U.S. Navy Plan Orange – 1930

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On 22 April 1930, the London Naval Treaty was signed by all major naval powers. Japan, as one of these nations, was not pleased with the outcome. Let us assume for a moment that Japan in secrecy prepared "not to accept" the terms of the treaty.

In the very last moment, as a shock to all nations, the Japanese representatives refuse to sign the treaty, leaving the conference. But the worst was yet to come. During the morning hours of the following day, the silhouettes of Imperial Japanese warships are sighted close to the Philippine coastlines and within a few hours Japanese troops pour into several beachheads on Luzon, virtually unopposed by any Allied forces.

Not only that America - mildly spoken - was surprised, it was also time to get "Plan Orange" out of the drawer. So it happened that, while Japanese forces invaded the Phillipines, the U.S. Navy gathered all available warships into the Western Pacific in order to teach Japan a bloody lesson.

The following scenarios base on Avalanche Press' award winning "U.S. Navy Plan Orange" naval game of the Great War at Sea series, but with the small difference, that no hypothetical ships are used. Of course all assumptions about the Japanese invasion of the Philippines and the possible US reactions are still purely hypothetical.

Players will need playing pieces and maps of "Navy Plan Orange", "Navy Plan Black" (NBP), "1904-05" and "Great White Fleet" as well as a couple of U.S. and Japanese CAs from any of the following "Second World War at Sea" titles – Midway, SOPAC or Strike South - in order to play these scenarios.

Abbreviations

The following abbreviations are used:

APL:	Avalanche Press Limited
NPO:	Navy Plan Orange
NPB:	Navy Plan Black
GWF:	Great White Fleet
1904-05:	The Russo-Japanese War

Rules

All *Great War at Sea* series rules and all *U.S. Navy Plan Orange* special rules are used for gameplay.

Special Rules

Air Ships: Two U.S. airships, USS Akron and USS Macon, were only comissioned in 1931 and 1933 respectively, and therefore are excluded from gamplay together with their F9C fighters. Only ZR3 Los Angeles will be available in some scenarios.

Fleet Counters: Both sides may form more fleets than allowed by the NPO countermix. Therefore the U.S. player may use all U.S. fleet counters from the NPO and NPB games, while the Japanese player may use all Japanese fleet counters from the NPO and 1904-05 games.

Ports: The ports on the GWF map rule over the original NPO map. Thus there are six ports present in the Philippines, one major (Cavite, NPO V9) and five minor ports: Legaspi (NPO/GWF AA12), San Carlos (NPO/GWF AC7), Cebu (NPO/GWF AE9), Zamboanga (GWF AK8) and Davao (GWF AK14).

Takao: Takao (G22) on Formosa is considered a minor port for all game purposes in all scenarios.

Optional Rules

Gunnery Ranges: Due to extensive modernizations in nearly all navies, the gunnery ranges considerably increased during the 1920s. In game terms this permits the new CA/CLs on both sides (IJN CL18/19, CA03 – CA08; U.S. CL24 – CL31) to fire 3 hex max., as well as all BB/BC to fire on 4 hex distance.

U.S. Armored Cruisers: The majority of the U.S. WW1 armored cruisers were either obsolete or already decomissioned in 1930. So it is up to the players whether these ships should be included into play or not. If yes, add any of the following ships to Battle Scenarios 1-4 and Operational Scenarios 2-3 (only as reinforcements) and 6-7: CA05Huntington (NPB), CA07 Pueblo (NPB), CA08 Frederick, CA09 Huron, CA11 Seattle, CA12 Charlotte (NPB), CA13 Missoula (NPB). See also Appendix B and C for further details.

Japanese Heavy Cruisers: The torpedo armament of the Japanese CAs of Furutaka class (CLs in this game), Aoba class and Myoko class consisted of 12 fixed 24" torpedo tubes (TT). Taking into account the number of tubes as well as the number of reloads carried (12 in Furutaka/Aoba class, up to 24 in Myoko class) I suggest to increase the number of TT for these ships within the scope of this game to [3] instead of [1] as given for CLs Furutaka and Kako. For comparison, the IJN BBs Fuso and Yamashiro had six fixed TT and were given a TT factor of [2].

More Planes: The Japanese player may use up to three T-91 squdrons (with a maximum of 1 squadron per air base).

Recon Squadrons: At the beginning of each operational scenario, both sides may place one single recon squadron (use any spare or blank counters) on

each friendly air base additionally to any other squadrons present there. Those recon squadrons are generic squadrons, consist of one single step (5-6 planes), have a range of 8, no combat values, and may not be transferred to other bases.

Battle Scenarios

Battle Scenario 1

Struggle of Giants

30 June 1930

As foreseen by U.S. planners, the U.S. battlefleet sailed to Guam without any problems. Refueled and eager to "*kick the Japs back to Tokyo*", the U.S. fleets sails into Philippine waters, meeting the entire Japanese battlefleet one even terms. A struggle of giants starts.

Central Power Forces

BB01 Fuso
BB02 Yamashiro
BB03 Ise
BB04 Hyuga
BB05 Nagato
BB06 Mutsu
BC01a Kongo
BB02a Hiei
BB03a Haruna
BB04a Kirishima
CA05 Myoko
CA06 Nachi
CA07 Haguro
CA08 Ashigara
CL08 Nagara
CL09 Isuzu
CL10 Natori
CL11 Yura
CL12 Kinu
CL13 Abukuma
CL14 Naka
CL15 Sendai
CL16 Jintsu
15x Fubuki class DDs
12x Mutsuki class DDs
21x Minekaze class DDs

Allied Forces

BB36 Nevada
BB37 Oklahoma
BB40 New Mexico (NPB)
BB41 Mississippi (NPB)
BB42 Idaho (NPB)
BB43 Tennesee
BB44 California
BB45 Colorado
BB46 Maryland
BB48 West Virginia
CL24 Pensacola
CL25 Salt Lake City
CL04 Omaha
CL06 Cincinnati
CL07 Raleigh
CL08 Detroit
CL09 Richmond
CL10 Concord
CL11 Trenton
CL12 Marblehead
48x Clemson class DDs

Special Rules

Set Up: The Allied player has the initiative and enters the tactical map from the southeast edge. The Central Powers player enters the tactical map on the opposite side.

Leaving Battle: Any ships leaving the tactical map must not return back into battle. Any damage done to them does count for victory evaluation.

Victory Conditions: The player with the most VPs at the end of play wins.

Battle Scenario 2

Surprise at Wake

02 June 1930

On its way towards the Philippines, the US battle fleet gets intercepted by the Japanese main battle fleet near Wake. Totally surprised, a struggle for victory or total defeat begins for the U.S. forces.

Central Power Forces

BB01 Fuso
BB02 Yamashiro
BB03 Ise
BB04 Hyuga
BB05 Nagato
BB06 Mutsu
BC01a Kongo
BB02a Hiei
BB03a Haruna
BB04a Kirishima
CA05 Myoko
CA06 Nachi
CA07 Haguro
CA08 Ashigara

CL14 Naka
CL15 Sendai
CL16 Jintsu
15x Fubuki class DDs

Allied Forces
BB36 Nevada
BB37 Oklahoma
BB40 New Mexico (NPB)
BB41 Mississippi (NPB)
BB42 Idaho (NPB)
BB43 Tennesee
BB44 California
BB45 Colorado
BB46 Maryland
BB48 West Virginia
CL04 Omaha
CL06 Cincinnati
CL07 Raleigh
CL08 Detroit
CL09 Richmond
CL12 Marblehead
30x Clemson class DDs
AO01(+)
AO02(+)
AO03(+)
AO04(+)
AO05(+)
[*(+) Use fast transport counter, according to U.S. Navy Plan Orange rules*]

Special Rules
Surprise: The Japanese player has the initiative and places his ships one hex closer than normal (3 hexes). All U.S. ships fire only with half gunnery strength during the first gunnery combat segment.
Set Up: The U.S. player must set up all his ships within the seven shaded hexes in the middle of the tactical map. The Japanese player rolls a 1D6 to determine from where the Japanese ships will enter the battle.
Leaving Battle: Any ships leaving the tactical map must not return back into battle. Any damage done to them does count for victory evaluation.
Victory Conditions: Each U.S. oiler is worth 10 VP. In case that all U.S. oilers are sunk, the Allied player must roll 1D6 for each of his or her surviving DDs. On a die roll of "6", this DD runs out of fuel before reaching a friendly base. The Japanese player receives the full VP value for such U.S. "out of fuel" DDs. The player with the most VPs at the end of play wins.

