SCRATCH ONE FLAT TOP - EXPANSION KIT 3

*** South Java 1942***

By *Luca Revello*

Based on **Scratch One Flat Top**, © **3W**, Designer **Peter Bertram**

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INTRODUCTION

Scratch one Flat Top (SoFT) is an easy to play game that simulates very well the suspense and uncertainty of carrier battles, proving that every single mistake can be the last and often enough lethal for a carrier group. I made no attempt to change any of the original rules[1] but developed all the necessary data sheets[2] and complete new sets of counters, so that there's no need to mix any counters between this *Expansion Kit* and the original game.

This Kit3 has object the last hours of Langley the first US carrier (CV-1 then AV-3).

The history of *Langley* begins 18 October 1911 when was built as collier "Jupiter" (AC-3). On 10 October 1914 steamed through the Panama Canal on Columbus Day and was the first vessel to transit it from west to east. Jupiter was converted into the first U.S. aircraft carrier at the Navy Yard, Norfolk, Va., for the purpose of conducting experiments in the new idea of seaborne aviation, a field of unlimited possibilities. Her name was changed to *Langley* 21 April 1920; she was classified CV-1 and commissioned 20 March 1922, Comdr. Kenneth Whiting in command. Though her career as a carrier had ended, her well trained pilots proved invaluable to the next two carriers, *Lexington* (CV-2) and Saratoga (CV-3).

Langley completed conversion 26 February 1937 and was reclassified AV-3 on 21 April. At the outbreak of World War II, *Langley* was anchored off Cavite, Philippine Islands.

In honor of this vessel her fate has been rebuilt on this expansion kit3.

I propose two scenarios: the first is an introductory scenario and rebuilds the historical situation; the second is an hypothetical scenario more complex in which a real carrier's battle takes place before Coral Sea and Midway.

Some of what is written here is identical with the *Expansion Kit1*and *Kit2*, as it is not necessary to have both of *Expansion Kit* to play. You need only the original rules of "Scratch one Flat Top" and basic charts. I hope you'll enjoy these new scenarios.

1. South of Java – Historical Overview

Between February and March 1942, the Japanese conquered the Netherlands East Indies, (now Indonesia) and destroyed the combined American, British, Dutch and Australian surface naval forces in the area. The chronology that follows takes place in the south of isle of Java not far from the main battles that were fought around Java island (Battle of Badoeng Strait, Battle of Java Sea, and Battle of Sunda Strait) and involved the first US carrier even built "the *Langley* (CV-1 and then AV-3).

Until 11 January *Langley* assisted the Royal Australian Air Force (RAAF) in running antisubmarine patrols out of Darwin. She was then assigned to American-British-Dutch-Australian forces assembling in Indonesia to challenge the Japanese thrust in that direction. *Langley* went to Fremantle, Australia, to pick up Allied aircraft and transport them to Ceylon. On 22 February she departed from Fremantle in a convoy streaming toward Ceylon with the British ship *HMS Seawitch*, *Parrot* (DD-218) and *USS-Phoenix* (CL-46) as escort. *Langle*y jammed his deck with 32 Courtiss P-40 fighter planes belonging to the United States Army Air Forces 49th Pursuit Group, and *Seawitch* carried on board 27 disassembled Curtiss P-40. *Langley*

[1] However, I added new rules, special and optional rules proposal. (see 4. 5. and 6.)

[2] Note: The destroyer units don't have their original designation as it is not important for gameplay. Feel free to correct this. All other ships are stated correctly.

and Seawitch received order to leave the convoy four days later with *Parrot* as escort and had going to deliver the planes to Tjilatjap (Cilacap), to aid the air defenses of Java. *Langley* steamed faster and left soon *Seawitch* and *Parrot*.

