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## [1.0] INTRODUCTION

21.4 NAC Must be Trained

Solomons Campaign is an historical simulation of the Air-Sea-Land campaign waged on and around the island of Guadalcanal in the summer and fall of 1942. The game begins with he American invasion of Guadalcanal and Tulagi and portrays the subsequent Japanese attempts to retake this strategic area and the American efforts to hold it.

21.3 Obey Stacking and Placement Restrictions

## [2.0] GENERAL COURSE OF PLAY

Solomons Campaign is a two-player game. It is played in sequenced turns called Game-Turns. Each Game-Turn simulates the passage of a week of real time, during which the Player deploy their respective forces, have comba and attempt to achieve certain objectives. For the Japanese Player these are the destruction of the American beach-head on Guadalcanal and the relative reduction of American naval and air strength. The American Player is seeking to hold Guadalcanal and develop it as an airbase while concurrently inflicting unacceptable losses on the Japanese naval and air forces.

The achievements of the Players are measured in terms of Victory Points, which are awarded for inflicting casualties on the opposing Player's forces and for seizing and holding Guadalcanal.

Solomons Campaign makes use of a simultaneous movement system, which seeks to introduce elements of surprise and uncertainty into the play of the game. Briefly, the Players plan their naval movement secretly. These plans are then simultaneously executed according to a rigid sequence of play. Air forces are also committed simultaneously using a less formal arrangement. Ground action involves no actual land movement. Use of this system results in a fast moving game. Total set-up and playing time has averaged less than three hours for each sixteen turn game during playtesting at SPI. There is little "wood pushing" since there are few counters to move on any given turn. Most of the playing time is spent planning your own strategy and calculating the capabilities and intentions of your opponent.

[3.0] GAME EQUIPMENT

13.11 THE GAME MAP The 22" x 28" mapsheet represents the area between Rabaul and Espiritu Santo. A hexagonal grid is superimposed upon the map to regularize the movement and position of the playing pieces. Directly adjacent to the mapsheet are the Japanese bases, Rabaul and Truk, and the American bases, Espiritu Santo and Australia-New Zealand-New Caledonia (Noumea). These bases regulate the entrance and exit of Naval and Air units to the map. Guadalcanal and the Bougainville-Shortlands complex are the only isllands shown on

13.21 GAME CHARTS AND TABLES Various visual aids are provided for the Players to simplify and illustrative certain game functions. Under the heading of "Combat Results Table" are grouped five tables to illustrate the resolution of combat and give the actual combat results. They are:

Bombardment Table: Resolves the bombardment of a land base by either naval or between two opposing groups of ships.

Surface Table: Resolves the surface combat CAP/Anti-Aircraft Table: Calculates the losses inflicted on attacking air forces by defending Combat Air Patrol and/or the anti-aircraft guns of ships under attack.

Aircraft-Naval Table: Resolves the effect of air forces attacking ships. Ground Table: Resolves combat between

opposing ground forces. The Simultaneous Movement Plot Charts (one for each Player) are used to preassign the courses and missions of opposing Naval forces and to reveal the simultaneous position of these forces during the execution of the Movement Phase of the Game-Turn. The Task Force Composition Board is used to allocate the actual make-up of discrete

groupings of ships (Task Forces). The Guadalcanal Supply Status Chart is used to indicate the number of Supply Points available to each Player on Guadalcanal. The Victory Point Chart records the accumulation of Victory Points by each Player.

The Game-Turn Plot Chart visually shows the progress of a Game-Turn.

The Turn Record/Reinforcement Chart measures the progress of the game and details when and what reinforcements, repaired and refitted units are available to each Player.

[3.3] THE PLAYING PIECES Two differently colored sets of playing pieces nceforth known as units) are supplied These units represent the actual forces available to each side in the original campaign There are several different types of units Various markers are supplied to record certain Because of the variety of units used, a detailed SAMPLE UNITS

Bombardment type and designation Anti-Aircraft

BR-1

CV-1

LAC

JAPANESE LAC RANGE NOTE: The range shown on the Japanese LAC units is their EXTENDED RANGE;

TR-6

0-3 24

[3.4] GLOSSARY OF GAME TERMS AND

CAPITAL SHIP - is a naval unit which is either

SLOT (SLOT RUN) - the movement of

HENDERSON FIELD-the land airbase on

GUADALCANAL - the land mass in Hex

M on which the majority of the ground fighting

took place and around which the air and naval

Guadalcanal once it becomes operable.