Battle Scenario 3
Defending the Fleet Train
10 July 1930
While the U.S. Navy immediately sent her Pacific Fleet towards the Philippines, it took more time to gather the remaining units of the Atlantic Fleet. It also took some time to embark all the troops and supplies needed to re-invade the Philippine Islands. Unknown to the U.S. Navy, the Japanese somehow got knowledge of of this journey and ambushed this westbound trek.

Central Power Forces
BC01a Kongo
BB02a Hiei
BB03a Haruna
BB04a Kirishima
CA05 Myoko
CA06 Nachi
CA07 Haguro
CA08 Ashigara
15x Fubuki class DDs

Allied Forces
BB30 Florida
BB31 Utah
BB32 Wyoming
BB33 Arkansas
BB34 New York
BB35 Texas
CA02 Rochester
CA11 Seattle
CL10 Concord
CL11 Trenton
18x Clemson class DDs
AO06(+)
AO07(+)
30x Slow Transports
[*(+) Use fast transport counter, according to U.S. Navy Plan Orange rules*]

Special Rules
Set Up: The Allied player must set up all his ships within the seven shaded hexes in the middle of the tactical map. The Japanese player rolls a 1D6 to determine from where the Japanese ships will enter the battle.
Initiative: Both players normally roll for initiative.
Leaving Battle: Any ships leaving the tactical map must not return back into battle. Any damage done to them does count for victory evaluation.

Victory Conditions: As all those transports are fully loaded with troops and supplies, each single transport is worth 10 VP. Each U.S. oiler is also worth 10 VP. In case that both US oilers are sunk, the Allied player must roll 1D6 for each of his or her surviving DDs. On a die roll of "6", this DD runs out of fuel before reaching a friendly base. The Japanese player receives the full VP value for such Allied "out of fuel" DDs. The Japanese player wins if he or she scores twice as many VP than the Allied player. The U.S. player wins if he or she scores more VP than the Japanese player. Any other result is a draw.

Battle Scenario 4

More Defending the Fleet Train

10 July 1930

The U.S. Navy would most likely have sent her third and slower CV Langley in order to give this most precious convoy a maximum protection.

Use setup, victory conditions and all rules for battle scenario 3 except otherwise noted below.

Allied Forces

Add CV01 Langley (2x F4B, 1x T4M, 1x O2U).

Special Rules

CV01 Langley: The U.S. player rolls 1D6 at the beginning of the scenario. If the result is "5" or "6", Langley's planes are armed and ready for take off. Otherwise no U.S. planes may be launched during this battle. Add 1 to the DR if the U.S. player gained the initial initiative, subtract 1 if the Japanese player gained initiative.

Battle Scenario 5

Save those Dumps

04 May 1930

Just as the U.S. Pacific Fleet arrived at Pearl Harbour to refuel before leaving for the Philippines, two U.S. submarines report a Japanese task force dashing for Guam. Immediately a small U.S. advance force, sent to raid Japanese shipping and keep the enemy busy until the U.S. main force would be ready for action, is ordered to intercept, catching the enemy in the very last minute.

Central Power Forces

CA05 Myoko

CA06 Nachi

CA07 Haguro

CA08 Ashigara

Allied Forces

CL24 Pensacola

CL25 Salt Lake City

CL04 Omaha

CL07 Raleigh

CL08 Detroit

Special Rules

Set Up: Both players roll 1D6 to determine from which edge they will enter the tactical map, with the Japanese player rolling first. If the U.S. player rolls the same result as the Japanese player, he or she will have to re-roll until a different result is achieved.

Surprise: Sent to bombard Guam, the Japanese cruisers are somewhat unprepared for surface combat and fire with only half gunnery strength during the first gunnery combat segment. They may fire torpedoes normally.

Initiative: Both players normally roll for initiative.

Victory Conditions: The player with the most VPs at the end of play wins.

Operational Scenarios

Operational Scenario 1

Few against so many

22 April 1930

With Japanese warships appearing next to the coastlines, the badly outnumbered U.S. forces receive orders to inflict as much damage as possible to the invaders. As a U.S. commander noted into his diary: *'It's a pity, so many targets, and nothing to fight with!"*

Time Frame: 150 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; GWF

Central Power Forces

Within 5 sea zones of either R3 (NPO), P7 (NPO) or P20 (NPO)

Each ship has travelled 12 sea zones for fuel consumption purposes.

CV03Kaga (2x A2N, 3x B1M)

CV04 Akagi (2x A2N, 3x B1M)

CV01 Hosho (1x A2N, 1x B1M)

CVS01 Notoro (2x E2N)

BB01 Fuso

BB02 Yamashiro

BB03 Ise

BB04 Hyuga

BB05 Nagato

BB06 Mutsu

BC01a Kongo

BB02a Hiei

BB03a Haruna
BB04a Kirishima
CA03 Kinugasa
CA04 Aoba
CA05 Myoko
CA06 Nachi
CA07 Haguro
CA08 Ashigara
CL01 Tenryu
CL02 Tatsuta
CL03 Kuma
CL04 Tama
CL05 Kitagami
CL06 Oi
CL07 Kiso
CL08 Nagara
CL09 Isuzu
CL10 Natori
CL11 Yura
CL12 Kinu
CL13 Abukuma
CL14 Naka
CL15 Sendai
CL16 Jintsu
CL17 Yubari
CL18 Furutaka
CL19 Kako
ML01 Shirataka
ML02 Ikutsushima
15x Fubuki class DDs
12x Mutsuki class DDs
21x Minekaze class DDs
24x Momi class DDs
6x W-1 class MS
40x Slow Transports
Any sea zones:
7x Ro-Class submarines

Allied Forces

At any Philippine port, but at least half of those ships (excluding submarines) must start at Cavite (NPO, V9). See Special Rules below, too.

CA04 Pittsburgh
CL05 Milwaukee
CL13 Memphis
GB19 Sacramento
GB21 Asheville
GB22 Tulsa
18x Wickes class DDs
3 x Slow Transports
No more than 5 sea zones away from any part of the Philippine Islands:
9x S-Class submarines
Any Philippine air base:
2x P-12
3x B-10

Special Rules

U.S. Patrol: The U.S. player may initially form up to two task forces before play starts. These may be placed up to five sea zones away from any Philippine port on the NPO map. Each task force may consist of one cruiser and up to three DDs.

Fleet Train: The U.S. slow transports may serve as base units and function as minor ports where ships may refuel and rearm when stationary in a coastal zone.

The Rock: Cavite (V9) is guarded by the fortress of Corregidor, located in sea zone U8. This fortess has a gunnery strength of 4-6-2 (*see NPO Special Rule "Coastal Defenses", too*). Despite not being located in the same sea zone, its primary guns may fire against any target traveling between sea zones V8 and V9 (or through U8) unless silenced. To silence Corregidor, Japanese warships do not need to get assigned to a special bombardment mission.

Minefields: The U.S. player may roll 1D6 prior to gameplay. The result is the number of minefileds he or she may place in or adjacent to any Philippine coastal zones. Additionally, he or she may roll another 1D6. The result represents the number of minefields still in stock at Cavite (only). Those minefields may be laid by any of the two U.S. CLs (only).

U.S. Raiders: The U.S. player may give a raider mission to any single one U.S. task force consisting of up to two cruisers. Any minefield laid in any Japanese coastal zone (including Formosa and Okinawa) is worth 10 VP.

Pre-Invasion Bombardments: Before invading any coastal zone, this zone must be shelled for one daylight turn by 5 bombardment points (BP). Any BB/BC is worth 5 BP, any CA is worth 3 BP and any CL is worth 1 BP.

