SCRATCH ONE FLAT TOP - EXPANSION KIT v1.1

*** Guadalcanal *** Eastern Solomons *** Santa Cruz Islands ***

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

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1. Introduction

I had the idea for this Expansion Kit during a quick research I made for another game. After comparing the maps I discovered that it should not be too much a problem to add new scenarios to a game I like much, as all carrier battles during the Guadalcanal campaign took place roughly in the same area covered by the original *SoFT* map.

Scratch one Flat Top is an easy to play game, that simulates very good 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 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 the Expansion Kit and the original game. Furthermore I tried to add new *what-if*-variants to give players the option to *change* history...

One of my problems was that the exact numbers of planes within the Japanese carrier forces differ somewhat in my sources. So I had to decide which sources to choose. Thus I added optional scenario variants with full air complement for the Japanese carriers, as it might be interesting for players to see what would have happened, if the Japanese had been able to use their carriers with full strength. Although there was no need to apply any changes to the US carrier air complements, as these ships usually operated with nearly full air complement, I also did so for the US ships. Some players may say that these additional planes make no real difference, but too often I wished to have one or two more air factors while playing SoFT, as these would have made all the difference!?

All work was done on a PC with Word97, PowerPoint97 and PaintShopPro5. If you have any comments, suggestions or criticism, feel free to contact me (see 8.2). Any new ideas are welcome.

I hope you enjoy the new scenarios as much as I do.

2. Guadalcanal

2.1 Historical Overview

August 7th, 1942: 19546 US Marines, 1st US Marine Corps Division, land on Guadalcanal and Tulagi, thus starting a bloody six months struggle for Guadalcanal.

During June 1942 the Japanese, following their defeat at Midway, had started to build an airfield on Guadalcanal to strengthen the already existing seaplane base at Tulagi (see original SoFT) and thus their defences in the Eastern Solomon Islands. Still the Japanese High Command followed the idea to cut the trade and supply lines between Australia and the USA.

On July 4th, an Allied reconnaissance plane detected the Japanese activities on Guadalcanal. Within one month the US Navy gathered 3 CV, 1 BB, 11 CA, 3 CL, 27 DD, 15 transports and 3 oilers to land and support the 1st US Marines Division on Guadalcanal.

The Japanese Navy reacted very fast, sending a cruiser force to crush the Allied landing forces. What followed was an overwhelming Japanese tactical victory, the worst defeat of the US Navy in the Pacific and the beginning of more than one

[1] Nevertheless I added some optional rule proposals, see 7

[2] Note: All destroyer units do not have their original designations, as my sources are somewhat limited in this respect and as I did not consider this to be that much important for gameplay. Anybody feel free to correct this. All other ships are (hopefully) stated correctly.

dozen night battles within the Solomons. The *Battle of Savo Island* costed the Allies four heavy cruisers sunk and a loss of more than 1.000 men, but the Japanese Admiral *Gun`ichi Mikawa* failed to sink any US transports unloading their supplies. Thus he missed the great opportunity to acchieve a great strategical victory by cutting the Marines‘ supply within the very first 24 hours after their landing.

The Japanese Navy needed more than two weeks to form a carrier force to counter attack, thus leading to the *Battle of the Eastern Solomons*.

Now imagine what would have happened if the Japanese Navy had been able to send their carriers immediately! Can the US Marines still defend Guadalcanal? Will the US carriers be able to guard the landings? See what might have happened ...

2.2 Scenarios

Scenario G1:

This scenario simulates the original situation with the Japanese Navy only being able to send 7 cruisers (5 CAs, 2 CLs and 1 DD) to wreck havoc among the landing forces. Admiral *Fletcher*, commanding the US carrier forces, expected heavy Japanese airstrikes and withdrew his support forces in the evening of August 8th. What followed was the *Battle of Savo Island*.

Scenario Start:

August 7th, 0400, with no naval or weather movement done. Scenario length is open ended, but restricted to the return of **CG** and **TT** to Rabaul.

