Turn Record Track & Random Scenario Generator

Guadalcanal

August 7th	August 8th	August 9th	August 10th
August 11th	August 12th	August 13th	August 14th

Eastern Solomons

August 23rd	August 24th	August 25th	August 26th
August 27th	August 28th	August 29th	August 30th

Santa Cruz Islands

October 25th	October 26th	October 27th	October 28th
October 29th	October 30th	October 31st	Nov. 1st

Time:

0200	SM W 0400 O	0600	SM 0800	1000	SM W 1200 R	1400	SM 1600	1800	SM W 2000	2200	SM 2400 R

SM: Slow Movers, may move SS, AO, AP, Speed damaged ships

W: Roll for either weather front movement or single weather movement (*see Optional Rule Proposals*)

R: Repairs

O: Roll for Off-Map air release

The following "Random Scenario Generator" is a suggestion to add some additional *fog of war*. Each player uses the given tables to determine ***his*** scenario setup, even if the resulting scenario setups do not fit together. Ignore any details for the enemy side but apply instructions for the friendly side. Both player record the results of their die rolls secretly. Example: For Guadalcanal scenario the Japanese player rolls a "6" with his first die, and a "2" with his second die roll, so determining scenario variant "*G2(a)*" [Jap. carriers Shokaku & Zuikaku immediately ready for action with full air complement]. The US player rolls a "4" with both dice, so determining scenario "*G4(c)*" for the US side [full air complement for US carriers].

Variants: Either ignore any die results that are not given in the tables and roll die again until a valid result occurs, or use them to determine the historical variant (e.g. SC. "1"+"6" = "1"+"1").

Guadalcanal

1st\2nd	1	2	3	4
1	*G1*	*G1(a)*	*G1(b)*	*G1(c)*
2	*G2*	*G2(a)*	*G2(b)*	*G2(c)*
3	*G3*	*G3(a)*	*G3(b)*	*G3(c)*
4	*G4*	*G4(a)*	*G4(b)*	*G4(c)*
5	*G5*	*G5(a)*	*G5(b)*	*G5(c)*
6	*G6*	*G6(a)*	*G6(b)*	*G6(c)*

Eastern Solomons

1st\2nd	1	2	3	4	5	6
1	*E1*	*E1(a)*	*E1(b)*	*E1(c)*	*E1(d)*	*E1(e)*
2	*E2*	*E2(a)*	*E2(b)*	*E2(c)*	*E2(d)*	*E2(e)*
3	*E3*	*E3(a)*	*E3(b)*	*E3(c)*	*E3(d)*	*E3(e)*
4	*E4*	*E4(a)*	*E4(b)*	*E4(c)*	*E4(d)*	*E4(e)*

(vertical column: 1st die roll)

Santa Cruz Islands

1st\2nd	1	2	3	4
1	*S1*	*S1(a)*	*S1(b)*	*S1(c)*
2	*S2*	*S2(a)*	*S2(b)*	*S2(c)*
3	*S3*	*S3(a)*	*S3(b)*	*S3(c)*
4	*S4*	*S4(a)*	*S4(b)*	*S4(c)*

(horizontal column: 2nd die roll)