Invasion Strength: To successfully invade a port or coastal zone, at least 10 or more slow transports must be unloaded there. Unloading fewer than 10 but more than 5 transports results in no VPs gained for the invader. If fewer than 5 transports are unloaded, all VPs are transferred to the U.S. player (the invaders are thrown back into the sea).

Cavite: Despite being a major port, the Japanese player may unload his or her transports in sea zone V9, once Corregidor is silenced.

Tight Timetable: The Japanese player has a very tight timetable in order to conquer the Philippines

before any U.S. reinforcements might interfere. Any port taken by the Japanese player is worth 10 VP (Cavite 15 VP), any port not taken is worth 20 VP (Cavite 30 VP) for the U.S. player. Japanese transports may start a follow-up invasion attempt from any successfully invaded port 6 turns after the previous invasion was successfully finished (*see NPO Special Rule "Transports"*).

Preparing an Ambush: In order to be ready to ambush U.S reinforcements, a number of Japanese warships (2 CV, 4 BC, 6 BB, 4 CA, 4 CL, 30 DDs) will have to leave the battle area until turn 60. Failing to do so will result in a number of VP substracted from the Japanese score: 10 VP for each CV (Akagi or Kaga only), BC or BB, 5 VP for each CA, 3 VP for each CL and 1 VP for each DD. To successfully leave battle area those vessels must steam either north of row K or east of column 30 on the NPO and GWF maps.

Victory Points: Each sunk transport is worth 5 VP. Successfully unloading a transport is worth 3 VP.

Victory Conditions: The player with the most VPs at the end of play wins.

Operational Scenario 2

Less few against so many

22 April 1930

The starting situation is exactly the same as in Operational Scenario 1, but this time following their annual Fleet Problem (X) manouevers a couple of U.S. warships has just arrived at Pearl Harbor for some training exercise.

Time Frame: 150 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; GWF

Central Power Forces

See Operational Scenario 1 above.

Allied Forces

See Operational Scenario 1 above.

Special Rules (additionally to all Special Rules of Operational Scenario 1)

Ready at Pearl Harbor: The U.S. player may secretly roll 1D6 for any of the following major warships as well as 1D6 for each 3 DDs. On a roll of "6" this/these ship(s) has/have just arrived at Pearl Harbor and may be sent towards the Philippines.

CV01 Langley (2x F4B, 1x T4M, 1x O2U)

CV02 Lexington (3x F4B, 3x T4M, 2x O2U)

CV03 Saratoga (3x F4B, 3x T4M, 2x O2U)

BB36 Nevada

BB37 Oklahoma

BB40 New Mexico

BB41 Mississippi

BB42 Idaho

BB43 Tennesee

BB44 California

BB45 Colorado

BB46 Maryland

BB48 West Virginia

CA02 Rochester

CA11 Seattle

CL24 Pensacola

CL25 Salt Lake City

CL04 Omaha

CL06 Cincinnati

CL07 Raleigh

CL08 Detroit

CL09 Richmond

CL10 Concord

CL11 Trenton

CL12 Marblehead

48x Clemson class DDs

Leaving Pearl Harbor: The U.S. player then secretly rolls 1D6. The result is the number of D6 which must be secretly rolled to determine the turn in which the U.S. ships are ready to leave Pearl Harbor towards the Philippines again. All U.S. ships must leave Pearl Harbor in one big fleet, but may later split into several fleets.

Time to travel: Finally it will take the U.S. ships 10 days (60 turns) to reach the eastern border of either the GWF or NPO map, although the U.S. player may delay arrival at will. All U.S. ships arrive as reinforcements and have already travelled 24 sea zones for fuel consumption purposes (having refueled at Guam).

One of those submarines: Trying to exclude any nasty surprises, the IJN sent half a dozen of their latest I-boat submarines to form a recon line around Pearl Harbor just in case of any U.S. Navy forces present there. The Japanese player may attempt to sight and perhaps attack any U.S. fleet leaving Pearl Harbor. To do so, the Japanese player will perform one sighting die roll at the beginning of play! If he is successful, the U.S. player must inform him about the result in the turn in which the U.S. ships actually leave Pearl Harbor. Any Japanese submarine attacks may only be resolved then. [*See also Design Notes*]

Still Preparing an Ambush: The Japanese player may ignore the restrictions of the "*Preparing an Ambush*" special rule from operational scenario 1 only, if his or her submarines successfully detect any U.S. ships leaving Pearl Harbor. Any ships then still sent according this special rule are worth the following number of VP for the Japanese player: 5

VP for each CV (Akagi or Kaga only), 3 VP for each BB or BC, 2 VP for each Ca or CL, 1 VP for each DD.
If no U.S. ships are detected, the original "*Preparing an Ambush*" special rule remains in effect.

*Victory Conditions:*The U.S. player immediately suffers -15 VP if he or she refuses or fails to send those ships to Philippines he or she previously rolled for. Additionally, he or she will be degraded to command only light forces from now on until any outstanding performance is acchieved to justify promotion again.
The player with the most VPs at the end of play wins.

Operational Scenario 3

Many against so many

22 April 1930

The starting situation again is exactly the same as in Operational Scenario 1, but this time let us assume that the USA somehow got knowledge about the Japanese plans. So decision was made to secretly move a very large U.S. fleet into a position west of Guam to wait for the Japanese to throw the first stone!

Time Frame: 120 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; GWF

Central Power Forces

See Operational Scenario 1 above.

Allied Forces

Philippine Forces:

See Operational Scenario 1 above.

May enter the NPO map anywhere between AE31 and AE45 or the GWF map on any row between Z31 and AR31 not before any Japanese warship is sighted.

Each ship has travelled 24 sea zones for fuel consumption purposes.

CV01 Langley (2x F4B, 1x T4M, 1x O2U)

CV02 Lexington (3x F4B, 3x T4M, 2x O2U)

CV03 Saratoga (3x F4B, 3x T4M, 2x O2U)

BB36 Nevada

BB37 Oklahoma

BB40 New Mexico

BB41 Mississippi

BB42 Idaho

BB43 Tennesee

BB44 California

BB45 Colorado

BB46 Maryland

BB48 West Virginia

CL24 Pensacola

CL25 Salt Lake City

CL04 Omaha

CL06 Cincinnati

CL07 Raleigh

CL08 Detroit

CL09 Richmond

CL10 Concord

CL11 Trenton

CL12 Marblehead

48x Clemson class DDs

Airship:

ZR3 Los Angeles. May enter the NPO map 6 turns after start of play anywhere between AE31 and AE45, or the GWF map on any row between Z31 and AR31, and has already travelled 6 turns. ZR3 may either land on any friendly air base on one of the maps or must leave any of the maps on their eastern edge, 42 turns after entering the map.

Special Rules (additionally to all Special Rules of Operational Scenario 1)

Throw the first stone: The U.S. forces have strict order not to start this war and thus must wait for the Japanese to fire the first shot. Any Japanese invasion of a Philippine coastal zone fulfills this requirement.

Preparing no Ambush: Once any U.S. BB or CV is sighted by any Japanese forces, the Japanese player may completely ignore the restrictions of the "*Preparing an Ambush*" special rule from operational scenario 1 without penalty.

Victory Conditions: The player with the most VPs at the end of play wins.

Operational Scenario 4

Halsey's Raiders

20 May 1930

Sent to boost Allied morale and to keep the Japanese Navy busy until the U.S. Pacific Fleet would be ready to return to the Philippines, aggressive destroyer Commander William Frederick Halsey, Jr., is ordered to raid Japanese shipping lines with a hasty built force of cruisers, including the U.S. Navy's latest heavy cruisers.