Weather:

4D, 7F, 10F, 13E, 16D, 19E, 22F, 25G, 28E

Japanese Set Up:

Set up **CG** in Kavieng (7y). May first move at August 7th, 0800. **TT** starts in Rabaul (9A) not before 1600, on the same day.

One Japanese SS may each be set up in between columns 8-14, columns 17-20 and rows A-F.

Rabaul Ready Boxes:
9 land based Zero factors, 4 land based Val factors, 8 Betty factors, 1 Mavis factor.

Lae Ready Boxes:
4 land based Zero factors.

Shortland Ready Boxes:
2 Rufe factors, 1 Mavis factor.

Tulagi:
2 Rufe factors, 2 Mavis factors. These are not considered to be ready, but any of these factors which survives the initial attack turn may depart during the CAP/Search Phase of the following turn.

Truk:
(none released – release on a die roll of „**1-2**“)
3 land based Zero factors, 3 Nell factors, 3 Betty factors, 1 Mavis factor.

US Set Up:

At least two US TFs out of **TF 11**, **TF 16** and **TF 18** within 3 hex from 23J to enable carrier F planes to fly CAP over 23J with 5 fuel factors already expended.

Enterprise (9F, 4SD, 5D, 4T),
Saratoga (9F, 4SD, 5D, 4T),
Wasp (7F, 4SD, 4D, 3T).

TF 62.1, **TF 62.2** and **TF 62.3** start in hex 24J with 10 fuel factors expended. *Refuelling Group* in any hex south of row L and east of column 21.

One US SS may each be set up in between columns 7-11, columns 15-18 and rows v-z.

Espiritu Santo Ready Boxes:
3 Fortress factors, 2 Catalina factors.

Port Moresby Ready Boxes:
4 Fortress Factors, 2 Mitchell factors, 3 Marauder factors, 6 Airacobra factors, 6 Warhawk factors.

Charters Towers:
(none released – release on a die roll of „**1-2**“)
2 Mitchell factors.

Townsville:
(none released – release on a die roll of „**1-2**“)
6 Marauder factors.

Noumea:
(none released – release on a die roll of „**1-4**“)
4 Catalina factors.

Scenario G2:

In this scenario the Japanese carriers *Shokaku* and *Zuikaku* are immediately ready for action.

Shokaku, *Zuikaku* (6F, 6D, 2T, 2ST)
Chikuma, *Tone* (1 Jake), *Chitose* (2 Pete, 4 Jake).

Scenario Start: August 7th, 0400, weather movement is already done. Length is open ended.

All Japanese naval forces except 8th Fleet forces start the game in Truk and enter the **NMSM** at any turn from the 0400 turn, August 9th on between the hexes **1t** and **19t** in any given order with 20 fuel factors expended. For all other Japanese and US Set Ups see *Scenario G1*.

Scenario G3:

Same as *scenario G2*, but the Japanese Navy sends 3 carriers, *Shokaku*, *Zuikaku* and *Ryujo*.

Ryujo (4F, 3T, 2ST).

Scenario G4:

Same as *scenario G2*, but the Japanese Navy sends 4 carriers, *Shokaku*, *Zuikaku*, *Ryujo* and *Zuiho*.

Ryujo (4F, 3T, 2ST), *Zuiho* (4F, 2ST).

Scenario G5:

Same as scenario G2, but the Japanese Navy sends 4 carriers, *Shokaku*, *Zuikaku*, *Ryujo* and *Junyo*.

Ryujo (4F, 3T, 2ST); *Junyo* (5F, 4D, 2T, 2ST).

Scenario G6:

Same as *scenario G2*, but the Japanese Navy sends all remaining 5 fleet carriers, *Shokaku*, *Zuikaku*, *Ryujo, Zuiho* and *Junyo*.

Ryujo (4F, 3T, 2ST), Zuiho (4F, 2ST),
Junyo (5F, 4D, 2T, 2ST).

Scenarios G2(a) - G6(a):

Same as *scenarios G2 – G6*, but with full air complement for Japanese carriers:

Shokaku, *Zuikaku* (7F, 7D, 2T, 2ST),
Ryujo (5F, 3T, 2ST), *Junyo* (5F, 4D, 2T, 2ST),
Zuiho (5F, 2ST) or (4F, 2ST, 1T).