At 16:40 on 26 February, *Whipple* (DD-217) and sistership *Edsall* (DD-219) departed Tjilatjap to rendezvous with *Langley* off the south coast of Java. Making contact at 06:29, the destroyers took up screening, positions to escort the vulnerable auxiliary into Tjilatjap. At 11:50, lookouts spotted nine high-level bombers twin-engine Mitsubishi G4M "Betty" of the Imperial Japanese Navy Air Service's *Takao Kokutai*, led by Lieutenant Jiro Adachi, approaching from the east. Four minutes later, a stick of bombs splashed around Langley - clearly the object of Japanese attention. During a second attack shortly after noon, all three ships put up brisk antiaircraft fire.

*Langley'*s evasive maneuvers were not sufficient to prevent the Japanese, at 12:12, hitting her with 5 bombs, setting the former aircraft carrier on fire and taking a 10 degree list to port.

Whipple broke off firing at 12:24 as the attackers veered away in a northeasterly direction. She changed course and closed *Langley* to evaluate that vessel's damage. Shortly thereafter, four Japanese fighter planes dove on the three-ship convoy; one of these planes was damaged by antiaircraft fire.

Unable to negotiate the narrow mouth of Tjilatjap Harbor, *Langley* went dead in the water as in-rushing water flooded her main motors.

Langley was abandoned at 13:32, and *Whipple* proceeded close aboard to rescue survivors; using two of the destroyer's life rafts, a cargo net slung over the side, and a number of lines trailed over the side. Staying some 25 yards off the sinking seaplane tender, *Whipple* picked up 308 men from *Langley's* crew and embarked Army personnel, *Edsall* picked up 177. At 13:58, the task at hand completed, *Whipple* backed off and stood out to destroy the derelict, opening fire at 14:29 with her 4-inch main battery. After nine rounds of 4-inch and two torpedoes, *Langley* settled lower and lower but refused stubbornly to sink. Soon, orders arrived directing *Whipple* and her sister ship to clear the area prior to any more bombing attacks.

Whipple accordingly vacated the vicinity and subsequently rendezvoused with *Pecos* (AO-6) that got underway from Tjilatjap toward India in the lee of Christmas Island off Flying Fish Cove to transfer the Army pilots to the oiler. At 10:20 on 27 February, three Japanese twin-engine bombers Mitsubishi G4M "Betty" attacked Christmas Island. One later singled out *Whipple* and dropped a stick of bombs which missed the rapidly dodging destroyer. After fighting off the raiders, the American ships steamed south out of range.

On 28 February, *Whipple* began transferring *Langley* crew members to *Pecos*, completing the task by 08:00. While one destroyer transferred personnel, the other circled and maintained an antisubmarine screen. When the job of transferring survivors from the lost seaplane tender had been completed on 1 march, the two destroyers parted company with the oiler. Changing course in anticipation of orders to retire from Java, *Whipple* prepared to send a message relative to these orders when the destroyer's chief radioman heard a cell for help over the radio from *Pecos*, then under attack by Japanese bombers near Christmas Island. At noon of that day, in fact planes Aichi D3A1 *Val* dive bombers from Japanese carrier *Sōryū Pecos* and struck again an hour later. Lt. Commander McPeake was seen engaging Japanese aircrafts which were machine gunning and strafing survivors in the sea, with a deck mounted .50 caliber machine gun. At least one of the Vals was confirmed as being shot down and destroyed, with another aircraft listed as a probable kill.

Finally at midafternoon, a third strike sent the veteran oiler to the bottom.

Whipple sped to the scene to render assistance if possible. Throughout the afternoon, as the destroyer closed the oiler, all hands on board prepared knotted lines and cargo nets for use in picking up survivors. *Whipple* went to general quarters at 19:22 when she sighted several small lights off both bows.

Whipple slowly closed and began picking up survivors of *Pecos*. After interrupting the proceedings to conduct an unsuccessful attack on a submarine thought to be nearby, she returned to the task and continued the search until she had received 232 men from the oiler. Many of the survivors, although visible by crew members of

Whipple, were unable to be picked up and were abandoned at sea, due to *Whipple* detecting as many as two enemy submarines in the area, at extremely close range.

Whipple soon cleared the area, also believing that a Japanese aircraft carrier was close. Within a few days, Java fell to the Japanese who were gradually consolidating their expanding "Greater East Asia Co-Prosperity Sphere." *Whipple* joined what remained of the Asiatic Fleet in Australian waters.