APD - American destroyer-transport unit

[3.5] GAME EQUIPMENT INVENTORY

One Turn Record/Reinforcement Sheet

should include the following parts:

One double set of Combat Tables

A complete game of Solomons Campaign

One Simultaneous Movement Plot Chart Pad

apanese Naval Units as described in section

Supply Point

NAVAL UNIT

Surface Attack

Air Strength

Surface Attack

GROUND UNIT

TRANSPORT UNIT

Point Capacity -

SUPPLY UNIT

ABBREVIATIONS

6.37 of the rules.

action centered.

LAC-Land aircraft

CV - Fleet Carrier

NAC-Naval aircraft

CAG - Carrier air-group

CVL - Auxiliary Carrie

BC - Battle Cruiser

B-Old Battleship

CA - Heavy Cruise

DD - Destrover

One Game Map

One set of Game Rules

One set of Die-cut Counters

SS - Submarine

BB - Modern Battleship

CAP - Combat Air Patro

a BB, B, BC, CV, or CVL

AIR UNIT

listing by type is provided below: AIR UNITS: The air power available to both sides is classified as either landbased of navalbased. The landbased planes and/or thei crews are capable of operating only from a fixed land airbase. Naval based planes and their crews are capable of operating either from a land airbase or a carrier deck. Thus the playing pieces used to represent airpower (the units) are identified as either LAC (landbased aircraft) or NAC (navalbased aircraft).

On the face of the air units below the classification code (either LAC or NAC) is a number representing the air Strength Point contained in that unit. One Air Strength Point represents the combat effect of ten aircraf two = twenty, three = thirty, ten = one hur dred. During the course of the game air power is allocated to each Player in terms of amount of LAC Points and X amount of NAC Points. The Players may use the air counters like money in order to deploy their air power thus 10 (LAC) may be exchanged for 5 (LAC) 3 (LAC) and 2x1 (LAC) or vice versa. Players may exchange counters at any time. You will note that individual aircraft types, i.e., fighters dive bombers, torpedo bombers, mediur bombers, etc., are not shown. It was found unnecessary to do so within the framework of

GROUND UNITS: The ground combat powe (infantry, marines, artillery, combat engineers raiders, parachutists, and their back up staf troops) is shown in terms of Ground Stre Points. Ground units are identified by \( \mathbb{\text{\texts}} \) and a numerical strength designation. Similar t air units they may be exchanged like money to portray the total ground combat power available to each side. Each Point represents approximately 1,000 combat troops.

NAVAL UNITS: These units represent ships and groups of ships. Capital ship units (battleships, battlecruisers, and aircraft car riers) represent individual ships. Cruiser units represent two cruisers. Destroyer units represent five destroyers. All of these units are distinguished by type, Combat Strength in bombardment of shore targets. Attack Strength on the other surface ships, Defense Strength against attack from ships and planes Anti-aircraft Strength, and (for carriers) plane carrying capacity, as represented by the various numbers and symbols on the face of each piece. Unlike air or ground units, nava units are considered discrete entities. They are not treated like money, for example, a battle ship may not be exchanged for two destroye units and a cruiser unit.

TRANSPORT UNITS: These units represent llections of cargo and troop carrying vessels They are denoted by a TR. Beneath the TR is a number representing the capacity of the unit to transport ground or supply units in terms of ground points or supply points.

SUPPLY UNITS: These units are designated by an and are used to portray supplies or food and ammunition and fuel in terms of points. They are only shown on the map while being transported to Guadalcanal. Their arriva is indicated by a change in the Guadalcanal Supply Status Chart, when they are removed [4.0] SEQUENCE OF PLAY

Solomons Campaign is played in turns. Each Game-Turn is composed of five Phases divided into various segments. There are 14 Execution Seaments in each Game-Turn, each repre senting approximately 12 hours. Therefore, there are both day and night Execution Segments, A typical Game-Turn will proceed as outlined below: SEQUENCE OUTLINE PLOT PHASE #1

Preliminary Set-Up Segment: Both Players place their units in accordance with the rules of Preliminary Set-Up. Reinforcement Segment: Both Players inte-

grate reinforcing units with their existing forces in accordance with the rules of Carrier Air Group Training Segment: Both Players allocate carriers and NAC units for carrier air group training in accordance with

the rules of Carrier Air Operations (see 6.21) Japanese Truk Sortie Resolution Seament The Japanese Player rolls the die to determine the availability of his naval units in Truk in accordance with the Japanese Truk Sortie Limitations (see 20.0). American Intelligence Segment: The Japanese

Player tells the American Player what he plans to do for the remainder of the Game-Turn in a manner described in the American Intelligence Task Force Allocation Segment: Both Players

secretly and simultaneously allocate their available naval and transport units to Task Forces in accordance with the rules of Initial Deployment (see 5.0). Movement Plot Segment: Both Players secretly and simultaneously plot the move-

ment of their Task Forces, established in the preceding segment, for the seven Plot Execution seaments which compose Plot Execution Phase #1. PLOT EXECUTION PHASE #1