Time Frame: 90 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; GWF, 1904-05

Central Power Forces

At Cavite (NPO, V9)

CV01 Hosho (1x A2N, 1x B1M)

BB01 Fuso

BB02 Yamashiro

CA03 Kinugasa
CA04 Aoba
CL08 Nagara
CL09 Isuzu
CL14 Naka
12x Mutsuki class DDs
At Legaspi (NPO/GWF, AA12)
CL18 Furutaka
CL19 Kako
CL10 Natori
CL11 Yura
6x Momi class DDs
At Cebu (NPO/GWF, AE9)
CVS01 Notoro (2 x E2N)
CL12 Kinu
CL13 Abukuma
CL17 Yubari
9x Momi class DDs
15x Slow Transports
At Takao (NPO, G22)
CL01 Tenryu
CL02 Tatsuta
6x Momi class DDs
12x Slow Transports
At Sasebo (NPO, B44)
BB02a Hiei
BB04a Kirishima
CL16 Jintsu
6x Fubuki class DDs
At Kure (1904-1905, AA23) or Yokusuga (1904-05, AG33)
CV03Kaga (2 x A2N, 3 x B1M)
CV04 Akagi (2 x A2N, 3 x B1M)
BB03 Ise
BB04 Hyuga
BB05 Nagato
BB06 Mutsu
BC01a Kongo
BB03a Haruna
CL03 Kuma
CL04 Tama
CL05 Kitagami
CL06 Oi
CL07 Kiso
CL15 Sendai
9x Fubuki class DDs
21x Minekaze class DDs
Up to 10 Sea Zones away from any Sea Zone including a part of Okinawa (NPO K32, K33, K34, L32, L33, L34)
CA05 Myoko
CA06 Nachi
CA07 Haguro
CA08 Ashigara
Any sea zones:
10x Ro-Class submarines
Any Japanese OR Philippine air base:
3x T91

Allied Forces

May enter the NPO map anywhere between AE31 and AE45 or the GWF map on any row between Z31 and AR31.

Each ship has travelled 24 sea zones for fuel consumption purposes.

Leader Halsey
CL24 Pensacola
CL25 Salt Lake City
CL04 Omaha
CL07 Raleigh
CL08 Detroit
Airship:
ZR3 Los Angeles. May enter the NPO map 6 turns after start of play anywhere between AE31 and AE45, or the GWF map on any row between Z31 and AR31, and has already travelled 6 turns. ZR3 must leave any of the maps on their eastern edge, 42 turns after entering the map.
Any sea zones:
6x S-Class submarines

Special Rules

Merchant Shipping: A Japanese major shipping line lies along row G between G22 and G41 and all Japanese shipping lines on the 1904-05 map may also be raided. Additionally, all coastal zones containing land of any Japanese Isles including Okinawa and Formosa (the isle must be greater than one sea zone!) are regarded as a Japanese minor shipping line. Each merchant sunk is worth 1 VP.

Raiders: The U.S. forces may be split in up to two raider groups, containing any number of ships. The U.S. player may form more than two task forces.

Shore Bombardments (CA, CL only): The U.S. player receives 2 VPs for each coastal zone in the Japanese home islands or Okinawa or Formosa his ships bombard. Each U.S. ship may not bombard more than three coastal zones.

Ports: Unless invaded by Japanese forces (see below: Invasion), the ports of Davao (GWF, AK14) and Zamboanga (GWF, AK8) may be used by U.S. ships to refuel.

Leaving the maps: U.S. ships may leave any operational map to the south or east at any time. Doing

so, they must not return and are required to still have fuel on board for at least 24 sea zones. Failing to meet this requirement will add their VP value to the Japanese VP score.

Minefields: The Japanese player may place 10 minefields in or adjacent to any Japanese coastal zones (including Formosa and Okinawa).

Supplies: The Japanese player receives 2 VP for each transport starting in Takao which reaches Catvite unharmed. Each transport sunk is worth 3 VP for the U.S. player.

Invasion: The Japanese player receives 2 VP for each transport unloading safely at either Davao (GWF, AK14) or Zamboanga (GWF, AK8). Each transport sunk is worth 3 VP for the U.S. player.

Victory Conditions: The U.S. player wins if he scores at least 20 VP more than the Japanese player. Any other result is a Japanese victory.

Operational Scenario 5

The First Carrier Raid

02 June 1930

Eager to prove the worth of his two fast carriers, Captain Joseph M. Reeves, Commander of the U.S. carrier forces, receives permission to perform a fast "hit and run" carrier raid against any single major Japanese target. So he plans a carrier raid that would outperform Saratoga's famous "strike" against the Panama Canal during the 1929 Fleet Problem IX manouevers.

Time Frame: 48 turns

Starting Weather Condition: U.S. player rolls for weather. Any storm or gale results must be re-rolled.

Maps: NPO, GWF, 1904-05

Central Power Forces

Any Japanese or Philippine port.

CV01 Hosho (1x A2N, 1x B1M)

CV03Kaga (2x A2N, 3x B1M)

CV04 Akagi (2x A2N, 3x B1M)

CVS01 Notoro (2x E2N)

BB01 Fuso

BB02 Yamashiro

BB03 Ise

BB04 Hyuga

BB05 Nagato

BB06 Mutsu

BC01a Kongo

BB02a Hiei

BB03a Haruna

BB04a Kirishima

CA03 Kinugasa

CA04 Aoba

CA05 Myoko

CA06 Nachi

CA07 Haguro

CA08 Ashigara

CL03 Kuma

CL04 Tama

CL05 Kitagami

CL08 Nagara

CL09 Isuzu

CL10 Natori

CL11 Yura

CL12 Kinu

CL13 Abukuma

CL14 Naka

CL15 Sendai

CL16 Jintsu

CL18 Furutaka

CL19 Kako

15x Fubuki class DDs

12x Mutsuki class DDs

21x Minekaze class DDs

12x Momi class DDs

At Legaspi (NPO/GWF, AA12). Must be given a transport mission to any Japanese port.

CL01 Tenryu

CL02 Tatsuta

4x Momi class DDs

4x Slow Transports

At Davao (GWF, AK14). Must be given a transport mission to any Japanese or Formosa port.

CL17 Yubari

3x Momi class DDs

5x Slow Transports

At Sasebo (NPO, B44). Must be given a transport mission to any Philippine port.

CL06 Oi

CL07 Kiso

5x Momi class DDs

6x Slow Transports

Any sea zones:

12x Ro-Class submarines

Any Japanese OR Philippine air base:

3x T91

Allied Forces

May enter the NPO map on its Eastern edge anywhere between AE31 and AE45 or the GWF map on any row between Z31 and AR31 or 1904-05 map between either AJ15 and AJ23 or AJ54 and AJ54.

Each ship has travelled 24 sea zones for fuel consumption purposes.

Leader Reeves

CV02 Lexington (3x F4B, 3x T4M, 2x O2U)

CV03 Saratoga (3x F4B, 3x T4M, 2x O2U)

CL24 Pensacola

CL25 Salt Lake City

6x Clemson class DDs

Airship:

ZR3 Los Angeles. May enter the NPO map on its Eastern edge during any turn anywhere between AE31 and AE45 or the GWF map on any row between Z31 and AR31 and has already travelled 6 turns for fuel consumption purposes. ZR3 must leave any of the maps on its eastern edge, 42 turns after entering the map.

Any sea zones:

8x S-Class submarines

Special Rules

Raid Mission: The U.S. ships may be given a raid mission, but in this case they must stay together in one single fleet.

Picket Line: If the U.S. ships get as close to any Japanese coastline as 5 or less sea zones, the Japanese player may roll 1D6 for any sea zone entered. On a die roll of "6", the U.S. task force is sighted by Japanese picket boats (regardless whether being on a raid mission or not) and gets immediately reported.

Stay in port: Any Japanese CV, CVS, BB, BC or CA must stay in port unless any U.S. ships are reported OR any Japanese target (see below: Target Selection) is attacked.

Target Selection: The U.S. player may attack any number of targets. Valid targets are Japanese or Japanese controlled ports, the Imperial palace or any airfields on Formosa or Okinawa. The U.S. player will receive the following VPs for successfully bombing (at least one hit must be scored) one or more of these targets:
Airfield: 5 VP,
Port: 10 VP,
Cavite: 15 VP
Ports on Japanese main isles: 20 VP,
Imperial Palace: 50 VP (if the Imperial Palace is hit, the Japanese player rolls 1D6. On a result of "5" the imperator is injured, while on a result of "6" he is killed).
In order to attack any ships in a port, the U.S. player must recon this port in advance of the attack. To recon a port, at least one aircraft step must fly to this port and return to its carrier. Only fighters may defend against such recon flights.

