(5)L1 Air

JAN 1944: 0 Ground/(5)L1 Air

FEB 1944: 3 Ground/(6)L1 Air

MAR 1944: 3 Ground/(6)L1 Air

APR 1944: 3 Ground/(6)L1 Air

MAY 1944: 3 Ground/(3)L1 Air

**ALLIED REINFORCEMENT SCHEDULE**

AUG 1942: None.

SEP 1942:

CV4 *Hornet* with (6)1E-CV-L1; 2 Marine Reg; 1×Engineer Reg.

OCT 1942: BB14 *Washington*; CL3 *Brooklyn*; Americal (A) Div.

NOV 1942:

BB15 *South Dakota*; CA1 *Pensacola*; CL6 *Atlanta*; DD11 *Benson*; DD5 *Mahan*; DD10 *Sims*; 8 Marine Reg.

DEC 1942:

CL4 *Brooklyn*; DD6 *Gridley*; 2 Marine Div with 6 Hits.

JAN 1943:

CL5 *Brooklyn*; CL9 *Cleveland*; CL1 (New Zealand) *Leander*; DD15 *Fletcher*; 25 Div.

FEB 1943:

CVE2 *Sangamon*; CA10 *Wichita*; CL10 *Cleveland*; 43 Div; 2×Marine Bn.

MAR 1943: None.

APR 1943: CL11 *Cleveland*.

MAY 1943: None.

JUN 1943: DD14 *Benson*; APD2 *Paulding*; APD3 *Paulding*.

JUL 1943: None.

AUG 1943: DD16 *Fletcher*.

SEP 1943: None.

OCT 1943: 3 Div (New Zealand); 3 Div (Australian).

NOV 1943:

CV7 *Essex* with (6)1E-CV-L1; CV15 *Bunker Hill* with (6)1E-CV-L1; CVL2 *Independence* with (3)1E-CV-L1; CVL3 *Princeton* with (3)1E-CV-L1; DD17 *Fletcher*; DD18 *Fletcher*; DD19 *Fletcher*; DD20 *Fletcher*; DD21 *Fletcher*.

DEC 1943: CVL6 *Monterey* with (3)1E-CV-L1; 112C Reg.

JAN 1944: 8 Bde (New Zealand).

FEB 1944: None.

MAR 1944:

BB5 *New Mexico*; BB6 *Mississippi*; BB11 *Tennessee*; BB7 *Idaho*; 1C Div.

APR-MAY 1944: None.

**STRATEGIC SCENARIO NR. 1****The Pacific War**

POSTULATED PLAYING TIME: 95 Hours

NUMBER OF PLAYERS: Two (more than two is recommended)

MAPS: Maps A and B

GAME LENGTH: 44 Months (Dec 1941 through Jul 1945)

**SPECIAL RULES**

1. During December 1941, only the following Phases are conducted: Weather; Strategic Intelligence; Command Point (Allies automatically subtract 6 from their die roll); upon completion of the Command Point Phase, go directly to Operation Player Activation. The Japanese player is automatically the Operation player for the first Operation of the game; the Japanese player can spend whatever Command Points he wishes. The Operational Intelligence Condition is automatically Surprise Attack for the first Operation of the game. Thereafter, the normal course of Phases is followed.
2. No Allied Searches can be conducted at greater than a 2-hex range until an Allied unit has been attacked.
3. No Allied CAP is allowed during the first Battle Cycle.

4. All submarines in the game start on the map in fleet roles.
5. All Allied and Japanese naval and submarine units that start the game Activated — indicated by an asterisk (\*) — cost no Command Points during the first Operation and are automatically Activated for the entire first Month. No Penalty time is paid for these units until after the completion of the first Month.
6. One Allied Port hex can be designated as the target of an air mission from the Japanese Carrier Strike Force in the first Advantage Air Mission Phase of the first Operation. All air units on airfields in the target hex that are hit during the first Battle Cycle have their Hits doubled. All Hits against Unactivated naval units in the target hex are doubled as well.
7. The Allied player can use no more than one air Replacement Step as a 4E replacement for the first 6 Months (through May 1942). All Allied 4E air units have a range of 20 hexes until June 1942, when the printed Range is used.
8. The Japanese begin the game with 600 Merchant Shipping Points.
9. Japanese units in the Carrier Strike Force can conduct no Searches until the second Battle Cycle of the first Operation.

## VICTORY CONDITIONS

### ALLIED

The Allied player wins a Historical Victory if the Japanese Homeland Resource Point level is reduced to less than 30, *or* the Co-Prosperity Sphere Resource Point level is reduced to less than 10, *and* the Allied player has at least one Strategic Bomber marker (with a Strategic Bombing Point) on an airfield — in any condition — within 15 hexes of at least four Homeland Resource hexes by the end of July 1945. The Allied player wins a Decisive Victory immediately whenever all Japanese Homeland Resource hexes are under Allied control.

### JAPANESE

The Japanese win a remarkable victory if the Allied player fails to meet his victory conditions.

## CONTROL MARKER SET-UP

Place Japanese Control markers in the following Co-Prosperity Sphere Resource Hexes: 4323 (Formosa); 4829 (Seoul); 5130 (Mukden); and 5331 (Harbin). Place Allied Control markers in all other Co-Prosperity Sphere Resource Hexes: 2520; 3006; 3112; 3314; 3605; 3606; 3612; 3819; 3908; 4306; 5011; and 5122. Note that the Japanese player initially controls only 10 Co-Prosperity Sphere Resource Hexes.