Edsall headed back to Tjilatjap but never arrived. In that area there was The Japanese first carrier fleet under Nagumo command and the second fleet with function of patrolling the south Java area and covering the main attack of Japanese invasion forces.

On 1 march 1942 at 11:30 *Chikuma*'s floatplane locates the 8.806-ton freighter *Modjokerto* attempting to escape from Tjilatjiap to Australia. *Chikuma*, with *Tone*, and destroyers *Kasumi* and *Shiranuhi* intercepted the freighter before noon. The freighter, heavy damaged by enemy fire, was sinking by the Japanese submarine I-54.

That afternoon, *Tone* spotted *Edsall*, 250 miles SSE of Christmas Island. At 17:30 *Chikuma* opened fire with he 8-inch guns at the extremely long range of 11 miles, and all shot missed. *Edsall* lays down a smokescreen and begins evasive maneuvers. *Chikuma* was joined by battleships *Hiei* and *Kirishima*, which also opened fire with their 14-inch main batteries at 17:47, but the *Edsall* not only managed to avoid 297 14-inch, 132 6-inch shells from the battleships and an additional 844 8-inch and 62 5-inch rounds from the cruisers, but also closed to range and fired its 4-inch guns at *Chikuma* at 17:56. At 18:00 *Chikuma* ceases firing when she enters a rain squall. Finally at 18:24 *Hiei* scores a direct hit and at 18:35 another from the cruiser *Tone*. *Edsall* was also attacked by nine Aichi D3A1 *Val* dive bombers from *Sōryū* and eight from *Akagi*, which between 18:27 and 18:50 hit her with several bombs, leaving her afire and dead in the water. She was destroyed by the cruiser *Chikuma* and sank at 19:00 on position 13°45′S, 106°45′E with 5-8 survivors, all of whom later died in POW camps.

Seawitch and *Parrot* escaped the fate of *Langley* only by being to slow to keep up with the Seaplane Tender ship but reached Tjilatjiap too late to unload his wealthy cargo.

Other events:

On 2 March 1942 searching for enemy cruisers the Japanese met *Pillsbury* sailing alone at 2036 hours, some 550 miles southeast of Tjilatjap. The Japanese closed to about 5,500 m before opening fire at 2055 hours. In seven minutes, *Atago* fired 54 and *Takao* 112 8in (20.3 cm) rounds at the old destroyer. *Pillsbury* sank quickly at 21:02, leaving no survivors from her crew of 149.
On 2 March 1942 another Japanese task group consisting of the heavy cruiser *Maya* and the destroyers *Arashi* and *Nowaki*, discovered and sank *HMS Stronghold*, fleeing from Tjilatjap to Australia. *Stronghold* sank at 1858 hours at position 12º20'S, 112º00E. About fifty survivors were picked up by the small Dutch merchant *Bintoehan* that later transferred them to Maya.

Other Dutch merchant shipping losses in south Java sea (vessels over 1,000 Tons):

Duymaer Van Twist – on 28 February 1942 captured by Japanese cruisers 40 miles south of Tjilatjap;
Augustina – on 1 march 1942 Scuttled in Java Sea to prevent capture by Japanese;
Sigli - Captured on 1 march 1942 in Indian Ocean by Japanese destroyer *Hayashio* on route from Tjilatjap to Bunbury;
Enggano – sunk on 1 march 1942 Bombed and sunk south of Java by Japanese aircraft;
Parigi – sunk on 1 march 1942 Torpedoed, shelled and sunk south of Tjilatjap by Japanese submarine I-2.

2. Victory Conditions

For these two scenarios use the following VP table:

- Enemy ships sunk: CV = 25 VP, BB/BC = 10 VP, CA = 5 VP, SS = 2 VP, all other ships 2 VP.
- Damaged ships: CV = 1 VP for each destroyed hit box (thus reflecting the importance of these ships), all others 1 VP per damaged ship.
- 1 VP for each air factor eliminated by any means.
- US gains 1 VP for every air factor and/or crew delivered by *Langley* or *Seawitch* to Tjilatjap before the end of February 28th, 2400.
- US player gains 5 VP for every US TF1 or

TF2, GB or Netherland AP ships that exit from south or east red line of map edge after February 28th , 2400.