Leaving the maps: U.S. ships may leave any operational map to the south or east at any time. Doing so, they must not return and are required to still have fuel for at least 24 sea zones on board. Failing to meet this fuel requirement will add their VP value to the Japanese VP score.

Minefields: The Japanese player may place 10 minefields in or adjacent to any Japanese coastal zones (including Formosa and Okinawa).

Victory Points: Each sunk Japanese transport is worth 2 VP.

Victory Conditions: The Japanese player wins an instant automatic moral victory should the imperator be injured or killed by any U.S. attack. Otherwise, the U.S. player wins if he or she scores more VP than the Japanese player and does not lose any CV. The Japanese player wins if he or she scores more VP than the U.S. player or if both U.S. CVs are sunk. Any other result is a draw.

Operational Scenario 6

The Fleet returns

15 August 1930

After their failure to intercept any U.S. reinforcements towards Guam, the Japanese chose the Philippine islands as their next defense line.

Time Frame: 180 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; GWF, 1904-05

Central Power Forces

In or no more than 2 Sea Zones away from any Japanese controlled port

CV01 Hosho (1x A2N, 1x B1M)

CV03Kaga (2x A2N, 3x B1M)

CV04 Akagi (2x A2N, 3x B1M)

CVS01 Notoro (2x E2N)

BB01 Fuso

BB02 Yamashiro

BB03 Ise

BB04 Hyuga

BB05 Nagato

BB06 Mutsu

BC01a Kongo

BB02a Hiei

BB03a Haruna

BB04a Kirishima

CA03 Kinugasa

CA04 Aoba

CA05 Myoko

CA06 Nachi

CA07 Haguro

CA08 Ashigara

CL01 Tenryu

CL02 Tatsuta

CL03 Kuma
CL04 Tama
CL05 Kitagami
CL06 Oi
CL07 Kiso
CL08 Nagara
CL09 Isuzu
CL10 Natori
CL11 Yura
CL12 Kinu
CL13 Abukuma
CL14 Naka
CL15 Sendai
CL16 Jintsu
CL17 Yubari
CL18 Furutaka
CL19 Kako
ML01 Shirataka
ML02 Ikutsushima
15x Fubuki class DDs
12x Mutsuki class DDs
21x Minekaze class DDs
24x Momi class DDs
6x W-1 Class MS

Any Japanese non-Philippine port(s):

20x Slow Transports

Any sea zones:

9x Ro-Class submarines

Any Japanese OR Philippine air base:

3x T91

Allied Forces

May enter the NPO map anywhere between AE31 and AE45 or the GWF map on any row between Z31 and AR31.

Each ship has travelled 24 sea zones for fuel consumption purposes.

CV01 Langley (2x F4B, 1x T4M, 1x O2U)
CV02 Lexington (3x F4B, 3x T4M, 2x O2U)
CV03 Saratoga (3x F4B, 3x T4M, 2x O2U)
BB30 Florida
BB31 Utah
BB32 Wyoming
BB33 Arkansas
BB34 New York
BB35 Texas
BB36 Nevada
BB37 Oklahoma
BB38 Pennsylvania (*see Special Rules*)
BB39 Arizona (*see Special Rules*)
BB40 New Mexico (NPB)
BB41 Mississippi (NPB)
BB42 Idaho (NPB)
BB43 Tennesee
BB44 California
BB45 Colorado
BB46 Maryland
BB48 West Virginia
CA02 Rochester
CA11 Seattle
CL24 Pensacola
CL25 Salt Lake City
CL26 Northampton
CL27 Chester
CL30 Houston
CL04 Omaha
CL06 Cincinnati
CL07 Raleigh
CL08 Detroit
CL09 Richmond
CL10 Concord
CL11 Trenton
CL12 Marblehead
60x Clemson class DDs
6x Bird Class MS
60x Slow Transport

Airship:

ZR3 Los Angeles. May enter the NPO map 6 turns after start of play anywhere between AE31 and AE45, or the GWF map on any row between Z31 and AR31, and has already travelled 6 turns. ZR3 must leave any of the maps on their eastern edge, 42 turns after entering the map.

Any sea zones:

10x S-Class submarines

Special Rules

Navy Yard Wonders: Caught docked when war started, enormous efforts are made to finish modernization of the two U.S. battleships BB38 Pennsylvania and BB39 Arizona in record time to allow them to take part in the assault on the Phlippines. The U.S. player may roll 1D6 for each of them. A result of "5" or "6" will send them back into battle line again.

Invasion Strength: To successfully invade any port or coastal zone, at least 10 or more slow transports must be successfully unloaded. Unloading fewer than 10 but more than 5 transports results in no VPs gained for the invader. If fewer than 5 transports unload all VPs are transferred to the Japanese player (the invaders are thrown back into the sea).

Pre-Invasion Bombardments: Before invading any coastal zone this zone must be shelled for one daylight turn by at least 10 bombardment points (BP). Any BB/BC is worth 5 BP, any CA is worth 3 BP and any CL is worth 1 BP.

Minefields: The Japanese player may place 10 minefields in or adjacent to any Japanese coastal zones (including Formosa and Okinawa).

Japanese Supplies: The Japanese player must keep up a steady flow of supplies towards the Philippines. Any transport unloaded in any Philippine port is worth 3 VP, any transport unloaded in any Philippine coastal zone on Luzon (only) is worth 1 VP.

Victory Conditions: The U.S. player receives 15 VP for any recaptured port, the Japanese player receives 10 VP for any held port. The player with the most VPs at the end of play wins.

Operational Scenario 7

Okinawa, Shadows of the Future

2 November 1930

Not willing to stand and fight, the Japanese fought nothing more than some delaying action on the Philippines, supported by a couple of destroyers bringing supplies.

On the other hand IJN submarines do not stop harrassing U.S. sea lanes and since there is no sign from Tokyo to start negotiations, the U.S. forces plan to invade Okinawa to gain a major supply base, should an invasion of Japan be called for.

Time Frame: 120 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; GWF, 1904-05

Central Power Forces

In or no more than 2 Sea Zones away from any Japanese controlled port

CV01 Hosho (1 x A2N, 1 x B1M)

CV03Kaga (2 x A2N, 3 x B1M)

CV04 Akagi (2 x A2N, 3 x B1M)

CVS01 Notoro (2 x E2N)

BB01 Fuso

BB02 Yamashiro

BB03 Ise

BB04 Hyuga

BB05 Nagato

BB06 Mutsu

BC01a Kongo

BB02a Hiei

BB03a Haruna

BB04a Kirishima

CA03 Kinugasa

CA04 Aoba

CA05 Myoko

CA06 Nachi

CA07 Haguro

CA08 Ashigara

CL01 Tenryu

CL02 Tatsuta

CL03 Kuma

CL04 Tama

CL05 Kitagami

CL06 Oi

CL07 Kiso

CL08 Nagara

CL09 Isuzu

CL10 Natori

CL11 Yura

CL12 Kinu

CL13 Abukuma

CL14 Naka

CL15 Sendai

CL16 Jintsu

CL17 Yubari

CL18 Furutaka

CL19 Kako

ML01 Shirataka

ML02 Ikutsushima

12 x Fubuki class DDs

10 x Mutsuki class DDs

18 x Minekaze class DDs

20 x Momi class DDs

5x W-1 Class MS

Any Japanese port(s):

15x Slow Transports

Any sea zones:

7x Ro-Class submarines

Any Japanese air base:

3x T91

Allied Forces

CV01 Langley (2x F4B, 1x T4M, 1x O2U)

CV02 Lexington (3x F4B, 3x T4M, 2x O2U)

CV03 Saratoga (3x F4B, 3x T4M, 2x O2U)

BB30 Florida

BB31 Utah

BB32 Wyoming

BB33 Arkansas

BB34 New York

BB35 Texas

BB36 Nevada

BB37 Oklahoma

BB38 Pennsylvania (*see Special Rules*)

BB39 Arizona (*see Special Rules*)

BB40 New Mexico (NPB)

BB41 Mississippi (NPB)

BB42 Idaho (NPB)

BB43 Tennesee

BB44 California

BB45 Colorado

BB46 Maryland

BB48 West Virginia

CA02 Rochester

CA11 Seattle

CL24 Pensacola

CL25 Salt Lake City

CL26 Northampton

CL27 Chester

CL30 Houston

CL04 Omaha

CL06 Cincinnati

CL07 Raleigh

CL08 Detroit

CL09 Richmond

CL10 Concord

CL11 Trenton

CL12 Marblehead

60x Clemson class DDs

6x Bird Class MS

40x Slow Transport

Airship:

ZR3 Los Angeles. May operate from any Philippine air base (only).