## JAPANESE SET-UP

### HEX 4530 (Kure):

Port; Large Airfield with (6)1E-L1, (6)1E-L0, (1)1E-L0; Combined Fleet Headquarters; CVL1 *Hosho* with (1)1E-CV-L1; CVL3 *Zuiho* with (2)1E-CV-L2; CVL4 *Shoho*; CVE1 *Taiyo* with (2)1E-CV-L2; BB5 *Nagato*; BB6 *Mutsu*; BB2 *Yamashiro*; BB1 *Fuso*; BB3 *Ise*; BB4 *Hyuga*; CL6 *Nagara*; DD6 *Shiratsuyu*; CL3 *Kuma*; CL14 *Chinese*; DE4 *Otori*; DE15 *Momi*.

### CARRIER STRIKE FORCE:

Deploy in 2 Task Forces, in same Hex, up to 28 Hexes from HEX 4738:

CV1 *Akagi* with (5)1E-CV-L2; CV2 *Kaga* with (5)1E-CV-L2; CV3 *Soryu* with (4)1E-CV-L2; CV4 *Hiryu* with (4)1E-CV-L2; CV5 *Shokaku* with (6)1E-CV-L2; CV6 *Zuikaku* with (6)1E-CV-L2; BB8 *Hiei*; BB9 *Kirishima*; CA9 *Tone*; DD8 *Asashio*; DD9 *Kagero*.

### HEX 2432 (Truk):

Port; Small Airfield with (4)1E-L2, (3)2E-L2; South Seas Headquarters; CA1 *Furutaka*; CA2 *Aoba*; CVS4 *K-Maru*; APD3 *Kamikaze*; APD5 *Mutsuki*; 144 Inf Reg.

DEPLOY THE FOLLOWING SUBMARINES WITHIN 22 HEXES OF 2432:

\*SS1; \*SS2; \*SS3.

### HEX 4322 (Pescadoreas):

Port; Large Airfield with (6)1E-L2, (4)2E-L2, (6)2E-L1, (3)2E-L1, 3×LRA; BB7 *Kongo*; BB10 *Haruna*; CA5 *Takao*; CA6 *Takao*; CL5 *Nagara*; CL4 *Kuma*; CL10 *Katori*; DD12 *Yugumo*; DD10 *Kagero*; DD11 *Kagero*; DD7 *Shiratsuyu*; DD4 *Akatsuki*; APD4 *Kamikaze*; APD1 *Minekaze*; APD2 *Minekaze*; SS11; 48 Div; 65 Bde; 4×Marine Bn.

### HEX 3031 (Saipan):

Small Airfield; 1×Inf Bde.

### HEX 2241 (Kwajalein):

Small Airfield with (1)1E-CV-L0; CL1 *Tenyru*; CL8 *Yubari*; CL11 *Katori*; APD6 *Mutsuki*; 1×Marine Bn.

DEPLOY THE FOLLOWING SUBMARINES WITHIN 22 HEXES OF 2241:

\*SS4; \*SS5; \*SS6; \*SS7; \*SS8; \*SS9; \*SS10; KRS; STO.

### HEX 4226 (Okinawa):

Port; Small Airfield; CL9 *Sendai*; DD15 *Akitsuki*; 16 Div.

### HEX 2924 (Pelelu):

Port; Small Airfield; CVL2 *Ryujo* with (2)1E-CV-L2; CA3 *Nachi*; CA4 *Nachi*; DD1 *Fubuki*; 146 Inf Reg.

### HEX 4213 (Cam Ranh):

Port; Small Airfield with (6)2E-L1; CA7 *Mogami*; CA8 *Mogami*; CL7 *Nagara*; DD2 *Fubuki*; DD3 *Fubuki*.

### HEX 4212 (Saigon):

Port; Large Airfield with (6)1E-L2, (6)1E-L1, (6)2E-L1; South

Headquarters; 55 Div.

HEX 4716 (Hanoi): Port; Small Airfield with (3)1E-L1; 21 Div.

HEX 4516 (Taan, Hainan): Port; 5 Div; 18 Div.

HEX 4411 (French Indo-China): Guards (G) Div; 33 Div.

HEX 4323 (Formosa): Large Airfield with (6)1E-L2, (6)2E-L1.

HEX 4311 (French Indo-China):

Large Airfield with (2)1E-L2, (6)1E-L1, (6)2E-L2, (4)2E-L2.

HEX 4520 (China): 38 Div.

HEX 4635 (Ominato):

Port; Small Airfield with (1)1E-L1, (1)1E-CV-L0; CL2 *Kuma*; DD5 *Hatsuharu*.

HEX 4433 (Tokyo):

Port; Large Airfield with (6)1E-L1, (6)1E-CV-L1, (5)2E-L0; 4×Marine Bn.

HEX 4431 (Osaka):

Port; Large Airfield with (1)1E-CV-L0.

HEX 4529 (Sasebo):

Port; Large Airfield with (1)1E-L1, 1×LRA; 5×Marine Bn.

DEPLOY IN ANY JAPANESE PORT:

CVS1 *Notoro*; CVS2 *Chitose*; CVS3 *Chiyoda*; CVS5 *K-Maru*; CVS6 *K-Maru*; CVS7 *K-Maru*; 1 Armored Bde; 2 Armored Bde.

DEPLOY AT ANY JAPANESE AIRFIELD:

1 RG Airborne Bde.

DEPLOY ANYWHERE IN JAPAN:

2 Div; 7 Div; 52 Div; 53 Div; 54 Div; 56 Div with 3 Hits.

HEX 5331 (Harbin): Large Airfield.

HEX 5130 (Mukden): Large Airfield.