Scenarios G2(b) - G6(b):

Same as *scenarios G2 – G6*, but with full air complement for US carriers:

Enterprise (9F, 4SD, 5D, 5T),
Saratoga (9F, 4SD, 5D, 4T),
Wasp (8F, 4SD, 5D, 4T).

Scenarios G2(c) - G6(c):

Same as *scenarios G2(a) – G6(a)*, but with full air complement for US carriers:

Enterprise (9F, 4SD, 5D, 5T),
Saratoga (9F, 4SD, 5D, 4T),
Wasp (8F, 4SD, 5D, 4T).

2.3 Special Victory Conditions:

The US transports in this scenario have an unusual long unloading time of 72 hours each[3].

The Japanese player receives 2 VP for each US transport which leaves hex 23J before August 10th, 0400, in addition to any damage done to these ships. He also receives 5VP for any transport sunk to point out the importance of these ships in this scenario.

Furthermore, the Japanese player scores an immediate major victory when he sinks 10 of the 15 US transports, thus making it impossible for the US player to supply the landings properly.

To balance this the Japanese player starts with a ‚*negative*‘ bonus of **–30** VP. That shall reflect that the Japanese had been badly surprised at Guadalcanal, and that the Japanese player has to repulse the Allied landings and score a lot of VP. Otherwise a long and bitter fight will begin.

The Japanese player receives 1 VP for every Port Moresby’s hit box destroyed at the end of each scenario. This shall reflect the Japanese High Command’s still existing intention to capture Port Moresby.

The Allied player receives 1 VP for every Lae’s hit box destroyed at the end of scenario. So the Japanese player may detach all his air units against the Guadalcanal landings, but will have to pay the price should the Allied player decide to attack Lae.

2.4 Special Rules:

During any naval night surface encounter (gunnery & torpedo combat) any Japanese ships always fire first! In contrast to rule 11.1232 first any hits scored by Japanese ships are applied before any Allied ships may return fire.

This rule is restricted to the Guadalcanal scenario and its variants only! It shall reflect the lack of training among the Allied crews and the clear superiority of Japanese crews and equipment in night fighting action in these days.

3. Eastern Solomons

3.1 Historical Overview

As late as August 16th, the Japanese Navy was able to gather a carrier force consisting of *Shokaku*, *Zuikaku* and *Ryujo*. The problem was that, due to their losses at Midway, the Japanese had not enough carrier planes, and much worse, not enough trained pilots. To equip these three carriers they had to strip the remaining carriers, *Zuiho*, *Junyo* and the nearly completed *Hiyo*, from their air complement.

Admiral *Yamamoto* divided his forces into several task forces, seemingly unable to work out an easy plan. So he sent the light carrier *Ryujo* alone with an escort of 1 CA and 2 DD to attack Guadalcanal, while his fast carriers *Shokaku* and *Zuikaku* should detect and sink the US carriers. A small group of transports should bring re-inforcements to Guadalcanal. Many authors state that the *Ryujo* was intended to act as a bait for the US carriers to reveal their position, thus enabling *Shokaku* and *Zuikaku* to sneak into attack position, but this seems doubtful as carriers were precious for the Japanese and they wouldn’t have sent one of their latest CAs as an escort. Maybe they considered the *Ryujo* being able to defend herself. Nevertheless, with this strategy *Yamamoto* repeated the mistake he made at Midway, dividing his forces instead of delivering a single powerful punch.

Admiral *Nimitz* also expected a full scale Japanese attempt to reinforce Guadalcanal, and so a battle was inevitable. On August 23rd both sides failed to locate each others forces exactly, but on August 24th, 0905, a US reconnaissance plane detected the *Ryujo* group, whereas at 1100 a Japanese flying boat reported the US task forces. Later this day the reports became more and more exact, so that, due to the fact that his planes were unable to detect the other Japanese carriers, Admiral *Fletcher* decided at 1400 to attack the *Ryujo* group. Meanwhile the *Ryujo* had launched an

[3] Originally 96 hours were estimated by Admiral Turner, but the US carrier forces commanded by Admiral Mitcher withdrew after 36 hours, forcing Admiral Turner to withdraw his transports as well.

attack against Henderson Field. Shortly afterwards also the other Japanese carriers were sighted, but the Americans were unable to divert their attack group towards this new target. At about 1600 the US planes attacked the *Ryujo*, leaving her burning from one end to the other. The *Ryujo* finally sank at about 2000.