During this Phase the Players will execute the plans made during the previous Plot Phase and, depending upon opportunity and circum stances, they may engage in various combat situations such as air-land bombardment naval-naval surface combat, air-naval attack naval-land bombardment, submarine attack Also during this Phase both Players may transfer air units between bases and debark troops and supplies from transport units onto Guadalcanal. The Phase is divided into sever Execution Segments, alternating between day segments and night segments. Each Execution Segment is divided into fundamental sections (those that are required to be repeated every Segment) and variable sections (those tha may occur according to opportunity, circum stances, and the desires of the Players). These sections must be performed in the exact order outlined; any action performed out of

Execution Phase #1 (day) - Fundamental Sections -

sequence is a violation of the rules.

(A) The Japanese Player reveals the locations of all Task Forces which are at sea and gives a description of the composition of these Task Forces as outlined in the American Inte

(B) The American Player notes the location of Japanese forces and compares them with the location of his forces. He reveals any of his forces which have been spotted by the Japanese Player as outlined in the Japanese Intelligence Rule. Otherwise he continues to conceal the location of his Task Forces.

Variable Sections —

(C) Japanese submarine attack(s) on American capital ships occurs if the conditions outlined in the Japanese Submarine Rule are met. (D) Allocation of Air Units to Attack Enemy Targets: Both sides now simultaneously launch air attacks on Enemy targets and allocate CAP.

(E) Resolution of Air Attacks: The air attacks aunched in the previous section are resolved. (F) Counterattack on Carriers allocated and resolved.

(G) Resolution of Surface Action: Opposing Task Forces fight a surface action. (H) Naval Bombardment of Land Bases: See Sombardment Rules (6.33 and 15.2). (J) Landing of troops and supplies: See Transport and APD Rules (5.14, 6.34, 9.0). (K) Abort Reset Task Force Plots (6.38). (L) Transfer of Air Units: Players may transfer (see 6.26 and 10.6).

Execution Segment #2 (night) - Fundamental Sections -(A) Japanese Player reveals whether or not he

has Task Forces at Guadalcanal. (B) American Player reveals whether or not he has Task Forces at Guadalcanal. - Variable Sections -(C) Surface Action

(D) Bombardment (E) Landing Troops and Supplies (F) Reset Task Force Plots Execution Segment #3 (day) - Fundamental Sections -

(A) Japanese Player reveals where his Task Forces are and the composition of same (repea of seg. #1, sect. A) and also reveals where they were on the previous night segment. (B) American Player repeats seg. #1, sect. B. - Variable Sections -

(Repeat seg. #1, sect.'s C, D, E, F, G, H, J, K.) Execution Segment #4 (night) (Repeat seg. #2, sect.'s A, B, C, D, E, F.) Execution Segment #5 (day) (repeat #3) Execution Segment #6 (night) (repeat #2) Execution Segment #7 (day) (repeat #3) GROUND COMBAT PHASE

Ground Combat is initiated and resolved according to the Ground Combat Rules. PLOT PHASE #2 Announcement of Japanese Intentions (repeat

as per Phase 1) Allocation of Task Forces (repeat as per Phase 1) Movement Plot (repeat as per Phase 1)

PLOT EXECUTION PHASE #2 Repeat the cycle of Day and Night Execution Segments as shown in Plot Execution Phase

Segment #8 (night) Segment #9 (day) Segment # 10 (night) Segment # 11 (day) Segment # 12 (night)

complete flow of a Game-Turn.

Segment # 13 (day) Segment # 14 (night) Players are advised to examine the Game-Turn Plot Chart, which represents visually the

[5.0] INITIAL DEPLOYMENT

GENERAL RULE: The initial placement of the opposing forces for Game-Turn 1 is given on the Turn Record /Reinforcement Chart. On every Game-Turn thereafter the Players set-up in accordance

[5.1] PRELIMINARY DEPLOYMENT AND LIMITATIONS (Plot Phase 1) [5.11] Ground Units

Ground units remain where they were at the completion of the previous Game-Turn. [5.12] Land Air Units

LAC units remain at the base they were on at the completion of the previous Game-Turn. [5.13] Naval Air Units NAC units, if landbased, remain where they

were. If allocated to a carrier they remain with that carrier. [5.14] Allied Naval and Transport Units

Available American Naval and Transport units may be placed either at Espiritu Santo or Australia (off map) at the option of the American Player. [5.15] Japanese Naval and Transport Units Available Japanese naval and transport units

the limitations of case 5.16 below. NOTE: The Naval and transport units referred to in Cases 5.14 and 5.15 are those units available before the deployment of reinforcements. See Sequence of Play.

are placed either at Ralbaul or Truk (off man).

at the option of the Japanese Player, subject to

[5.16] The Japanese Player may deploy a maximum of ten non-transport naval units the total combined Bombardment Strength of which may not exceed 100 Points. Carrier units may never be deployed or based at Rabaul There is no limit to the number of transport units that may be deployed there.

