Eastern Solomons – Scenario Instructions

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 relaesed – 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).

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*[1].

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).

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*)...?

---

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