At 1500 *Shokaku* and *Zuikaku* launched their first attack wave, scoring three bomb hits on the *Enterprise* which caused heavy damage, while a second wave failed to find the US carriers, thus probably saving the *Enterprise*. Some US planes found the AV Chitose in the early evening hours and damaged her heavily. In the night both sides forces withdrew, the Japanese heading back for Truk. This seems a bit strange as both Japanese fleet carriers were undamaged, while one US carrier was heavily damaged. It appears that *Yamamoto* was anxious about not losing any more carriers, thinking about Midway ...?

On the next day the Japanese convoy was detected and immediately attacked by planes from Henderson field. The transport *Kinyo Maru* and the DD *Mutsuki* were sunk and the CL *Jintsu* was heavily damaged. The Japanese convoy headed back to the Shortlands, thus ending this battle.

3.2 Scenarios

Scenario E1:

This scenario simulates the historical situation with the US carrier *Wasp* refuelling south of Guadalcanal, thus being not able to participate in the upcoming battle.

Scenario Start:

August 23rd, 0600. Scenario length is open ended.

Weather:

4D, 8D, 12C, 16B, 20z, 24y, 28x, 32y, 35B

Japanese Set Up:

All Japanese naval forces except 8th Fleet forces start between 17t and 31t with 10 fuel factors expended.

Shokaku (7F, 4D, 2T, 3ST),
Zuikaku (7F, 7D, 2T, 2ST), *Ryujo* (5F, 3T, 2ST),
Chikuma, *Tone* (1 Jake), *Chitose* (2 Pete, 4 Jake).

8th Fleet **TT** and **SG** start at 11D with 5 fuel factors expended each. **CG** starts at 13A, also with 5 fuel factors expended.

One Japanese SS may each be set up within 3 hexes around 24N, 28M, 29E, 32I and 35C.

Rabaul Ready Boxes:
9 land based Zero factors, 2 Nell factors, 7 Betty factors, 3 Mavis factors.

Gasmata Ready Boxes:
2 land based Zero factors, 2 Nell factors.

Buin Ready Boxes:
3 land based Zero factors.

Lae Ready Boxes:
3 land based Zero factors.

Buna Ready Boxes:
1 land based Zero factor.

Shortland Ready Boxes:
2 Rufe factors, 1 Pete factor, 1 Mavis factor.

Truk:
(none released – release on a die roll of „**1-2**“)
3 land based Zero factors, 3 Nell factors, 3 Betty factors, 1 Mavis factor.

US Set Up:

TF 11 and **TF 16** start 2 hexes around 28 J with 5 fuel factors expended.

Enterprise (9F, 4SD, 5D, 4T),
Saratoga (9F, 4SD, 5D, 4T).

TF 18 starts 1 hex around 28J with 25 fuel factors expended.

Wasp (7F, 4SD, 4D, 3T).

TF 61 (*Refuelling Group*) enters **NMSM** at 31R at August 24th , 0400.

One US SS may each be set up within 5 hexes around 14H, 18z and 24A.

Henderson Field:
5 land based Wildcat factors, 3 land based Dauntless factors, 1 Airacobra factor, 1 Catalina factor.

Espiritu Santo Ready Boxes:
3 Fortress factors, 3 Catalina factors.

Port Moresby Ready Boxes:
4 Fortress Factors, 2 Mitchell factors, 6 Marauder factors, 4 Airacobra factors, 8 Warhawk factors.

Charters Towers:
(none released – release on a die roll of „**1-2**“)
3 Mitchell factors.

Townsville:
(none released – release on a die roll of „**1-2**“)
3 Marauder factors.

Noumea:
(none released – release on a die roll of „**1-4**“)
2 Catalina factors.