HEX 5331 (Harbin) and/or HEX 5130 (Mukden):

(6)1E-L1; (6)1E-L1; (3)1E-L1; (6)2E-L1; (6)2E-L1; (3)2E-L1.

DEPLOY IN ANY JAPANESE-OCCUPIED HEXES:

AA1, AA2, AA3, AA4, AA5, AA6 *Amphibious Transport*; K Bde; 10×Engineer Reg; 4×Inf Bde; 10×Inf Reg.

## Manchurian Garrison

DEPLOY ANYWHERE WITHIN 2 HEXES OF SINO-SOVIET BORDER:

1 Div; 8 Div; 9 Div; 10 Div; 11 Div; 12 Div; 14 Div; 23 Div; 24 Div; 25 Div; 28 Div; 29 Div; 51 Div; 57 Div; 3 Armored Bde.

## China Forces

IN ANY OF THE CHINA FORCE HEXES LISTED BELOW, AND/OR IN HEXES 5022

(Hsinyang); 4822 (Kuikang); 4823 (Anking):

China Headquarters; 9×Inf Bde; 3×Offensive Support Base

IN ANY OF THE FOLLOWING CHINA FORCE AIRFIELD HEXES:

(4)1E-L1; (6)2E-L1.

HEX 4725 (Soochow): Port.

HEX 4525 (Ningshien): Port.

HEX 4926 (Lianyunkang): Port.

HEX 5127 (Tientsin): Port.

HEX 4820 (Chengsha): Small Airfield; 3 Div.

HEX 4922 (Hankow): Large Airfield; 4 Div; 6 Div; 39 Div.

HEX 5021 (Ichang): Small Airfield; 13 Div; 17 Div; 40 Div.

HEX 4824 (Nanking): Small Airfield; 15 Div.

HEX 4925 (Hsuechow): Small Airfield.

HEX 4824 (Hengchow): Small Airfield; 22 Div.

HEX 5325 (Taiyuan): Small Airfield; 36 Div; 37 Div; 41 Div.

HEX 5326 (Kalgan): Small Airfield; 26 Div.

HEX 5226 (Peiping): Small Airfield; 27 Div.

HEX 5025 (Tsinan): Small Airfield; 32 Div.

HEX 4722 (Nanchang): Small Airfield; 34 Div; 116 Div.

HEX 5124 (Kaifeng): Small Airfield; 35 Div.

HEX 4519 (Canton): Port; Small Airfield; 104 Div; 1×Inf Bde.

HEX 5225 (Paotang): 110 Div.

HEX 4625 (Shanghai): Port; Small Airfield.

HEX 4420 (Swatow): Port; Small Airfield.

HEX 4421 (Amoy): Port; Small Airfield.

HEX 4422 (Fochow): Port; Small Airfield.

HEX 4523 (Wenchow): Port; Small Airfield.

HEX 4927 (Tsingtao):

Port; Small Airfield; 1×Marine Bn; 3×Offensive Support Base.

HEX 5027 (Port Arthur): Port; Small Airfield.

### Korea Force

DEPLOY IN GENSAN (4930), SEOUL (4829), AND/OR PUSAN (4629):  
19 Div; 20 Div.

HEX 4629 (Pusan): Port; Small Airfield.

HEX 4829 (Seoul): Port; Small Airfield.

HEX 4930 (Gensan): Small Airfield.

HEX 2236 (Ponape): Small Airfield.

HEX 2243 (Wotjle): Small Airfield; 1×LRA.

HEX 2143 (Maleolap): Small Airfield with (2)2E-L1.

HEX 1944 (Milli): Small Airfield.

HEX 2038 (Kusale): Small Airfield.

HEX 3437 (Marcus): Small Airfield.

HEX 2628 (Wolea): Small Airfield.

HEX 2926 (Yap): Small Airfield.

HEX 3632 (Bonin): Small Airfield.

HEX 3232 (Pagan): Small Airfield.

HEX 3732 (Iwo Jima): Small Airfield.

HEX 4432 (Nagoya): Small Airfield.

HEX 2539 (Eniwetok): Small Airfield.

### JAPANESE REPLACEMENT SCHEDULE

#### GROUND REPLACEMENTS

In December 1941, the Japanese receive 100 Ground Replacement Steps. Beginning with January 1942, and for the rest of the game, they receive 10 percent (round down) of the current Resource Point level used that Month for Command Point Determination.

#### AIR REPLACEMENTS

At the outset, write in 3 Steps each for the Months January through November 1941 on the Replacement Record Sheet (Steps in training prior to the start of the Scenario). Air Step Replacements are then received according to the following schedule:

DECEMBER 1941 THROUGH AUGUST 1942: 4 per Month.

SEPTEMBER 1942 THROUGH DECEMBER 1942: 8 per Month.

JANUARY 1943 THROUGH JUNE 1943: 15 per Month.

JULY 1943 THROUGH SEPTEMBER 1943: 20 per Month.

OCTOBER 1943 THROUGH DECEMBER 1943: 25 per Month.

JANUARY 1944 THROUGH JUNE 1944: 35 per Month.

JULY 1944 THROUGH DECEMBER 1944: 30 per Month.

JANUARY 1945 THROUGH MARCH 1945: 20 per Month.

APRIL 1945 THROUGH JULY 1945: 10 per Month.

Starting in January 1944, each increment of 10 that the Resource Point level used for Command Point determination falls below 100, reduce the Japanese air Replacement Steps for that Month by 10 percent (round down).

**Example:** In March of 1944, the Japanese Homeland Resource Point level (used to determine Command Points that Month) is 82 (rounded off to a 20 percent decrease from 100). Reduce the Air Step Replacements for that Month by 20 percent (from 35 to 28).