[5.2] USE OF TASK FORCE COMPOSITION

gether on the slots of the Task Force

[5.22] Task Forces may only be formed from units which are available at the same base Thus the Japanese Pllayer may not initially combine units which are in Truk and those in Rabaul into the same Task Force (they may combine later - see Task Force Reallocation The American Player may not initially combine forces in Australia with those in Espiritu Santo

15.231 A Task Force may be composed of as Task Force (subject to Case 5.16).

[5.31] Once assigned, the composition of a Task Force may not be changed during Plot Execution Phase #1. However, the Players Board. Place the appropriate number of Task Force counters in the hex the units are in.

Carriers are not automatically equipped with a ments, with the exception that repaired Repaired units appear as normal reinforceto spend for refitting to determine the total. Game- I urns that the unit would normally have einforcement Chart, adding the number of crippled units on the appropriate place on the must spend off the map for repair. Position the determine the number of Game-Turns the unit unit affected. Double the number rolled to repair, the owning Player rolls the die for each number of Game-Turns a unit must spend for from the map for repair. To determine the Crippled Naval units are removed immediately EFFECTS OF CRIPPLING

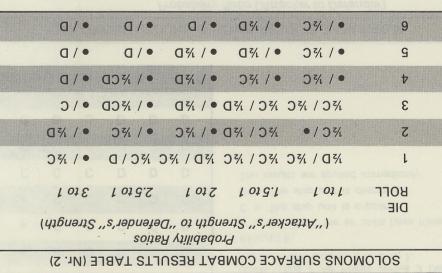
complement of NAC.

• = No effect. chosen in a random fashion. four units crippled and three units destroyed, amount of units the odd unit would be one-half are destroyed. In the case of an odd 1/2 CD = one-half of the units are crippled and

s crippled or destroyed. Force and the result is % C or % D then the unit It there is only one unit in the affected Task destroyed are picked randomly as above. fraction is rounded down. The actual units % D = one-half of the units are destroyed. The other Player selects half of the units at random. ruits face down and mixes them up and the whose units are half crippled places all the units, three would be crippled. The Player raction is rounded down. It there were seven 1/2 C = one-half of the units are crippled. The  $oldsymbol{1} = all units are destroyed$ C = all units are crippled

Results to the right of the slash (/) apply to the Results to the left of the slash (/) apply to the EXPLANATION OF RESULTS

and recalculate the combat. should refer back to the Surface Combat Rules more they are impossible to achieve. Players Attacks less than 1-1 are not allowed. What is



"S" means all Supply Points are destroyed. Points means three Points are destroyed.] line "42" applied against seven Supply destroyed. [Odd numbers are rounded down. "S" " means one half of the Supply Points are destroyed (if any are present). are present) and letter indicates Supply Points Points destroyed by the bombardment (if any

Air Bombardment: Total the Points of the "70+" column. The die is rolled and the Bombardment Strength Points are read on the Nearest multiple of ten. For example, 78 Force are totaled and rounded down to the

S+9 S+b S+b S+b %S+b %S+b %S+b %S+b %S+b 9 S+9 S+7 %S+8 %S+8 %S+8 %S+1 %S+1 1 9 S++ %S+E %S+E %S+Z %S+L %S+L L L + - 1 1 5+8 % 5+8 % 5+8 % 4+8 % 4+8 % BOLL 10+ 20+ 30+ 40+ 50+ 60+ 70+ 80+ BOMBARDMENT STRENGTH

15 321 Task Forces may not be changed during any Execution Segment. If the course of same hex in the same Execution Segment) they remain separate Task Forces.

## [6.0] SUMMARY OF MISSIONS

Like people, the units in this game have a mission (purpose) in life. Some have several missions. The following section summarizes the various missions that units may perform. 16.11 GROUND UNITS

Ground (land) units are used to defeat Enemy ground units and to occupy Guadalcanal. 16.111 GROUND UNIT MOVEMENT: Ground Units have no inherent movement of their own. They may only be moved by either Naval Units or Transport Units.