Scenario E2:

Same as *scenario E1*, but with Japanese *Detached Force* reinforced by the light carrier *Junyo*[4].

Junyo (5F, 4D, 2T, 2ST).

Scenario E3:

Same as *scenario E1*, but with Japanese *Detached Force* or *Carrier Force* reinforced by the light carrier *Zuiho*.

Zuiho (4F, 2ST).

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[4] *Junyo* was too slow to operate together with fast carriers like *Shokaku* and *Zuikaku*!

Scenario E4:

Same as *scenario E1*, but with Japanese *Detached Force* reinforced by the light carriers *Junyo* and *Zuiho*. *Zuiho* alternatively may be added to *Carrier Force*.

Junyo (5F, 4D, 2T, 2ST), *Zuiho* (4F, 2ST).

Scenarios E1(a) – E4(a):

Same as *scenarios E1 – E4*, but with full Japanese air complement.

Shokaku, *Zuikaku* (7F, 7D, 2T, 2ST),
Ryujo (5F, 3T, 2ST),
Junyo (5F, 4D, 2T, 2ST),
Zuiho (5F, 2ST) or (4F, 2ST, 1T).

Scenarios E1(b) – E4(b):

Same as *scenarios E1 – E4*, but with *Wasp* not refuelling and thus available for the US player. Set up **TF 18** 2 hexes around 28J with 5 fuel factors expended.
Refuelling Group in any hex south of row **J** and east of column 25.

Scenarios E1(c) – E4(c):

Same as *scenarios E1(a) – E4(a)*, but with *Wasp* not refuelling and thus available for the US player. Set up **TF 18** 2 hexes around 28J with 5 fuel factors expended.
Refuelling Group in any hex south of row **J** and east of column 25.

Scenarios E1(d) – E4(d):

Same as *scenarios E1(b) – E4(b)*, but with full US air complement.

Enterprise (9F, 4SD, 5D, 5T),
Saratoga (9F, 4SD, 5D, 4T),
Wasp (8F, 4SD, 5D, 4T).

Scenarios E1(e) – E4(e):

Same as *scenarios E1(c) – E4(c)*, but with full US air complement.

Enterprise (9F, 4SD, 5D, 5T),
Saratoga (9F, 4SD, 5D, 4T),
Wasp (8F, 4SD, 5D, 4T).

Additional Scenario Ideas:

Just alter the Set Ups for the Japanese carrier groups. Usually the Japanese divided their forces into small task forces. Consider what might have happened, had the Japanese concentrated all their carriers in a single task force (well, except *Junyo*)...?

4. Santa Cruz Islands

4.1 Historical Overview

Following their defeat at *Cape Esperance* the Japanese decided to start a new offensive to finally recapture Guadalcanal. The first step were heavy air strikes combined with nightly bomdardments performed by battleships and heavy cruisers between October 13th and 15th. An attempt to reinforce their troops on Guadalcanal with transports unloading by day was doomed. The Japanese suffered heavy losses, especially among troops, ammunition and supplies.

Nevertheless, the Japanese army troops started their offensive against Henderson Field on October 23rd. The Japanese Army High Command had assured to Admiral *Yamamoto*, that Henderson Field would be in Japanese hands by the morning of October 25th, latest. So *Yamamoto* decided to support the army's efforts to finally drive the Americans off Guadalcanal. Once again he saw a chance for his plan of a „Decisive Battle".

First ships to fight the enemy were three destroyers of the First Attack Force entering Tulagi harbor at 1000, October 25th. An unsuccessful artillery duell with two mine layers and enemy shore batteries followed, seeing the Japanese ships leaving with minor damage. A Second Japanese Attack Force consisting of the light cruiser *Yura* and four destroyers never reached its target. Bombed by US planes the *Yura* suffered heavy damage and was finally sunk by one of her own escorting destroyers.

Meanwhile both sides had prepared themselves for the upcoming battle. The US Forces, commanded by the very aggressive Admiral *Halsey*, had gathered their last two operational carriers, the *Hornet* and the hastly repaired *Enterprise*, each supported by a screening task force. Additionally, the new battleship *Washington* with a supporting cruiser and destroyer force was positioned to defend Guadalcanal against any Japanese bombardment.