- Japanese gains 1 VP for every marked box at *Christmas Island* and *Tjilatjap, Malang* or *Yojakarta* airfields (max 20 points);
- (Only in Historical introductory scenario) US player gains 1 VP for every survivor's counters that exit from south or east red line map edge on board of any ship after February 28th , 2400.
- (Only in Historical introductory scenario) Japanese subtracts 1 PV for every air factor used exceeding the historical situation as follows:
  - 8 Aerial factors "B" "T" or "D"
  - 2 "S" plane
  - No limit for "F" or "L" plane.

3. New Aircraft Ratings

Expansion Kit3 introduces a new plane type.

The US Curtiss P-40 Warhawk **F** planes are treated the same as the Wildcat **F** planes in air vs. air combat.

Note: Please see the new revised Combat tables at the end of these rules!

4. New Rules

Survivors
(Only in Historical introductory scenario)
(New rule 3.8446) Survivor's counters are generated in the same hex in which a ship is sunk after an air strike or a naval combat and are placed on NMSM.

The number of counters is ½ of the unchecked hit boxes of the sunken ship at the start of combat round down. There are no stacking limits on NMSM of survivor's counters.

(New rule 3.8447) If a ship with survivor's counters on board is sunk the survivor's counters on board are reduced again of ½ rounds down and new survivors counters are generated as per rule 3.8446. All survivors' counters are placed again on NMSM.

(New 6.396) Any ship that stay for the entire turn in the same hex of survivor's counters on NMSM without moving and making any ASW attack or naval combat (AA fire is allowed), can rescue a number of survivor's counters equal to his unmarked hit boxes. It's also possible to shift survivor's counters from a ship to another. During these activities the ship(s) or Task force are considered dead in water.

(New 11.35) All survivor's counters are stacked with the ship counter (survivors are taken on board - see 6.395).

(in all scenarios)

(new 6.396) It requires one game turn to unload two P-40 Curtiss Warhawk air units from Langley (AV) or Seawitch (AP) in Tjilatjap port (considered anchored i.e. dead in the water for air attack purposes).

The turn in which the AV or AP moves to Tjilatjap does not count as the first of the required turns.

Port display
(in all scenarios) (Can be also applied to original game!)

(new 3.44) When a Task Force or ship(s) are in a port you must place the ships from Task Force display to its port display.
a) each port display may contain no more than 16 ship counters.
b) In a port display ships may be placed freely in any box (1-12 or a-d): no stacking is allowed.
c) Any ship in port is considered dead in water.
d) When units leave a port must be reorganized in a Task Force display (exception: rule 3.43 f)).

Port Strike
(in all scenarios) (Can be also applied to original game!)

Resolve the port strike as an air strike.

"F" planes in land base airport in the same hex of a port may scramble as per 9.622 b.

Attack vs port is resolved with a port display using this restrictions:.

- "L" and "T" planes in a port strike must be placed in "a-d" sectors.
- "B", "D" may be placed directly on top of the ship(s) they will attack.
- "F" plane are placed directly in the sector adjacent to the ship will strafe.

Resolve AA Fire (Rule 9.6-10), air strike (rule 9.6-11) and return (rule 9.6-12).

-1 for "T" air attack due to torpedo nets protection. This modifier is added along with other modifiers for attack.

Note: Please note this new addition to Combat tables at the end of these rules!

5. Special Rules

Variants of basic rules:

(Only in Historical introductory scenario)

Naval combat is mandatory for both players (*rule 11.11* modified) and US player can ignore rule 3.43 letter f).

Ships that are not part of an US Task Force may be placed freely on NMSM.

***Blind* Strike:**

(Can be also applied to original game!)