Any sea zones:

12x S-Class submarines

Special Rules

Navy Yard Wonders: Caught docked when war started, enormous efforts are made to finish modernization of the two U.S. battleships BB38 Pennsylvania and BB39 Arizona in record time to allow them to take part in the assault on Okinawa. The U.S. player may roll 1D6 for each of them. A result of "4", "5" or "6" will send them back into battle line again.

Invasion Strength: To successfully invade any port or coastal zone, at least 10 or more slow transports must be successfully unloaded. Unloading fewer than 10 but more than 5 transports results in no VPs gained for the invader. If fewer than 5 transports unload all VPs are transferred to the Japanese player (the invaders are thrown back into the sea).

Pre-Invasion Bombardments: Before invading any coastal zone this zone must be shelled for one daylight turn by at least 10 bombardment points (BP). Any BB/BC is worth 5 BP, any CA is worth 3 BP and any CL is worth 1 BP.

Japanese Supplies: To fuel the stiff resistance of his or her ground forces, the Japanese player must try to supply Okinawa and Formosa as best as possible. Any Japanese transport unloaded in any Okinawa coastal zone is worth 10 VP and unloaded in any Formosa coastal zone is worth 5 VP. Any Japanese transport sunk is worth 3 VP to the U.S player.

Raiders: In order to distract the enemy from the actual fighting area, both sides may form up to two raider groups, each consisting of no more than 3 CAs/CLs.

Coastal Traffic: Treat any coastal zone of Japan or the Philippines as a minor shipping lane. Each merchant sunk there is worth 2 VP each.

Shore Bombardments (BB, BC, CA, CL only): Each coastal zone in Japan or the Philippines bombarded by an opposing fleet is worth 2 VP per turn being bombarded. A costal zone can only be bombarded once per turn.

Minefields: The Japanese player may place 10 minefields in or adjacent to any Japanese coastal zones (including Formosa and Okinawa).

Victory Conditions: The U.S player must successfully invade at least two Okinawa coastal zones. If he fails, Okinawa will remain Japanese and the Japanese player wins an automatic moral victory. Otherwise the player with the most VPs at the end of play wins.

Operational Scenario 8

Shadow Dancers

18 January 1931

With Okinawa secured and Formosa isolated, the U.S. forces prepare for a final invasion of Japan. On the other side, the Japanese hold back their forces for the final decisive battle. Like two boxer both sides wait for the other side to make the first move. In the meantime light forces on both sides start to harrass enemy supply lines.

Time Frame: 90 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; GWF, 1904-05

Central Power Forces

May leave their starting port but may not move away more than three sea zones unless any U.S. BB or CV is sighted.

CV01 Hosho (1x A2N, 1x B1M)

CV03Kaga (2x A2N, 3x B1M)

CV04 Akagi (2x A2N, 3x B1M)

CVS01 Notoro (2x E2N)

BB01 Fuso

BB02 Yamashiro

BB03 Ise
BB04 Hyuga
BB05 Nagato
BB06 Mutsu
BC01a Kongo
BB02a Hiei
BB03a Haruna
BB04a Kirishima
CL08 Nagara
CL09 Isuzu
CL10 Natori
CL11 Yura
CL12 Kinu
CL13 Abukuma
12 x Fubuki class DDs
10 x Mutsuki class DDs
18 x Minekaze class DDs
May leave port unrestricted once gameplay starts.
CA03 Kinugasa
CA04 Aoba
CA05 Myoko
CA06 Nachi
CA07 Haguro
CA08 Ashigara
CL01 Tenryu
CL02 Tatsuta
CL03 Kuma
CL04 Tama
CL05 Kitagami
CL06 Oi
CL07 Kiso
CL14 Naka
CL15 Sendai
CL16 Jintsu
CL17 Yubari
CL18 Furutaka
CL19 Kako
ML01 Shirataka
ML02 Ikutsushima
20x Momi class DDs
5x W-1 class MS
10x Slow Transports
Any sea zones:
8x Submarines (5x Ro-Class, 3x I-Class)
Any Japanese air base:
3x T91

<u>Allied Forces</u>
Must start adjacent to any Philippine or Okinawa coastal zone.
CV01 Langley (2x F4B, 1x T4M, 1x O2U)
CV02 Lexington (3x F4B, 3x T4M, 2x O2U)
CV03 Saratoga (3x F4B, 3x T4M, 2x O2U)
BB30 Florida
BB31 Utah
BB32 Wyoming
BB33 Arkansas
BB34 New York
BB35 Texas
BB36 Nevada
BB37 Oklahoma
BB38 Pennsylvania (*see Special Rules*)
BB39 Arizona (*see Special Rules*)
BB40 New Mexico (NPB)
BB41 Mississippi (NPB)
BB42 Idaho (NPB)
BB43 Tennesee
BB44 California
BB45 Colorado
BB46 Maryland
BB48 West Virginia
48x Clemson class DDs
Must start in a Philippine port.
20x Slow Transports
May start in any sea or coastal zone up to10 zones away from any Philippine, Formosa or Okinawa coastal zone, but no closer than 8 sea zones to any Japan coastal zone.
CL24 Pensacola
CL25 Salt Lake City
CL26 Northampton
CL27 Chester
CL30 Houston
CL04 Omaha
CL06 Cincinnati
CL07 Raleigh
CL08 Detroit
CL09 Richmond
CL10 Concord
CL11 Trenton
CL12 Marblehead
12x Clemson class DDs
Any sea zones:
8x S-Class submarines
Onjii air base (K33):
2x P-12
3x B-10

ZR3 Los Angeles

Special Rules

Navy Yard Wonders: Caught docked when war started, enormous efforts are made to finish modernization of the two U.S. battleships BB38 Pennsylvania and BB39 Arizona in record time to allow them to take part in the assault on Japan. The U.S. player may roll 1D6 for each of them. A result of "3" – "6" will send them back into battle line again.

Forward Base: The U.S. player may install a forward base in sea zone K33, which functions as a minor port for all game purposes. To successfully run this base, at least 3 AO and 5 slow transports must be present there all the time. If there are less ships than this number, the base is considered to be destroyed and cannot be built up again for the remainder of this scenario. Any sunk transport is worth 3 VP to the Japanese player, any sunk oiler is worth 5 VP.

Stock Piling: The U.S. player must send a constant flow of supplies to Okinawa in order to build up stocks for the planned final assault on Japan. Any U.S. transport unloaded successfully in sea zone K33 is worth 3 VP. No more than 10 transports may unload at the same time in K33.

Forgotten Samurais: Being isolated by the U.S. invasion of Okinawa, the Japanese defenders of Formosa are in desperate need for supplies. The Japanese player receives 1 VP for each DD, 3 VP for each CL (not CL18, CL19) and 5 VP for each transport which successfully unloads in any Formosa coastal zone.

Raiders: In order to distract the enemy from the actual fighting area, both sides may form up to two raider groups, each consisting of no more than 3 CAs/CLs.

Coastal Traffic: Treat any coastal zone of Japan or the Philippines as a minor shipping lane. Each merchant sunk there is worth 2 VP each.

Shore Bombardments (BB, BC, CA, CL only): Each coastal zone in Japan or the Philippines bombarded by an opposing fleet is worth 2 VP per turn being bombarded. A coastal zone can only be bombarded once per turn.

Minefields: The Japanese player may place 10 minefields in or adjacent to any Japanese coastal zones (including Formosa and Okinawa). The U.S. player may place five minefields in or adjacent to any Philippine coastal zone.