On the other side Admiral *Yamamoto* sent all 4 available carriers[5], supported by the main bulk of the *Combined Fleet*. Again, he was unable to develop an easy plan for the upcoming battle, but he sent two battleship groups, supported by heavy cruisers, ahead of his carriers in the hope that the US carrier planes might attack them instead of attacking his precious and vulnerable carriers.

On October 25th several US reconnaissance planes located the Japanese forces, whereas the Japanese planes were unable to detect the US ships. Fearing a trap, *Yamamoto* ordered his ships back on a northern course in the evening. Both Admirals, *Nagumo* and *Kinkaid*, prepared their forces' setup

[5] Initially also the CV Hiyo should take part but had suffered an engine breakdown some days earlier during some air attacks conducted by Junyo and Hiyo against Henderson Field.

for the next day. During the early morning hours both sides' planes located the other side's carriers.

Two US search planes managed to put the Japanese light carrier *Zuiho* out of battle with a well aimed bomb hit[6] at 0800. Meanwhile both sides had launched their attack forces. US dive bombers placed four bomb hits on the *Shokaku*, thus putting her out of battle, too, at about 0920. The heavy cruiser *Chikuma* was also badly damaged.

At 0900 the Japanese attack planes located the US carrier *Hornet* (the *Enterprise* being hidden by a heavy rain shower) and attacked her with a previously unknown precision. They scored 4 bomb hits and two torpedo hits. Furthermore, two mortally hit pilots managed to crash their planes in suicidal attacks into the carrier, thus leaving her dead in the water. Meanwhile the *Enterprise*, free of the guarding rain shower, was also hit by two bombs, which caused only minor damage.

With both of his carriers damaged, Admiral *Kinkaid* decided to withdrew from battle. During the whole day Japanese planes flew their attacks against the US Task Forces, further damaging the *Hornet*. At dusk the carrier was finally abandoned[7]. The battle was a clear Japanese tactical victory. But their plane losses had been very high[8]. *Yamamoto* did not estimate his forces to be strong enough to eliminate *Henderson Field*, too. So he also withdraw with the *Combined Fleet* to Truk and missed his chance to achieve a decisive victory. Even with only one damaged carrier left, the US Navy was able to hold and reinforce Henderson Field enough to become the decisive factor in the night battles around Guadalcanal in November 1942, finally deciding the struggle for this island in favour of the US side.

4.2 Scenarios

Scenario S1:

This scenario simulates the historical situation. The Japanese naval forces are intended to support the planned seizure of Henderson Field during the morning of October 26th. Furthermore, the upcoming battle is intended to see the „final destruction" of the US Pacific Fleet...!?

Scenario Start:

October 25th, 0600. Scenario length is open ended.

Weather:

2y, 6z, 10B, 15B, 20z, 25B, 30D, 34F, 38D

Japanese Set Up:

All Japanese naval forces except 8th Fleet forces start at any hex between 13t and 27t in any given order with 10 fuel factors expended.

Shokaku (4F, 5D, 3T, 2ST), *Junyo* (6F, 5D, 2ST), *Zuikaku* (7F, 7D, 2T, 2ST), *Zuiho* (5F, 1ST), *Chikuma*, *Tone* (1 Jake).

Japanese **AF** starts in Shortland harbor (16E) and **BF** starts within 1 hex distance of 20A with 10 fuel factors expended. Both forces are intended to bombard Henderson Field during the night of October 25th/26th or the morning of October 26th.

One Japanese SS may each be set up within 3 hexes around 27O, 34D and 35K.

Rabaul Ready Boxes:
6 land based Zero factors, 7 Betty factors, 2 Mavis factors; also add Hiyo's air units to Rabaul[9]: 6 Zero factors, 5 Val factors, 2 Kate (ST) factors.

Gasmata Ready Boxes:
4 land based Zero factors, 3 Nell factors.

Buin Ready Boxes:
5 land based Zero factors.

Lae Ready Boxes:
4 land based Zero factors, 1 Nell factor.