(*Rules 9.31*modified) Carrier and Land bases air strikes against any hexes (ships, task force, other air strike, airplane and "S" plane counters on NMSM), even if there is no sighting report or target information available. Once over the target hex roll one die:

For a die roll of **3-6** in clear weather or **5-6** in cloudy weather (no attacks in storm weather) the attack can be conducted. The opposing player must reveal any target information (whether there are any targets in this hex or not) only when the die roll is successful!

If targets are air counter(s) or air strike, resolve the fight as normal air vs. air combat (see 3.922 on rule booklet) using first "F" planes involved.

Search:

(Can be also applied to original game)

Rules 7.2212, 7.2222 and *7.2331* must be modified according the article "*An Overview of Search Capacity in Carrier Games* by Markus Strumptner (delivered with this pack).

Rule 7.2212: "Each plane may move up to a number of hexes on the NMSM equal to their movement allowance as printed on the counter (rule 3.2). During this flight it's possible to make 3 (three) searches in different hexes. Each hex constitutes a single search pattern".

Rule 7.2222 - last sentence: "If they intend to search this turn it's possible to make three searches in different hexes during their flight. Each hex constitutes a single search pattern"

Rule 7.2331 – first two sentences: "Units searching several hexes (Task Force Markers and "S" type airplanes) first announce the hex(es) being searched. Each counter searches individually per game turn."

6. Optional Rules Proposal

These Optional Rule Proposals are similar to those of the first and second Expansion Kit, but there may be any interested players who do not have the others Expansion Packs.

Air operation cards:

(From Peter Bertram: Can be also applied to original game!)

3.53 (new): CV-based air units that land on and later fly missions from land bases are treated as land-based air.

Air vs Air combat:

(Can be also applied to original game!)

In air to air combat the firing plane must subtract -1 to die roll if attacks a **B** plane.

This reflect the fact that it's harder to shot down a B plane (e.g. a B-17) due to his armament and protection.

Note: Please see this new addition to Combat tables at the end of these rules!

Aircraft reallocation:

(Can be also applied to original game!)

Aircraft may be reallocated to new bases. For land based aircraft there is no limitation except that the aircraft type must be available on the base sheet. Also valid for sea planes!

Carrier planes might be sent to another carrier in case that the original CV is sunk or damaged (50% or more of its aircraft handling capacity destroyed!). Carrier aircraft sent to another CV do belong to this carrier after landing.

Carrier aircraft assigned to land bases belong to these land bases and cannot return to any carrier during gameplay!

Carrier based planes operating from any land bases simply have their range doubled (e.g. a Zero with range „8" becomes a „8/2" or a Wildcat with range „6" becomes a „6/2")

Air Strike:

(Can be also applied to original game!)

An air strike must be launched in the same turn only if a Task Force is sighted by an air factor or other Task Force.

If a Submarine contacts a Task Force in a search phase, it's possible to launch an air strike only in the next turn in the same hex. This represents the delay the information would encounter.

Armament (3):

(Only SoFT Expansion Packs!)

Battleships have a gunfire range of 4 RFs!

Armament (4):

(Clarification - can be also applied to original game!)

Carrier based **T** planes can be used as **L** planes when used against land bases. Simply handle them as if they were **L** planes on these missions.

ASW:

(Clarification)

Roll one die for each ASW DD counter attacking any SS!

Only the DDs allocated to ASW duty have to remain to fight the sub(s), all other ships may move if desired.

CAP (1):

(Can be also applied to original game!)

Search planes in adjacent hexes can be attacked, but then it is doubtful whether these CAP planes are back on duty again just in time (or have sufficient ammunition & fuel) to intercept an incoming attack. So each time an **F** plane on CAP is sent to intercept recon planes in adjacent naval zones, roll a die for it. On **4-6** it returns in time to defend the carrier, on **1-3** it fails to do so.

Each time recon planes in adjacent hexes are attacked, the **F** plane has to return to **CAP2**, regardless in which CAP box it initially was.

CAP (2):

(Only SoFT Expansion Packs!)