16.121 GROUND UNIT COMBAT (Units:Land Infantry/CRT 5): Ground Units may only participate in Combat once per Game-Turn, during the Ground Combat Phase. The procedure used is similar to that of resolving other combat. Total the strength of all the Attacking units, and compare this total to the totaled Strength of the defending units. State this comparison as a probability ratio (combat odds); round off the ratio downwards (in favor of the defender) to obtain the Combat Odds as shown on the Ground CRT. Roll the die and read the appropriate result from the CRT Apply the result at the end of the Ground Combat Phase.



only perform missions during a day Execution

[6.21] TRAINING A CARRIER AIR-GROUP (Units: NAC): During the Carrier Air Group Training Segment (see Sequence of Play) the Japanese Player removes those carriers (from the available units) that he wishes to equip with untrained Carrier Air-Groups taken from those carriers which he has available at Truk, and places them two Game-Turns away on the reinforcement chart. If it is Game-Turn 2, they will be placed on the chart next to Game-Tu 4. The Japanese Player next places those NAC which are available at Truk that he wishes to train on the CAG assignment chart next to the

The U.S. Player (during the CAG training Segment) removes his carriers and NAC units and places them only ONE Game-Turn away on the reinforcement chart. [6.22] COMBAT AIR PATROL (CAP) - Area

and Point Defense (Units: Area - LAC and NAC/Point Defense — NAC. CRT: 4): CAP may be allocated over an entire hex (Area Defense) or it may be allocated over a specific Naval Defensive Group (Point Defense). CAP may only be allocated in the same hex as the mission in that hex (i.e., Enemy air units NAC Points which he wishes to go on Area Defense face-down in the hex, so the Enemy bombardment of an airbase, and these losses are extracted at the end of the execution

Air units on Point Defense are allocated to a specific Naval Defensive Group; the inverted counters are placed on top of the specific group and combine their doubled strength with that of the defensive group. Again, blan may use Point Defense are NAC, and then, Groups in Task Forces from which they themselves originate.

All unallocated air units on Henderson Field are automatically. Unallocated units on Carrie decks sit there. Both LAC and NAC combine for purposes of Area Defense. 16.231 BOMBARDMENT OF BASES (Units

NAC, LAC - CRT:1): Air units must be allocated to attack a specific target. If the target is Henderson Field, all the unallocated air units on the base rise to Area CAP (see CAP). After the air units on CAP have resolved combat, (if any) the surviving attacking units total Bombardment Strength is computed, the die rolled and the appropriate column on the CRT is consulted. Supply Points are lost immediately, and air units destroyed are removed at the conclusion of the execution segment. Only the airbase on Guadalcanal may be attacked in such a manner.

[6.24] BOMBARDMENT OF NAVAL UNITS (Units: LAC, NAC - CRT:4): After the defending player has set up his Naval Defense Groups as in section 14.3, the attacking a units are allocated to specific groups. This takes place after all Area CAP has been resolved, and all other CAP has been allocated All Anti-Aircraft fire is resolved, losses extracted, and the Attacking Player ther decides which naval units of the Naval Defense group he wishes to attack. Combat is resolved as in section 14.3, the Bombardment Points are compared to the Defense Strength of the attacked naval unit.

[6.25] CARRIER COUNTER-ATTACKS (Units: NAC - CRT:4): Carriers which have exhausted their one "Offensive Mission" (see 14.41) may be attacked in a subsequent day Execution Segment by air units of Enemy Carriers which have not expended their one Offensive Mission. Air units on the defending Carrier Task Force may be allocated to CAP or they may be "retained" on the carrier. The Enemy attack is executed, and the results are applied. Air units which have been retained on a Carrier which survives (is not crippled or sunk) the attack may then launch an attack against the Enemy Carrier Task Force which attacked it (essentially, following the Enemy

16.261 AIR UNIT TRANSFER (Units: LAC NAC - CRT:none): Air units which have not performed any of the foregoing missions during a Game-Turn may transfer from any Friendly airbase (or Carrier) to any other Friendly airbase (or Carrier). Such transfer takes place on Variable Section K of any day execution segment. Units which transfer may not transfer to a Carrier. [6.3] NAVAL UNITS AND TRANSPORT

are the CV, BB, BC, B. The non-Capital ships are the CA, DD, and APD. The Transport units are more singular in purpose. They serve to carry troops and supplies to Guadalcanal. All Naval and Transport units are allowed to complete only one mission each per

[6.31] MISSION ALLOCATION AND LIMITATIONS:

mission or an Anti-Ship mission. always be assigned a Transport mission. C) A Task Force may not contain both

Transports and Carriers. D) A Task Force may not be assigned a mission which it cannot conceivably execute. For example, an American Player could not send a Task Force to bomibard Guadalcanal while he still holds Henderson Field. There would be nothing for him to bombard.