Buna Ready Boxes:
2 land based Zero factors.

Shortland Ready Boxes:
2 Rufe factors, 2 Pete factors, 2 Mavis factors.

Truk:
(none released – release on a die roll of „**1-2**")
2 land based Zero factors, 2 Nell factors, 2 Betty factors, 2 Mavis factor.

US Set Up:

US **TF 16** and **TF 17** start within three hex distance around <u>any</u> of the Santa Cruz Islands with 5 fuel factors expended. Their task is to intercept any Japanese attempts to attack Henderson Field.

Enterprise (9F, 4SD, 5D, 3T),
Hornet (9F, 4SD, 5D, 4T).

US **TF 64** starts within two hexes of 31N, also with 5 fuel factors expended. **TF 64** is mainly intended to intercept any major Japanese bombardment mission against Henderson Field. US **TF 61** starts in any hex between 40G and 40Q[10].

One US SS may each be set up within 6 hexes around 14H, 18z and 24A.

Henderson Field:
8 land based Wildcat factors, 5 land based Dauntless factors, 1 land based Avenger factor, 2 Airacobra factors, 1 Catalina factor.

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[6] Some sources state two bomb hits on Zuiho's flight deck.

[7] The Japanese destroyers *Akigumo* and *Makigumo* sunk the *Hornet* at 0900 next morning.

[8] ...partially due to new US anti aircraft guns (especially new 40mm Bofors guns) and their new ammunition, which had proximity fuzes.

[9] only in scenarios without Hiyo! In scenarios with Hiyo apply these air factors to Hiyo instead.

[10] Originally there had been no US oilers in the battle area.

Espiritu Santo Ready Boxes:
4 Fortress factors, 5 Catalina factors.

Port Moresby Ready Boxes:
4 Fortress Factors, 4 Mitchell factors, 4 Marauder factors, 4 Airacobra factors, 8 Warhawk factors.

Charters Towers:
(none released – release on a die roll of „**1-3**“)
5 Mitchell factors.

Townsville:
(none released – release on a die roll of „**1-3**“)
5 Marauder factors.

Noumea:
(none released – release on a die roll of „**1-4**“)
4 Catalina factors.

Scenario S2:

Same as *scenario S1*, but assuming that the Japanese CV *Hiyo* did not suffer any engine breakdown before the battle, thus being able to participate.

Hiyo (6F, 5D, 2ST).

Scenario S3:

Same as *scenario S1*, but assuming that the US CV *Saratoga* had been repaired just in time to participate in this battle. Set up **TF 64** within three hex distance around any of the Santa Cruz Islands with 5 fuel factors expended.

Saratoga (9F, 4SD, 5D, 4T).

Scenario S4:

Same as *scenario S1*, but with both, *Hiyo* and *Saratoga*, additionally participating in this battle. Set up **TF 64** within three hex distance around any of the Santa Cruz Islands with 5 fuel factors expended.

Hiyo (6F, 5D, 2ST),
Saratoga (9F, 4SD, 5D, 4T).

Scenarios S1(a) – S4(a):

Same as *scenarios S1 – S4*, but with full Japanese air complement for their carriers.

Shokaku, *Zuikaku* (7F, 7D, 2T, 2ST),
Junyo, Hiyo (6F, 5D, 2ST),
Zuiho (5F, 2ST),
Chikuma, *Tone* (1 Jake).

Scenarios S1(b) – S4(b):

Same as *scenarios S1 – S4*, but with full US air complement for their carriers.

Enterprise (9F, 4SD, 5D, 5T),
Hornet (9F, 4SD, 5D, 5T),
[*Saratoga* (9F, 4SD, 5D, 4T)].

Scenarios S1(c) – S4(c):

Same as *scenarios S1(a) – S4(a)*, but with full US air complement for their carriers.

Enterprise (9F, 4SD, 5D, 5T),
Hornet (9F, 4SD, 5D, 5T),
[*Saratoga* (9F, 4SD, 5D, 4T)].