### JAPANESE REINFORCEMENT SCHEDULE

DEC 1941: None.

JAN 1942: BB11 *Yamato*; 11×MSP.

FEB 1942: 58 Div; 59 Div; 4×SS; 7×MSP.

MAR 1942: 7×MSP.

APR 1942:

60 Div; 68 Div; 69 Div; 70 Div; 71 Div; 1×SS; 8×MSP.

MAY 1942: CVL6 *Junyo*; CVE2 *Unyu*; 2×SS; 5×MSP.

JUN 1942: 6×MSP.

JUL 1942: CVL7 *Hiyo*; 1×SS; 5×MSP.

AUG 1942: BB12 *Musashi*; DD13 *Yugumo*; 3×SS; 5×MSP.

SEP 1942: 2×SS; 8×MSP.

OCT 1942: CL12 *Agnano*; 2×SS; 3×MSP.

NOV 1942: CVL5 *Ryuho*; 1×SS; 2×MSP.

DEC 1942: DD16 *Akitsuki*; 4×SS; 5×MSP.

JAN 1943: 2×SS; 2×MSP.

FEB 1943: CL15 *Oyodo*; 1×SS; 3×MSP.

MAR 1943: 31 Div; 61 Div; 3×SS; 10×MSP.

APR 1943: 3×SS; 3×MSP.

MAY 1943: 3×SS; 2×MSP.

JUN 1943:

1G Div; 30 Div; 42 Div; 43 Div; 46 Div; 62 Div; 64 Div; 65 Div; 2×SS; 4×MSP.

JUL 1943: 5×SS; 3×MSP.

AUG 1943: DD14 *Yugumo*; 1×SS; 5×MSP.

SEP 1943: 6×SS; 4×MSP.

OCT 1943: 3×SS; 6×MSP.

NOV 1943: CVE3 *Kaiyo*; 5×SS; 5×MSP.

DEC 1943: CL13 *Agnano*; 3×SS; 10×MSP.

JAN 1944: 49 Div; 5×SS; 8×MSP.

FEB 1944: 4×SS; 8×MSP.

MAR 1944: CV8 *Taiho*; 2×SS; 18×MSP.

APR 1944:

DE10 *Type D*; 3G Div; 44 Div; 47 Div; 72 Div; 77 Div; 81 Div; 84 Div; 86 Div; 91 Div; 93 Div; 2×SS; 8×MSP.

MAY 1944:

DE5 *Etorofu*; 50 Div; 63 Div; 2 Airborne Bde; 3×SS; 10×MSP.

JUN 1944:

DE8 *Type C*; DE11 *Type D*; 100 Div; 102 Div; 103 Div; 105 Div; 2×SS; 9×MSP.

JUL 1944:

DE1 *Matsu*; 66 Div; 73 Div; 107 Div; 108 Div; 109 Div; 111 Div; 112 Div; 115 Div; 117 Div; 3×SS; 5×MSP.

AUG 1944:

CVL11 *Amagi*; CVL10 *Unryu*; DE6 *Mikura*; DE7 *Ukuru*; 4×SS; 11×MSP.

SEP 1944: DE12 *Type D*; 114 Div; 4×SS; 11×MSP.

OCT 1944:

CVL12 *Katsuragi*; DE2 *Matsu*; 94 Div; 118 Div; 119 Div; 2×SS; 7×MSP.

NOV 1944: CV7 *Shinano*; DD17 *Mixed*; 120 Div; 2×SS; 9×MSP.

DEC 1944: DE13 *Type D*; CVE4 *Maru*; 2×SS; 8×MSP.

JAN 1945: 2×SS; 8×MSP.

FEB 1945: DE3 *Tachibana*; 2×SS; 10×MSP.

MAR 1945: DE9 *Type C*; CVE5 *Maru*; 133 Div; 1×SS; 11×MSP.

APR 1945: DE14 *Type D*; 1×SS; 3×MSP.

MAY 1945: 9×SS; 6×MSP.

JUN 1945: 2×SS; 2×MSP.

JUL 1945: 4×MSP.

### US SET-UP

HEX 4856 (Dutch Harbor, Unalaska): Port.

HEX 2860 (Oahu):

Port; Large Airfield with (6)1E-CV-L1, (3)1E-CV-L1, (6)1E-L0, (4)1E-L0, (3)2E-L0, (1)4E-L0, 2×LRA; Central Pacific Headquarters; BB10 *California*; BB8 *Maryland*; BB3 *Oklahoma*; BB11 *Tennessee*; BB9 *West Virginia*; BB4 *Arizona*; BB2 *Pennsylvania*; BB1 *Nevada*; CA6 *New Orleans*; CL4 *Brooklyn*; CL2 *Omaha*; CL3 *Brooklyn*; DD3 *Farragut*; DD7 *Bagley*; DD5 *Mahan*; DE1 *Paulding*; DE2 *Paulding*; AA1 *Amphibious Transport*; ST1 *Seaplane Tender*; ST2 *Seaplane Tender*; APD1 *Paulding*; APD2 *Paulding*; SS1; SS2; SS3; SS4; SS5; SS6; 24 Div; 25 Div; 2×Marine Bn.

\* HEX 2858:

CV5 *Enterprise* with (5)1E-CV-L1; CA2 *Northampton*; CA1 *Pensacola*; DD11 *Benson*; DD6 *Gridley*.

\* HEX 2953:

CV1 *Lexington* with (4)1E-CV-L1; CA7 *New Orleans*; CA3 *Northampton*; DD8 *Somers*.

\* HEX 2555: CA5 *Portland*.