[6.32] ANTI-SHIP MISSION (Units: CV, BB, CA, DD - CRT:2): Task Forces with an Anti-Ship mission which enter hex M are considered to be engaging enemy Task Forces there. In ship-to-ship combat the procedure consists of several steps: The Japanese Player removes the units

on any convenient spot. The American Player does the same. The Surface Attack Strength Points of the Japanese Naval Units are totaled, and the same is done for the American units. The totaled Attack Strength Points are compared with the totaled Defense Strength Points, the comparison is stated as a ratio, the table is consulted, the die rolled by the attacker and the result is applied. Anti-Ship Task Forces containing Carriers may never engage in ship-to-ship surface combat. Their Anti-Ship mission is resolved by means of the integral

Carrier Air Groups attacking Enemy ships (see 6.24). Forces containing Carriers never engage in

ENCY TRANSPORT, AND ESCORT MIS SIONS (Units: IJN: DD, U.S.: APD, Transports - CRT: none): Transport units have a limited ability to carry land units and Supply Points. All transports may carry a maximum of three Strength Points worth of land units or three points worth of supply or any combination

load (embark) units during the plot segment of the Game-Turn. Players simply allocate Transport units to a Task Force at Espiritu Santo (for the Americans) or Rabaul (for the Japanese) and then load the desired units. This may be any amount of supply (up to the capacity of the Transports) or any land units which are available (again, up to the transport capacity). Place the loaded units upside down under the Transport units, so that the Enemy

[6.35] JAPANESE EMERGENCY TRANS PORT: Japanese destroyer units may transport either one Strength Point of land unit or one Supply Point. The unit to be transported in embarked in the normal manner (see 6.34) without any penalty to the destroyer unit. The destroyer then makes a "Slot Run" sometime during the Game-Turn, unloading the unit it is carrying when it reaches the desired hex. If the destroyer is destroyed or crippled, the supply or land unit is destroyed. The emergency transport may be part of a bombardment of Anti-ship Task Force. Only one Japanese DD unit per Plot Execution Phase may engage in Emergency Transport of Strength Points.

American Player receives one APD unit. Th APD may carry one supply unit or one Ground unit and appears fully loaded at Espiritu Santo It drops off the cargo simply by moving into the hex containing Guadalcanal at which time the American Player announces that the APD is dropping off cargo. The APD unit may be attacked within the normal restrictions; if it i crippled or sunk it is replaced the nex Game-Turn. The APD is worth no Victory Points. At no time may there be more than one APD unit in the Game; it is replaced only when destroyed or crippled. If destroyed or crippled the cargo is destroyed. The APD may be included in a larger Task Force (with any, mission) or it may sail separately.

[6.37] THE SLOT AND ANTI-SLOT: Hexes K Rabaul by the end of the Game-Turn. automatically triggered by a Japanese Slo

Task Force, and automatically intercepts the

Japanese Task Force in hex M. It takes the

path of hexes O. N. M.

that would normally be required.

Players must grasp the difference between combat sections so you would abort on the segment prior to entering hex M. If you proceed into hex M it is too late to avoid combat in that segment.

[6.4] SUPPLY UNITS Supply units represent the material needed by the troops, i.e., food, fuel, ammunition, etc. They exist only for transport purposes: once they are debarked onto Guadalcanal they are removed from the map and their presence is noted on the Guadalcanal Supply Status Charts.

[7.0] LAND UNIT TRANSPORT

on the island.

# MOVEMENT

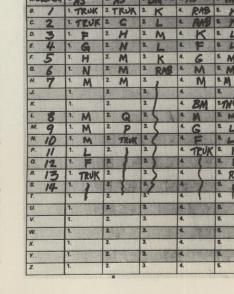
(Refer to the Sequence of Play).

During the Plot Phases of each Game-Turn both Players will assign a course and mission to each of their Task Forces that sorties. During the Plot Execution Phase immediately following they will attempt to execute the course and mission assigned. Under certain circumstances the Players will be allowed to change the Task Force Plots. Thereafter they will attempt to execute the revised Plots. The execution of each Plot is shown on the Map As the Plot Execution Phase progresses the Players place counters representing the positions of their various Task Forces on the Map in the hexes that their Plots call for.

The Game is equipped with a pad of Simultaneous Movement Plotting Charts. This Chart is designed for use in Solomons Campaign and subsequent SPI games which will also employ simultaneous movement Players should compare this Chart with the Game-Turn Plot Chart printed on the mapsheet. They will note that the Simultaneous Movement Plotting Chart is almost completely devoid of detail. Therefore Players are advised to plot movement and missions in the following manner:

Task Force assigned to perform it. Put the mission information in the first tinted line across. Beginning with the second line (clear) in the extreme left (in the lettered boxes), write numbers "one" through "fourteen" down. fourteen Movement Segments of each Gamethe hexes each Task Force is to move into for Segments eight through fourteen.