4.3 Special Victory Conditions:

Each of Hiyo's air factors is worth 2 VP (due to lack of experienced carrier crews), as long as being used from land bases [scenarios S1, S3, S1(a), S3(a), S1(b), S3(b), S1(c) and S3(c)]

The Japanese Player scores an immediate victory if he succeds to destroy all Henderson hit boxes by October 26th, 0600 hours. This shall reflect, that even after the failure of the Japanese army attack, the destruction of Henderson airfield in the morning of October 26th might enable the Japanese Navy land their troop reinforcements unmolested, thus being able to force a US Marines' retreat from Guadalcanal if they succeed to acchieve a major victory against the US naval forces.

5. General Victory Conditions

- Enemy ships sunk: CV = 25 VP, CVL = 15 VP, BB/BC = 10 VP, CA = 5 VP, SS = 2 VP, all other ships 3 VP.
- Damaged ships: CV, CVL = 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.
- 0-15 VP superiority is a draw,
  16-30 VP superiority is a marginal victory,
  31-50 VP superiority is a tactical victory,
  51+ VP superiority is a decisive victory.

6. Special Rules

- The US *Warhawk* **F** planes are treated the same as the *Wildcat* **F** planes in air to air combat.
- The Japanese *Jake* **S** planes are equivalent to the *Pete* **S** planes in air to air combat.

7. Optional Rule Proposals

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 damaged (50% or more of it's aircraft handling capacity destroyed !) or

sunk. 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!

Carrier based planes operating from any landbases 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“)

Armament (1):

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

Japanese Aoba/Furutaka class CAs should have a naval gun factor of no more than 7-2 due to their armament of only 6x 8" guns.

Armament (2):

(Only SoFT Expansion Pack!)

Australian CAs and CLs did have torpedo armament (8x 21“) and should be able to use it at RF1!

Armament (3):

(Only SoFT Expansion Pack!)

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.

***Blind* Strike:**

(Can be also applied to original game!)

Carrier air strikes against any hexes are permitted, 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!

CAP (1):

(Can be also applied to original game!)

Search planes in adjacent hexes can be attacked, but then it is doubtful whether the **F** plane(s) on CAP manage to be back on duty again just in time (or have sufficient ammunition & fuel) to intercept an incoming attack. So each time a **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 adjacend hexes are attacked, the **F** plane has to return to **CAP2**, regardless in which CAP box it initially was.

CAP (2):

(Only SoFT Expansion Pack!)

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!

That makes it a lot harder to attack a task force with the mentioned aircraft types, but is nevertheless a useful rule supplement, as **D**, **L**, **B** aircraft were attacking from minimum 3000m (normally). 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 their HAA fire.

Invasion:

(Can be also applied to original game!)

Unloading of Transports needs up to 12 hours (4 hours for each hull box). Only undamaged hull boxes are valid (still containing troops and material).

Each undamaged and unloaded hull box is worth 3 VP, thus making it worth to avoid losses among the transports!

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, this air strike must either attack the hex in with the last sighting had occurred, or has to return to its base!

Radar

(Can be also applied to original game!)

In 1942 only US ships were equipped with radar[11]. To reflect this, only US carriers can send **F** planes into adjacent naval zones to intercept any shadowing recon planes.

Refuelling:

(Can be also applied to original game!)

Refuelling task forces and "their" oilers may move during refuelling, thus consuming fuel per move!

Search & Bomb:

(Only SoFT Expansion Pack!)

Any SD Dauntless may attack enemy ships with 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!

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 possible.
- Apply night landing procedure to daylight storm landings.
- No night landings on CVs in storms allowed, all aircraft being lost instead.
- No torpedo firing during naval combat in storm hexes.

Strike:

(Only SoFT Expansion Pack!)

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 (e.g. Japanese Zeros from Buin have to return to Buin after the first round of combat over Guadalcanal). When not involved into combat over the target, they are treated as CAP (see CAP (2) rule).

Torpedoes:

(Can be also applied to original game!)

Due to practical experience I 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 seperately! If ever two weather markers do occupy the same hex, one is to be removed and placed in Line „**t**“, following this scheme:

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

[11] although Shokaku had an experimental device installed during the Battle of Santa Cruz Islands

8. Literature & how to contact me

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