\* HEX 3262: DD9 *Benham*.

\* ANY HEX ALONG THE EAST MAPEDGE:

CV2 *Saratoga* with (4)1E-CV-L0; BB12 *Colorado*; DD12 *Benson*; SS7 with 1 Hit.

HEX 3351 (Midway): Small Airfield with 1×LRA; 1×Marine Bn.

HEX 3055 (Gardner): Small Airfield.

HEX 2942 (Wake):

Small Airfield with (1)1E-CV-L1; SS13 with 4 Hits; Wake Fortification; 1×Marine Bn.

HEX 0353 (Tutuila, Samoa): Port; 1×Marine Bn.

PLACE THESE AIR UNITS IN ANY OF THE FOLLOWING AIRFIELDS:

(6)1E-L0; (6)1E-L0; (3)1E-L0; (2)4E-L0; 2×LRA.

HEX 3619 (Panay): Small Airfield; CA9 *Houston*; V Div.

HEX 3819 (Manila, Luzon):

Port; Large Airfield; Southwest Pacific Headquarters; CVL1 *Langley*; SS8; SS9; SS10; SS11; SS12 with 1 Hit; Reserve (Rs) Corps.

HEX 3519 (Cebu): CL1 *Boise*.

HEX 3314 (Tarakan, Borneo): DD1 *Paulding*.

HEX 3112 (Balikpapan, Borneo): DD2 *Paulding*.

HEX 3818 (Corregidor): Corregidor Fortification; 4 Marine Reg.

HEX 3920 (Luzon): Large Airfield; North Luzon (NL) Corps.

HEX 3720 (Luzon): South Luzon (SL) Corps.

HEX 3319 (Mindanao): Mindanao (M) Div.

HEX 4020 (Luzon): Small Airfield.

HEX 4021 (Luzon): Small Airfield.

HEX 3620 (Luzon): Small Airfield.

HEX 3219 (Davao, Mindanao):

Port; Small Airfield; ST3 *Seaplane Tender*.

HEX 2555 (Johnston): Small Airfield.

HEX 1857 (Palmyra): Small Airfield.

HEX 1153 (Canton): Small Airfield.

HEX 3030 (Guam): Small Airfield.

## US REPLACEMENT SCHEDULE

### GROUND REPLACEMENTS

US Ground Replacement Steps are received according to the following schedule:

DECEMBER 1941 THROUGH NOVEMBER 1943: 5 per Month.

DECEMBER 1943 THROUGH DECEMBER 1944: 8 per Month.

JANUARY 1945 THROUGH JULY 1945: 10 per Month.

### ALLIED AIR REPLACEMENTS

Including all Allied nationalities.

At the outset, write in 10 Steps each for the Months of January through November 1941 on the Replacement Record Sheet (Steps in training prior to the start of the Scenario). Air Step Replacements are then received according to the following schedule:

DECEMBER 1941 THROUGH DECEMBER 1942: 20 per Month.

JANUARY 1943 THROUGH DECEMBER 1943: 35 per Month.

JANUARY 1944 THROUGH DECEMBER 1944: 50 per Month.

JANUARY 1945 THROUGH JULY 1945: 70 per Month.

## US REINFORCEMENT SCHEDULE

JAN 1942:

CV3 *Yorktown* with (6)1E-CV-L1; BB5 *New Mexico*; BB6 *Mississippi*; BB7 *Idaho*; CA4 *Northampton*; CA10 *Wichita*; DD4 *Porter*; DD10 *Sims*; DD13 *Benson*; APD3 *Paulding*; APD4 *Paulding*; APD5 *Paulding*; 2 Marine Reg; 4×Engineer Reg; 3×SF Reg; 2×SS.

FEB 1942: CL6 *Atlanta*; DE3 *Paulding*; 2×SS.

MAR 1942:

CL7 *Atlanta*; DD14 *Benson*; Americal (A) Div; 2×SS.

APR 1942:

CV4 *Hornet* with Doolittle; CA8 *New Orleans*; CL5 *Brooklyn*; CVE1 *Long Island*; 1×Marine Bn; 4×Engineer Reg; 2×SS.

MAY 1942:

DD15 *Fletcher*; 32 Div; 41 Div; 3 Marine Reg; 1×Marine Bn; 2×SS.

JUN 1942:

CV6 *Wasp*; BB13 *North Carolina*; DD16 *Fletcher*; 37 Div; 27 Div; 2×SS.

JUL 1942: CL9 *Cleveland*; DD26 *Fletcher*; 112C Reg; 2×SS.

AUG 1942:

South Pacific Headquarters; DD17 *Fletcher*; AA2 *Amphibious Transport*; 40 Div; 1 Marine Div; 3×SS.

SEP 1942: BB14 *Washington*; 43 Div; 3×SS.

OCT 1942: BB15 *South Dakota*; DD27 *Fletcher*; 3×SS.

NOV 1942:

BB16 *Indiana*; CL10 *Cleveland*; DD18 *Fletcher*; 8 Marine Reg; 3×SS.

DEC 1942: DD25 *Fletcher*; 3×SS.

JAN 1943: CL11 *Cleveland*; 2 Marine Div with 6 Hits; 3×SS.

FEB 1943:

CVL10 *San Jacinto*; BB17 *Massachusetts*; CL8 *Atlanta*; 3×SS.

MAR 1943: DD19 *Fletcher*; 3×SS.

APR 1943: 7 Div; 3×SS.

MAY 1943:

CVE2 *Sangamon*; CVE3 *Sangamon*; DD20 *Fletcher*; DE4 *Mixed*; 1C Div; 3 Marine Div with 3 Hits; 1×Marine Bn; 3×SS.

