Guadalcanal – Scenario Instructions

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; with weather movement 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. The Japanese player receives 2 VP for each 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.
The Japanese player receives 1 VP for every Port Moresby hit box destroyed at the end of any scenario. The Allied player receives 1 VP for every Lae hit box destroyed at the end of any scenario.