Victory Conditions: Either player wins if he or she scores 30 VP more than his or her opponent. Any other result is a draw.

Operational Scenario 9

The hour of the Samurai

12 March 1931

Seen by many as the only way to stop the "yellow threat" in the Far East, an invasion of Japan has become inevitable. Starting from their bases in the Philippines and from freshly occupid Okinawa, the U.S. Navy starts to meet her biggest challenge.

Time Frame: 150 turns

Starting Weather Condition: 1 (Clear)

Maps: NPO; 1904-05

Central Power Forces

Any Japanese port.

CV01 Hosho (1x A2N, 1x B1M)

CV03Kaga (2x A2N, 3x B1M)

CV04 Akagi (2x A2N, 3x B1M)

CVS01 Notoro (2x E2N)

BB01 Fuso

BB02 Yamashiro

BB03 Ise

BB04 Hyuga

BB05 Nagato

BB06 Mutsu

BC01a Kongo

BB02a Hiei

BB03a Haruna

BB04a Kirishima

CA03 Kinugasa

CA04 Aoba

CA05 Myoko

CA06 Nachi

CA07 Haguro

CA08 Ashigara

CL01 Tenryu

CL02 Tatsuta

CL03 Kuma

CL04 Tama

CL05 Kitagami

CL06 Oi

CL07 Kiso

CL08 Nagara

CL09 Isuzu

CL10 Natori

CL11 Yura

CL12 Kinu

CL13 Abukuma

CL14 Naka

CL15 Sendai

CL16 Jintsu

CL17 Yubari
CL18 Furutaka
CL19 Kako
ML01 Shirataka
ML02 Ikutsushima
12x Fubuki class DDs
10x Mutsuki class DDs
18x Minekaze class DDs
20x Momi class DDs
Any sea zones:
7x Submarines (4x Ro-Class, 3x I-Class)
Any Japanese air base:
3x T91

Allied Forces

May not start more than five sea zones away from any friendly transport.
CV01 Langley (2x F4B, 1x T4M, 1x O2U)
CV02 Lexington (3x F4B, 3x T4M, 2x O2U)
CV03 Saratoga (3x F4B, 3x T4M, 2x O2U)
BB30 Florida
BB31 Utah
BB32 Wyoming
BB33 Arkansas
BB34 New York
BB35 Texas
BB36 Nevada
BB37 Oklahoma
BB38 Pennsylvania (*see Special Rules*)
BB39 Arizona (*see Special Rules*)
BB40 New Mexico (NPB)
BB41 Mississippi (NPB)
BB42 Idaho (NPB)
BB43 Tennesee
BB44 California
BB45 Colorado
BB46 Maryland
BB48 West Virginia
CL24 Pensacola
CL25 Salt Lake City
CL26 Northampton
CL27 Chester
CL28 Louisville
CL29 Chicago
CL30 Houston
CL31 Augusta
CL04 Omaha
CL06 Cincinnati
CL07 Raleigh
CL08 Detroit
CL09 Richmond
CL10 Concord
CL11 Trenton
CL12 Marblehead
60x Clemson class DDs
6x Bird class MS
Must start in K33 (no more than 30) or any Philippine port.
60x Slow Transport
Any sea zones:
8x S-Class submarines
Onjii air base (K33):
2x P-12
3x B-10
ZR3 Los Angeles

Special Rules

Invasion Strength: To successfully invade any port or coastal zone, at least 10 or more slow transports must be unloaded unharmed. Unloading fewer than 10 but more than 5 transports results in no VPs gained for the invader. If fewer than 5 transports unload all VPs are transferred to the Japanese player (the invaders are thrown back into the sea).

Pre-Invasion Bombardments: Before invading any coastal zone this zone must be shelled for one daylight turn by 10 bombardment points (BP). Any BB/BC is worth 5 BP, any CA is worth 3 BP and any CL is worth 1 BP.

Japanese Waters: No Japanese Warship may move away from any Japanese coastal zone for more than five sea zones unless any U.S. major warship or transport is sighted.

Minefields: The Japanese player may place 10 minefields in or adjacent to any Japanese coastal zones (including Formosa and Okinawa).

Victory Conditions: To score a major victory the U.S. player must successfully invade at least three Japanese coastal zones, one of which must be a minor port, and must score at least 30 VP more than the Japanese player. To score a minor victory, the U.S: player must successfully invade at least one Japanese coastal zone and score more than the Japanese player.
To score a major victory, the Japanese player must prevent any U.S. bridgehead in Japan and score more VP than the U.S. player. To score a minor victory, the Japanese player must either prevent any U.S. bridgehead in Japan or score at least 30 VP more than the U.S. player. Any other result is draw.

Appendix A - Maps needed for play

"Plan Orange Map", "1904-05" Map, "Great White Fleet" Southern Philippine Map

Appendix B - Ships needed for play

Imperial Japanese Navy

CV (3):	CV01 Hosho, CV03Kaga*, CV04 Akagi
CVS (1):	CVS01 Notoro
BB (6):	BB01 Fuso, BB02 Yamashiro, BB03 Ise, BB04 Hyuga, BB05 Nagato, BB06 Mutsu
BC (4):	BC01a Kongo, BC02a Hiei, BC03a Haruna, BC04a Kirishima
CA (8):	CL18 Furutaka***, CL19 Kako***, CA03 Kinugasa**, CA04 Aoba**, CA05 Myoko**, CA06 Nachi**, CA07 Haguro**, CA08 Ashigara**
CL (17):	CL01 Tenryu, CL02 Tatsuta, CL03 Kuma, CL04 Tama, CL05 Kitagami, CL06 Oi, CL07 Kiso, CL08 Nagara, CL09 Isuzu, CL10 Natori, CL11 Yura, CL12 Kinu, CL13 Abukuma, CL14 Naka, CL15 Sendai, CL16 Jintsu, CL17 Yubari
DD (72):	15 x Fubuki Class, 12 x Mutsuki Class, 21 x Minekaze Class, 24 x Momi Class
ML (2):	ML01 Shirataka, ML02 Ikutsushima
MS (6):	6 x W-1 Class
Submarines:	I-Class, Ro-Class

(** Take Amagi Counter for Kaga, as in 1930 their appearance would have been very similar*)

(*** Take those from any one of the following SWWaS titles: Midway, Eastern Fleet, SOPAC. Their speed in this game is 2+, torpedos [3] (see Optional Rules, above, too) and any AA guns or float planes are ignored*)

(**** These ships were already CAs, according to Washington Naval Treaty, but are labled as CLs in "U.S.Navy Plan Orange"*)

United States Navy

CV (3):	CV01 Langley, CV02 Lexington, CV03 Saratoga
BB (18):	BB30 Florida, BB31 Utah, BB32 Wyoming (NPB), BB33 Arkansas (NPB), BB34 New York (NPB), BB35 Texas (NPB), BB36 Nevada, BB37 Oklahoma, BB38 Pennsylvania, BB39 Arizona, BB40 New Mexico (NPB), BB41 Mississippi (NPB), BB42 Idaho (NPB), BB43 Tennesee, BB44 California, BB45 Colorado, BB46 Maryland, BB48 West Virginia
CA (11):	CL24 Pensacola*, CL25 Salt Lake City*, CA02 Rochester, CA04 Pittsburgh, CA05Huntington (NPB)**, CA07 Pueblo (NPB)**, CA08 Frederick**, CA09 Huron**, CA11 Seattle, CA12 Charlotte (NPB)**, CA13 Missoula (NPB)**
CL (10):	CL04 Omaha, CL06 Cincinnati, CL07 Raleigh, CL08 Detroit, CL09 Richmond, CL12 Marblehead, CL13 Memphis, CL05 Milwaukee (NPB), CL10 Concord (NPB), CL11 Trenton (NPB)
DD (66):	18 x Wickes Class, 60 x Clemson Class (12 from NPB)
GB (3):	Sacramento, Asheville, Tulsa
MS (6):	6 x Bird Class
Submarines:	S-Class

(** Take those from any one of the following SWWaS titles: Midway, SOPAC. Their speed in this game is 2+ and any AA guns or float planes are ignored. Further, those ships officially were designated CAs in the U.S. Navy not before 1931.*)

(** These vessels were either already stricken or no longer in active duty in 1930.)