JUN 1943: CV7 *Essex*; BB18 *Alabama*; 3×SS.

JUL 1943:

CV8 *Yorktown* 2; CVL2 *Independence*; CA11 *Baltimore*; DD21 *Fletcher*; DD22 *Fletcher*; DD23 *Fletcher*; 6 Div; 33 Div; 3×SS.

AUG 1943:

CV14 *Lexington* 2; CVL4 *Belleau Wood*; CVL3 *Princeton*; CVE4 *Casablanca*; CL12 *Cleveland*; AA3 *Amphibious Transport*; 3×SS.

SEP 1943:

CVL5 *Cowpens*; CVL6 *Monterey*; CVE5 *Casablanca*; DE5 *Mixed*; 3×SS.

OCT 1943:

CV15 *Bunker Hill*; CVL7 *Langley* 2; 5307 Reg; 3×SS.

NOV 1943:

CV9 *Intrepid*; CVL8 *Cabot*; CVE6 *Casablanca*; DD24 *Fletcher*; 3×SS.

DEC 1943: CVE7 *Casablanca*; 4 Marine Div; 3×SS.

JAN 1944:

CV10 *Hornet* 2; CV16 *Wasp* 2; CVL9 *Bataan*; CVE8 *Casablanca*; BB20 *New Jersey*; BB19 *Iowa*; CA12 *Baltimore*; DD28 *Sumner*; DE6 *Mixed*; 38 Div; 93 Div; 4×SS.

FEB 1944: CVE9 *Casablanca*; CL13 *Cleveland*; 4×SS.

MAR 1944:

CV11 *Franklin*; CVE10 *Casablanca*; DD29 *Sumner*; AA4 *Amphibious Transport*; 31 Div; 77 Div; 4×SS.

APR 1944:

CVE11 *Casablanca*; DD30 *Sumner*; DE7 *Mixed*; 98 Div; 4×SS; 6 Marine Div with 6 Hits (this is actually the 1 Marine Bde shown in the Philippine Sea Scenario).

MAY 1944:

CVE12 *Casablanca*; AA5 *Amphibious Transport*; 11 Airborne Div; 20th Strategic Bomber Group; 1×SBP; 4×SS.

JUN 1944:

CV17 *Hancock*; CL14 *Cleveland*; DD31 *Sumner*; 1×SBP; 4×SS.

JUL 1944:

CV12 *Ticonderoga*; CVE13 *Casablanca*; BB22 *Wisconsin*; CL15 *Cleveland*; AA6 *Amphibious Transport*; 81 Div; 96 Div; 4×SS.

AUG 1944: CVE14 *Casablanca*; CL16 *Cleveland*; 4×SS.

SEP 1944:

CV18 *Bennington*; CVE15 *Casablanca*; CL17 *Cleveland*; DD32 *Sumner*; AA7 *Amphibious Transport*; 4×SS.

OCT 1944:

CVE16 *Casablanca*; BB23 *New York*; BB24 *Arkansas*; BB25 *Texas*; 4×SS.

NOV 1944:

CV13 *Randolph*; CV21 *Shangri-La*; BC1 *Alaska*; DD33 *Sumner*; DD36 *Gearing*; AA8 *Amphibious Transport*; 21st Strategic Bomber Group; 2×SBP; 4×SS.

DEC 1944:

CL18 *Cleveland*; DD34 *Sumner*; DD37 *Gearing*; AA9 *Amphibious Transport*; 2×SBP; 4×SS.

JAN 1945: CV19 *Bonhomme Richard*; BC2 *Guam*; 5×SS.

FEB 1945:

CVE17 *Commencement Bay*; CA13 *Baltimore*; CL19 *Cleveland*; 4×SBP; 5×SS.

MAR 1945: BB21 *Missouri*; 5 Marine Div; 2×SBP; 5×SS.

APR 1945:

CVE18 *Commencement Bay*; DD35 *Sumner*; 2×SBP; 5×SS.

MAY 1945: DE8 *Mixed*; 5×SS.

JUN 1945:

CV20 *Antietam*; CVE19 *Commencement Bay*; CA14 *Baltimore*; 5×SS.

JUL 1945:

CVE20 *Commencement Bay*; CA15 *Baltimore*; CL20 *Cleveland*; 5×SS.

### FREE FRENCH SET-UP

The Free French receive no Replacements or Reinforcements.

HEX 0135 (Noumea, New Caledonia):

Port; Small Airfield; DD1 *Triumph*; New Caledonia (NC) Reg.

HEX 0546 (Iles Horn): Small Airfield.

### BRITISH SET-UP

All units are British unless otherwise indicated.

PLACE THE FOLLOWING AIR UNITS IN ANY BRITISH-CONTROLLED AIRFIELDS:

(6)1E-L0; (3)2E-L0; 1×LRA.

HEX 3908 (Singapore):

Port; Small Airfield; Malaya Headquarters; Singapore Fortress; BB1 *Prince of Wales*; BC1 *Repulse*; DD1 *Mixed*; Sng Bde; 8 Div (Australian).

HEX 4308 (Jitra): Small Airfield; 11I Div.

HEX 4209 (Khota Bharu): Large Airfield; 9I Div.

HEX 4207 (Malaya): Small Airfield; 28I Bde.

HEX 4419 (Hong Kong): Small Airfield; HK Bde.

HEX 3612 (Miri, Borneo): Punjab (Pj) Bn.

HEX 4008 (Kuantan): Small Airfield; 22I Bde.

HEX 4309 (Singora): Small Airfield.