SPI SIMULTANEOUS MOVEMENT PLOTTING CHART



SEGMENT

follows: Task Forces containing naval units only: one hex every Execution Segment. Task Forces containing naval and transport units: One hex every TWO Execution Segments.

During Fundamental Sections A and B of each Day Execution Segment the Players place Task Force counters in the appropriate map hexes as called for by the movement Plot and the Intelligence Rules. Each Player takes a Simultaneous Movement

Plot Chart and lists his Task Forces. He then writes the courses of the Task Force for the following Plot Execution Phase. The course(s) is plotted in terms of hexagons.

Force 3 to proceed from Rabaul and arrive at Guadalcanal at the third Segment of the Execution Phase his Plot Chart would read as follows: 3. AS RAB 4.

K M In any Plot Phase Players may plot courses for

[8.4] CHANGING MOVEMENT PLOT Task Forces which have executed a mission are required to retire to a Friendly Naval Base as expeditiously as possible. This may require Players to rewrite their Movement Plot. [8.5] MAP ENTRANCE AND EXIT HEXES FOR

IJN Task Forces from Truk must enter the map

on hexes P, K, F, A, B, C, and D. IJN Task Forces originating in Rabaul enter on hex K. These are their Entrance/Exit hexes. American Task Forces originating at Espiritu Santo must enter the map on hex O. American Task Forces originating in Australia must enter the map on hexes R, S, O, J, and E. These are their Entrance/Exit hexes.

ATIONS ON THE JAPANESE PLAYER The Japanese Player may not plot a movement which he has not revealed to the American Player under the American Intelligence Rule. For example, he may not plot a sortie by Carrier units from Truk if he did not tell the American Player that he planned to sortie Capital Ships from Truk.

Truk Sortie resolution segment. [8.7] NIGHT MOVEMENT IN HEX M (Guadalcanal) In any Execution Segment that the Movement

Plot calls for the Task Forces of either Player to

18.81 REFITTING

sea must undergo a two Game-Turn (tw week) period of Refitting. For example, if they are at sea on Game-Turn 2 and end tha Game-Turn in Truk, they are removed from the Truk Base at the end of the Game-Turn and placed on the Reinforcement Chart under the Truk reinforcement column at Game-Turn 5. They are treated as reinforcements and are returned to the game during the Reinforcement Segment of Game-Turn 5. All Japanese Carriers MUST return to Truk.

[8.81] All Japanese naval units which return to

and Transports which return to Rabaul after a Game-Turn at sea must undergo a one Game-Turn (one week)) refit. For example, in used on Game-Turn 2, they would return to base on that Game-Turm. They would return to

Rabaul have no refit delay, i.e., they may be used every Game-Turn [8.84] American Naval units which return to Australia must undergo a one Game-Turn (one

week) refit. They are pllaced on the Australia

Cruiser and Destroyer units based at Espiritu

The Task Force begins P'lot Phase 2 by moving to hex M and Bombardiing the American Base on Guadalcanal during the Night Execution Segment. The Task Fiorce then returns to Rabaul by moving through hexes L and K and then expending one more Execution Segment to enter the Rabaul Naval Base.

ese Task-Force 3 returns to Rabaul in the

following Manner:

## [9.0] TRANSPORT UNIT MOVEMENT

19.11 TRANSPORT MOVEMENT Task Forces containing transports may move

must be assigned a transport mission. They move at the transport unit Movement Rate. [9.3] SELECTION OF CARGO Transport units have a limited capacity to carry land units (troops) and supply. All transport

TRANSPORTS Loading Transports(embarking): All transports CAP ON AREA DEFENSE: Total the Air Points of the intercepting CAP. Double the total.

> RESULTS: The number is the number of Air Points lost by the attacking air units. Apply immediatel Japanese Land Air Units attack at extended range lose this same number of Air Points

\* The ratio is arrived at by totaling the Air Points of all air units attacking a ship unit and comparing the total to the Defense Strength of the ship unit attacked. The ratio is rounded down. Thus 7 Air Points versus 3 Defense

RESULTS No effect, the air units have missed. C = The ship unit is *crippled*.

D = The ship unit is destroyed. The results are applied immediately.

Odds less than 1-2 are not allowed. Odds greater than 3-1 treated as 3-1.