U.S. Reinforcements:

July 1930:	CLs Northampton*, Chester*, Houston***
January 1931:	CLs Louisville*, Augusta*, Chicago*; BBs Pennsylvania, Arizona

(*** Houston will only be available in SWWaS volume "Strike South". Take any other ship of this class in exchange, if needed.)

Design Notes

After opening "U.S. Navy Plan Orange" and reading through the scenarios, I started to wonder how things would have developed, had such a conflict broke out in reality. Over the next couple of weeks I could not shake off those thoughts and started to begin working on some ideas how to create some "real historical" scenarios as well as trying to find out which ships were available.

[Ships]

The very first thing for me to do was to check, which naval units were available on both sides in 1930. So let's check the aggressor first: Japan. Assuming that the Japanese decision to "attack" was planned beforehand for several months, the two Japanese BCs undergoing modernization (Kongo) or conversion to a training vessel (Hiei) from September 1929 onwards will nonetheless take part in the scenarios for game balance puroses.

A very interesting option was to include the newly built Japanese CAs of the Aoba class (Aoba, Kinugasa) and the Myoko class (Myoko, Ashigara, Haguro, Nachi). As those ships so far are not available in the Great War at Sea series, I decided to take them from the early Second World War at Sea games (Midway, SOPAC). This will unfortunately restrict gameplay to those players who also own such a game, but the temptation was too big and perhaps one day APL will produce some supplement counters for those ships. These most modern ships play a key role in some of the new scenarios.

Next choice was to keep original CV03 Kaga instead of CV Amagi. Players will be able to take Kaga from any SWWaS game (Midway or SOPAC), but may also use the original NPO Amagi counter, as the visual picture of both units was very similar in 1930. A datasheet for Kaga is provided, as well as for the latest IJN CAs.

Finally I decided to give the IJN CV01 Hosho some additional planes. In the original NPO game Hosho only had one squadron of fighters (according NPO rules some 10 - 12 planes). Originally designed to carry 26 planes, Hosho still had a complement of 21 planes in 1934, so I gave her a squadron of bombers, too. This gives the Japanese player a slightly better strike performance, especially in those raider scenarios where Hosho will be available in the Philippine islands area.

By including the latest IJN CAs I had to include the latest U.S. CAs, too. The first two units, Pensacola and Salt Lake City, will play a key role in some scenarios, while some more will become available as reinforcements during the later months of 1930 and early months of 1931. Please note that those units were labeled CL until 1931!

America's old ACs were a much bigger problem. Most of them were already obsolete in 1930, many of them already on their way to the scrapyard to be broken up. I thus decided to only keep those I could positively confirm to have been still active then. While not being a decisive weapon any longer, the loss of those vessels will restrict the U.S. player's cruiser force to one dozen of CLs and a handful of those brandnew CAs.

Much worse for the U.S. player, two of his powerful battleships were not available in 1930: Pennsylvania and Arizona. Both underwent modernization from mid 1929 until early 1931. Leaving them out during the opening months was logical, as the U.S. Navy is assumed to be fully surprised by the initial Japanese assaults. On the other hand I decided to keep some units, which were already on their way to the scrapyard, mainly BB30 Florida and BB31 Utah, but also BB32 Wyoming (which was converted into a gunnery training vessel).

For all the smaller units (DDs, submarines, etc.) on both sides I decided to take them from the original NPO game. So the countermix will be restricted to only those units in order to get things not too complicated.

[Aircraft / Airships]

I decided to exclude the US Airship Carriers ZRS4 Akron and ZRS5 Macon, as those units weren't historically available in 1930, whereas ZR3 Los Angeles (the former German built LZ126) was operational. On the other hand, without having exact numbers at hand, I optionally increased the number of Japanese T-91 squadrons to three, still not much for what they have to defend.

Assuming a considerable number of planes of any type being available on both sides I further decided to "invent" some recon squadrons for both sides. These are generic squadrons with a handful of planes each, good for no more than some scouting duties.

[Maps]

While searching for all the ships, I remembered that the maps of "1904-1905", "Navy Plan Orange" and the supplement map delivered by "Great White Fleet" are designed to be used together. What a good opportunity to use all of them for this project!

[Scenarios]

After deciding which naval units to include, the next problem was, where, or better when, to start the conflict? Reading a couple of sources, I assumed that the general Japanese annoyance about the results of the Washington Treaty could easily have been big enough for some radical elements within Japanese military to opt for war in order not to lose face.

So it was easy to develop a "picture" in which the Japanese representatives surprisingly leave the conference just before the treaty is to be signed. In the meantime, the JIN would to sneak into position for surprise action, mainly against the Philippines.

For the Scenarios it was hard to think of any "new" situations to avoid copying already presented ideas. I tried hard, but in many cases the ideas are not really new, although hopefully still challenging.

As for the Battle Scenarios, the idea to attack coal and fuel dumps on Guam originally came from reading APL's "Great White Fleet", Operational Scenario #7 ("Colorless War Plan"). It tells that Russian cruisers would have been able to seriously disrupt U.S. coal supplies by shelling Guam in case of a conflict with the U.S.A. Further developing this idea I came up with the plan that the Japanese might try to intercept U.S. forces long before they reach the "real" battle area (Philippine Islands). A surprise attack near Wake became a thrilling idea. Equally thrilling was the idea that the Japanese, contrary to their mentality shown in WW2, would attempt to intercept the US supplies, troop convoys and invasion forces instead of seeking for a decisive battle.

For the Operational Scenarios, there was no way to exclude a scenario where the weak U.S. Asia fleet has to stand the initial Japanese attacks. While badly outnumbered, the U.S. player has some interesting options to take harm to the enemy, although the chances to do so might be very low, especially given the fact that his or her forces are even weaker than in the original APL scenario.

Operational Scenario 2 examines what might have happened if there is already a reaction force present at Pearl Harbor (the Japanes knew that the U.S. Pacific Fleet was located at the U.S. West Coast and would need a considerable time to be ready to intervene around the Philippine Islands). Although it will take the U.S. player a huge number of die rolls to learn what reaction forces he or she will have available, it will be worth the effort. This way both sides cannot play any precalculated strategy, reflecting limited intelligence and surprise on both sides. The rationale behind the somewhat strange Japanese submarine rule is to keep uncertainty up to the very last moment about when the U.S. ships will be available and in which strength. If the Japanese subs successfully sight the enemy, the Japanese player will still only learn about this in the actual turn in which this will happen. If there's no sighting, the U.S. player will have surprise fully on his or her side.

Operational Scenario 3 follows the same idea, but this time the U.S. side is assisted by some WW2 style intelligence forewarning. This will enable the U.S. Navy to already stay in position just behind the horizon, waiting for the Japanese to fire the first shot.

The idea to send a raiding force in order to play for time (in Operational Scenario 4) is also taken from APL ("Do Little Raid"), but I could not stand the temptation so send America's latest heavy cruisers to see what they could have done instead.

Thinking about the first three months of 1942 and additionally reading about the famous Fleet Problem IX manouevers of early 1929, I came up with the idea that a very aggressive U.S. leadership might have authorized a surprise attack against an important Japanese target in order to get more time preparing for a return to the Philippines. So the U.S. player may now send his powerful CVs to perform a sneak attack.

Operational Scenario 6 explores the inevitable "I shall return" idea, sending nearly the whole U.S. Navy to retake the Philippines.

With Operational Scenario 7 I had to make a serious decision. Either I could decrease both sides by random losses in order to simulate actual losses during the fighting in the Philippine area (OP. Scen. 6) or I could assume that the Japanese had withdrawn before battle. I opted for the second alternative to make an U.S. advance towards Japan more interesting. Consequently, Operational Scenario 8 follows the same idea, presenting some cat and mouse game situtation for both sides, until Operational Scenario 9 will see the final showdown in Japanese waters. This way players may explore whether the U.S. Navy would have been able to overwhelm Japan in 1930/31.

Hopefully you will enjoy playing them as much as I enjoyed it designing them.