HEX 4912 (Moulmein, Burma): Small Airfield; 1B Div.

HEX 5011 (Rangoon): Port; Small Airfield; Rangoon (Rgn) Reg; 16I Bde.

HEX 5112 (Burma): Small Airfield with (1)1E-L0.

HEX 5312 (Akyab, Burma): Small Airfield.

HEX 5012 (Burma): Small Airfield with (6)1E-L1 (Chinese).

HEX 5316 (Myitkyina): Small Airfield.

HEX 4609 (Victoria Pt): Small Airfield.

HEX 4711 (Tavoy): Small Airfield.

HEX 5214 (Lashio): Small Airfield; Offensive Support Base.

HEX 5013 (Burma): Small Airfield.

HEX 0150 (Tonga): Small Airfield.

HEX 1661 (Christmas): Small Airfield.

HEX 0145 (Vita Levu): Port; Small Airfield with (1)2E-L0.

PLACE THE FOLLOWING UNITS IN ANY INDIAN CITY (with Airfield, for air units):

SEAC Headquarters; (6)1E-L0; (3)1E-L0; (2)2E-L0; 1×LRA; 14I Div with 5 Hits; 17I Div with 5 Hits; 20I Div with 5 Hits; 23I Div with 5 Hits; 26I Div with 5 Hits; 3×Engineer Reg.

HEX 5607 (India): Small Airfield.

HEX 5608 (India): Small Airfield.

HEX 5402 (Trincomalee): Port; Small Airfield.

HEX 5610 (Calcutta): Port; Small Airfield.

HEX 5512 (Dacca): Port; Small Airfield.

HEX 5502 (Columbo):

Port; Small Airfield; CA4 *Exeter*; CA1 *Kent* CL1 *Mixed*; DD2 *Mixed*; SS1 with 4 Hits.

### BRITISH REPLACEMENT SCHEDULE

Air Step Replacements are listed with US forces.

The Allied player receives British Ground Step Replacements according to the following schedule:

DECEMBER 1941 THROUGH DECEMBER 1944: 5 per Month.

JANUARY 1945 THROUGH JULY 1945: 7 per Month.

### BRITISH REINFORCEMENT SCHEDULE

DEC 1941: None.

JAN 1942:

CVL1 *Hermes* with (2)1E-CV-L0; CV1 *Indomitable* with (3)1E-CV-L0; CV3 *Formidable* with (3)1E-CV-L0; BB2 *Warspite*; BB3 *Resolution*; BB4 *Ramilles*; BB5 *Royal Sovereign*; BB6 *Revenge*; CA2 *Norfolk*; CL2 *Mixed*; DD3 *Mixed*; DD4 *Mixed*; 4×SS.

FEB 1942: 18 Div.

MAR 1942: 70 Div; 7 Armored Bde; 2 Div.

APR 1942: 21AR Bde; 36 Div.

MAY 1942: 51 Div; 251 Inf Bde.

JUN 1942: CA3 *London*; 5 Div.

JUL 1942: None.

AUG 1942: 25I Div.

SEP 1942: None.

OCT 1942: CL3 *Mixed*; CL4 *Mixed*; DD5 *Mixed*.

NOV 1942-JAN 1943: None.

FEB 1943:

AA1 *Amphibious Transport*; 77 SF Bde; 3I Div; 44I Div.

MAR-DEC 1943: None.

JAN 1944: 7I Div.

FEB-AUG 1944: None.

SEP 1944: 19I Div.

OCT 1944-JAN 1945: None.

FEB 1945:

CV4 *Illustrious*; CV5 *Victorious*; CV2 *Indefatigable*; BB7 *Duke of York*; BB9 *Howe*; BB8 *King George V*; CL5 *Mixed*.

### AUSTRALIAN SET-UP

Note that some Australian forces are listed under British forces.

IN ANY AUSTRALIAN-CONTROLLED AIRFIELDS:

(6)1E-L0; (1)1E-L1; (3)2E-L0; 1×LRA; 1 Div; 2 Div; 3 Div; 4 Div; 5 Div.

HEX 1815 (Darwin): Port; Small Airfield.

HEX 1908 (Broome): Port; Small Airfield.

HEX 1809 (Derby): Port; Small Airfield.

HEX 1713 (Wyndham): Port; Small Airfield.

HEX 1806 (Wolall): Small Airfield.

HEX 1523 (Thursday): Small Airfield.

HEX 1122 (Australia): Small Airfield.

HEX 0722 (Townsville): Port; Small Airfield.

HEX 0124 (Rockhampton): Port; Small Airfield.

HEX 1630 (Rabaul): Port; Small Airfield.

HEX 1426 (Port Moresby): Port; Small Airfield; 49 Bn.

HEX 1427 (Buna): Small Airfield.

HEX 0922 (Cairns): Port; Small Airfield.

IN ANY AUSTRALIAN-CONTROLLED PORT:

CA1 *Kent*; CL1 *Perth*; CL2 *Perth*; ANZAC Headquarters.

### AUSTRALIAN REPLACEMENT SCHEDULE

Note that all Allied Air Replacement Steps are listed with US forces.

The Allied player receives Australian Ground Replacement Steps according to the following schedule:

DECEMBER 1941 THROUGH FEBRUARY 1942: 1 per Month.

MARCH 1942 THROUGH JANUARY 1943: 3 per Month.

FEBRUARY 1943 THROUGH DECEMBER 1943: 4 per Month.

JANUARY 1944 THROUGH JULY 1945: 5 per Month.

### AUSTRALIAN REINFORCEMENT SCHEDULE

DEC 1941: None.

JAN 1942: 30 Bde; SF Bn; GF Bn.