F planes may also fly CAP over any desired hex in range, up to half of their normal range (round fractions down). E.g., a *Warhawk* has a CAP range up to 3 hex and has to return to it‘s base at the end of that turn, whereas e.g. a land based *Zero* has a CAP range up to 16 hex, and can stay in the air up to 4 turns!

Treat these CAP flying **F** planes as any other airstrike, thus starting during normal land based air phase. So, during their first CAP turn **F** planes flying CAP over any hex won't be over the target in time to fight off any recon planes!

After any combat over any hex (except own base or task force) the involved **F** planes must return to their base, even if they still have enough endurance to stay (due to ammunition shortage and higher fuel consumption after combat).

HAA-Fire:

(Can be also applied to original game!)

Use half of all ships valid AA factors for HAA fire against any **D**, **L, B** aircrafts, not only adjacent to firing ship. DDs on ASW duty are not included! Usually every ship of a task force was within the maximum range of all ship's HAA.

HAA fire against **T** aircraft is unchanged!

*Note: This makes it a lot harder to attack a task force with the mentioned aircraft types, but it is nevertheless a useful rule supplement, as **D, L, B** aircraft normally attacked from a minimum altitude of 6000ft or more. On the other hand **T** aircrafts usually attacked below 1000ft, thus making it a lot harder for ships to hit them (and not to hit other friendly ships) with HAA fire.*

Japanese Invasion Group Restrictions

(From Peter Bertram: Can be applied only to original game!)

6.396 (new): Ships may enter partial land-sea hexes on night turns

Land based Air Strikes on Naval Targets:

(Clarification)

Land based air strikes may only attack any ships as long as reliable target information is available.

As soon as there is no more information about these enemy ships, the air strike must either attack the hex in with the last sighting had occurred, or it has to return to its base!

Naval Movement

(Can be also applied to original game!)

Any ship that has lost more than half of its hull boxes is designated *slow mover* on the Turn Record Track (Rule 6.32 new sentence).

Radar

(Can be also applied to original game!)

In 1942 only US ships were equipped with radar. To reflect this, only US carriers can send **F** planes into adjacent naval zone to intercept any shadowing recon planes.

Search & Bomb:

(Only in this SoFT Expansion Packs!)

Any SD-Dauntless may attack enemy ships with a normal bomb load while searching when they detect a target in their own searching hex (occupied by them while conducting any search)! This attack has to be conducted during the search phase!

Strike:

(Only in this SoFT Expansion Packs!)

Any planes involved in combat over the target must return to their base, even if they still have enough endurance to stay over the target. When not involved into combat over the target, they are treated as CAP (see **CAP (2)** rule)

Storms:

(Can be also applied to original game!)

A Naval Zone with a cloud marker in it is a storm area, the adjacent 6 naval zones contain only bad weather.

Storm areas suffer extra penalties:

- **-1** modifier applied to current cloud values (searching, air and naval combat).
- No aircraft launching is possible.
- Apply night landing procedure to daylight storm landings.
- No night landings on CVs in storms are allowed, all aircraft being lost instead.
- No torpedo firing during naval combat in storm hexes.

Torpedoes:

(Can be also applied to original game!)

Due to practical experience we strongly recommend to cross off two hit boxes for each torpedo hit, as torpedoes usually did much more damage as bombs or gun hits! For any additional critical hit results cross off only the given number of single hit boxes!

(E.g. a „3*“ result with a die roll of „3“ on the „T-Hits Results vs. Ships“ Table will result in three double hit boxes and two single hit boxes crossed off)!

Weather (1):

(Can be also applied to original game!)

Roll for weather three times a day, at 0400, at 1200 and at 2000. This makes it harder to track the weather but is more realistic and much more fun to play.

Weather (2):

(Can be also applied to original game!)

Weather markers do not move all as one big unit but move separately! If ever two weather markers do occupy the same hex, one is to be removed and placed in Line „**t**“, following this scheme:

1. Roll 1d6 to see how much dice you have to roll.
2. Roll the given number of dice and count the result.
3. That's the column this weather front will start in row „**t**“!