FEB 1942: None.

MAR 1942: 7 Div.

APR 1942: 6 Div.

MAY 1942-JAN 1943: None.

FEB 1943: 9 Div.

MAR 1943-JAN 1944: None.

FEB 1944: 11 Div.

MAR 1944-JUL 1945: None.

**NEW ZEALAND SET-UP**

IN ANY AUSTRALIAN PORT HEX: CL1 *Leander*.

HEX 0145 (Viti Levu): 8 Bde.

HEX 0150 (Tonga) or 0451 (Savai, Samoa) or 1760 (Fanning): 1 Bn.

**NEW ZEALAND REPLACEMENT SCHEDULE**

Air Step Replacements are listed with US forces.

The Allied player receives New Zealand Ground Step Replacements according to the following schedule:

DECEMBER 1941 THROUGH FEBRUARY 1943: None.

MARCH 1943 THROUGH JULY 1945: 1 per Month.

**NEW ZEALAND REINFORCEMENT SCHEDULE**

DEC 1941: None.

JAN 1942: 3 Div.

FEB 1942: 5 Bde.

MAR 1942-JUL 1945: None.

**DUTCH SET-UP**

The Dutch receive no Reinforcements or Ground Replacements.

PLACE IN ANY DUTCH-CONTROLLED AIRFIELDS:

(5)1E-L0; (5)2E-L0.

HEX 3006 (Soerabaya):

Port; Small Airfield; CA1 *DeRuyter*; CL1 *Tromp*; DD1 *Mixed*; SS1; SS2; 2 Div.

HEX 3305 (Batavia):

Port; Small Airfield; ABDA Headquarters; 1 Div.

HEX 3605 (Palembang, Sumatra): Small Airfield; 1 Reg.

HEX 3906 (Sumatra): Small Airfield; 2 Reg.

HEX 3314 (Tarakan): Port; Small Airfield; 3 Reg.

HEX 2517 (Amboina): Small Airfield; 4 Reg.

HEX 3105 (Tjilatjap): Port; 5 Reg.

HEX 2917 (Menado, Celebes): Small Airfield; 6 Reg.

HEX 2714 (Kendari, Celebes): Port; Small Airfield; 7 Reg.

HEX 2312 (Koepong, Timor): Port; Small Airfield; 8 Reg.

HEX 3112 (Balikpapan, Borneo): Port; Small Airfield; 9 Reg.

HEX 2807 (Bali): Small Airfield.

HEX 3110 (Bandjarmasin, Borneo): Small Airfield.

HEX 3609 (Sinkawang, Borneo): Small Airfield.

HEX 3610 (Kuching, Borneo): Small Airfield.

HEX 3612 (Miri, Borneo): Small Airfield.

HEX 2712 (Macassar, Celebes): Small Airfield.

HEX 3404 (Sumatra): Port.

HEX 3416 (Jolo): Small Airfield.

HEX 3007 (Madura, Java): Small Airfield.

HEX 3212 (Samarinda, Borneo): Small Airfield.

HEX 3613 (Brunei): Port.

**NATIONALIST CHINESE SET-UP**

The Nationalist Chinese receive no Reinforcements.

All 34 Nationalist Chinese armies begin set-up. The Allied player can set them up in any non-Japanese-occupied hex within two hexes of any Chinese city. The only cities that a ground unit can be set up *in*, however, are those listed below (with airfields).

HEX 5016 (Kumming): Small Airfield; Offensive Support Base.

HEX 5120 (Chungking): Small Airfield; Offensive Support Base.

HEX 4719 (Kweilin): Small Airfield.

HEX 4919 (Kweiyang): Small Airfield.

HEX 4617 (Nanning): Small Airfield.

HEX 5721 (Sinning): Small Airfield.

HEX 5621 (Lanchow): Small Airfield.

HEX 4720 (Henyang): Small Airfield.

HEX 5215: Small Airfield.

**NATIONALIST CHINESE REPLACEMENT SCHEDULE**

Air Step Replacements are listed with US forces.

The Allied player receives 4 Nationalist Chinese Ground Replacement Steps per Month.

**COMMUNIST CHINESE SET-UP**

The Communist Chinese receive no Reinforcements.

ON OR WITHIN ONE HEX OF 5322 (Sian) and/or 5222 (Tungkuan):

1 Corps; 2 Corps; 3 Corps; 4 Corps.

**COMMUNIST CHINESE REPLACEMENT SCHEDULE**

The Allied player receives 1 Communist Chinese Ground Replacement Step per Month.

**STRATEGIC SCENARIO NR. 2****The Rising Sun in the Pacific**

POSTULATED PLAYING TIME: 28 Hours

NUMBER OF PLAYERS: Two (more than two is recommended)

MAPS: Maps A and B

GAME LENGTH: 15 Months (Dec 1941 through Feb 1943)

**SPECIAL RULES**

Use all Special Rules listed in Strategic Scenario 1.

**VICTORY CONDITIONS****ALLIED**

The Allied player wins a Marginal Victory if, at the end of the

Scenario, the Strategic Initiative is 0. He wins a Substantive Victory if the Strategic Initiative is Allied Level 1. He wins a Decisive Victory if the Strategic Initiative is Allied Level 2 or greater.

**JAPANESE**

The Japanese player wins a Decisive Victory if, at the end of the Scenario, the Strategic Initiative is Japanese Level 1 or greater.

**SET-UP, REPLACEMENTS, REINFORCEMENTS**

Use the Set-Up information from Strategic Scenario 1. Use the Replacement and Reinforcement Schedules from Strategic Scenario 1 through February 1943.