7. Bibliography

All material to make this KIT3 is taken from internet pages. Many thanks to:

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8. How to contact me

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Many tanks to Robert Holzer for his help in rules and counters.

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3.92 Combat Tables *(Complemented by additions for all Expansion Kits)*

Roll 1 die. Modified rolls of less 1 treated as 1; greater than 6 as 6.

3.922 Air vs. Air Combat (* *plane may not initiate air combat*)							
Zero		**1**	**2**	**3**	**4**	**5**	**6**
Wildcat, Fortress*, Rufe, P-40 Warhawk		**1**	**2**	**4**	**5**	**6**	**7**
Buffalo, Airacobra, Claude, Emily*,		**1**	**3**	**5**	**6**	**7**	**9**
Mavis*, Catalina*, Mitchell*, Marauder*		**1**	**4**	**6**	**9**	**---**	**---**
Dauntless, Betty*, Nell*, Judy, Pete, Val		**2**	**4**	**6**	**9**	**---**	**---**
Devastator*, Kate*, Dave*, Jean*, Jake*		**2**	**5**	**7**	**9**	**---**	**---**
3.923 Anti-Aircraft Fire (AA)		**1**	**4**	**6**	**8**	**10**	**12**
3.925 HIT TABLES (* *Critical Hits*)							
DRMs (cumulative)	**1**	**---**	**---**	**---**	**---**	**1**	**1**
-1: Land based air vs. ship; B and/or D attacks in cloud; air combat in cloud; U.S. submarine attacks; U.S. naval gunfire at night; air combat vs. B plane; T attacks in port	**2**	**---**	**---**	**---**	**1**	**1**	**2**
	3	**---**	**--**	**1**	**1**	**2**	**2**
+1: D plus T attack vs. ship; all attacks vs. speed damaged ships	**4**	**---**	**1**	**1**	**2**	**2**	**3***
	5	**1**	**1**	**2**	**2***	**3***	**3***
+2: All attacks vs. ship dead in the water; D planes vs. carrier with D and/or T planes of the Flight Deck (in LANDED/READY)	**6**	**1**	**2***	**2***	**3***	**3***	**4***
3.924 Air Attacks vs. Ships	**D**	**1**	**2**	**3**	**4**	**5**	**---**
(Originally:) Land based air and ship based air may not attack the same hex in the same turn.	**US T**	**1**	**3**	**---**	**---**	**---**	**---**
	Jap T	**1**	**2**	**3**	**4**	**5**	**8**
(Midway:) Land based air from Midway (only!)and ship based air may attack the same hex in the same turn.	**L**	**2**	**4**	**6**	**8**	**10**	**---**
	B	**2**	**4**	**---**	**---**	**---**	**---**
3.924 Air Attacks vs. Land Base	**D**	**1**	**2**	**3**	**4**	**5**	**---**
DRMs **-1:** against Ground Units	**L**	**1**	**2**	**3**	**5**	**7**	**9**
	B	**1**	**3**	**---**	**---**	**---**	**---**
11.1 Naval Combat	Ship vs. Ship	**1**	**4**	**10**	**15**	**20**	**30**
DRMs **-1:** against Ground Units	Shore Bombardment	**5**	**10**	**15**	**20**	**30**	**40**
11.5 Ground Combat							
DRMs **+1:** Japanese Ground Units during night attack		**1**	**2**	**4**	**7**	**10**	**12**

3.941 "F" PLANES STRAFING ATTACKS

- Total number of strafing "F" planes rolls on the Air to Air Combat Table
- Ignore Critical Hits
- If strafing a land base, defender's losses halved (round down). Losses are planes on the ground and/or AA factors in any combination, defender's choice
- If strafing a ship, suppressing AA. Defender's loss number (half round up) is number of short range AA suppressed

CLOUD HEX (see 3.25)

- Night air attack are not permitted
- No long range AA fire
- All air to air combats -1
- B and/or D plane attacks -1

NIGHT COMBAT

- U.S. naval gunfire -1
- All airplane and AA factors Halved (round up) for Air to Air Combat and Air Attacks