1 to 1 1.5 to 1 2 to 1 2.5 to 1 3 to 1 5/2 2/2 1/2 2/10 •/25 2/• 2/10 •/2 •/2 •/10 2/2 2/10 •/10 •/15 •/15 1/2 •/2 •/10 •/15 •/20 1/2 •/10 •/10 •/20 •/20 • / 2 • / 10 • / 20 • / 20 • / 20 HOW TO USE THE TABLE: EXPLANATION OF RESULTS

The number to the left of the slash (/) refers to Express the Attacker's Strength as a ratio to the amount of Ground Points lost by the "Attacker." The number to the right of the slash (/) refers to the amount lost by the "Defender. These amounts are deducted from the face

value of the units involved.

Carrier that they are assigned to.

[6.2] AIR UNITS There are two types of Air Units included in the game. First, there are Land Aircraft (LAC). These may only operate from a land airbase Secondly, there are Naval Aircraft (NAC). These may operate from both a land Airbase and from Carriers. Both types of aircraft may

airbase or carrier from which it originates. Air units on Area Defense are used against all Enemy air units performing an offensive attacking a Friendly airbase or naval units in that hex). Each Player will place those LAC or

Player does not know the number of Air Points on CAP. Blank counters may be used. In number of Air Points on Area Defense CAP is doubled, for purposes of Combat Resolution, i.e., 5 Air Points would be read as 10 on the Anti-aircraft CRT. Enemy losses are extracted immediately upon resolution, and there is no return fire from the Enemy units. Units on CAP (both Area and Point Defense) never take any losses except as the result of having no Carriers to return to, or from losses inflicted by

segment in which they occur. counters may be used. The only units which they may only use it over Naval Defensive

assumed to go on Area Defense CAP

not perform any other mission for the balance executed by means of their integral Carrier Air of the Game-Turn. Obviously LAC units may Groups bombardment (see 6.23).

The main purpose of naval units is to counter those naval units which the Enemy Player possesses. Not only to sink and cripple them, but they would be next to worthless if they did not stop the Enemy from completing his mission. Also, they bombard Enemy bases, and provide escorts for the all too vulnerable transports. There are two types of naval units Capital and non-Capital. The Capital ships

A) Task Forces containing Carriers must always be assigned to either a Bombardment B) Task Forces containing transports must

composing his Task Force from the Task Force composition board and displays them face up The Player with the most Attack Points is declared the "Attacker," the Player with the fewer the "Defender." The Attacker attacks.

[6.33] NAVAL BOMBARDMENT MISSIONS (Units: B. BB, BC, CA, DD - CRT:1): The purpose of Naval Bombardment is to destroy Enemy Supply Points and Air Points located on Guadalcanal. A Naval Bombardment Mission may only be executed by naval units which have been assigned a Bombardment Mission. Such a bombardment takes place in the Bombardment section of any Execution egment. The bombarding Player totals the Bombardment Points of the Task Force, rolls the die and consults the Talble. Supply Points are removed immediately as called for, while Air Points are removed only at the completion of the Execution Segment. Ilf there are two or more Task Forces bombarding in the same segment, they are totaled together. Task

bombardment. Their bombardment mission is

A) Transport Movement: Transports and Task Forces which contain them move only one hex

> per every two execution seaments. B) Loading Transports: All Transports may Player does not know what is being carried ransport missions must be begun from either

> Espiritu Santo or Rabaul, and Japanese Transports must be repaired at Truk.

> [6.36] AMERICAN APD: On Game-Turn 2 the

L. and M are considered to be the "Slot. Japanese naval units based in Rabaul are the only units which may come down the Slot Units coming down the slot must proceed directly to Hex M through hexes K and L. After attempting to complete their mission they must go back the way they came, returning to Rabaul. The Task Force may not stay more than one execution segment in any one hex Units may make a Slot Run during any Execution Phase so long as they return to The American Player may assign Anti-Slot (AS) mission to any Anti-Ship Task Force based in Espiritu Santo. This Task Force is

[6.38] ABORTING MISSIONS: A Player may abort a Task Force mission on any execution segment. In order to abort, the Player(s) resets his Task Force Plot charts at the end of an execution segment (variable sections K or F) This means that Players may avoid combat by aborting only if they evaluate an Enemy threat on a prior execution segment. If a Player aborts a Task Force he must reset the plot for that Task Force so that it is returned to the nearest Friendly naval base through the shortest possible path of hexes. The "aborted" Task Force may not attempt to complete any

Its constituent units must undergo any refitting [6.39] JAPANESE ALTERING MISSIONS: Japanese Task Forces assigned to Transport or Bombardment Missions may alter that mission at any time to anti-ship at the option of the Japanese Player. Japanese Anti-ship and American Task Forces may never alter their mission at any time during a plot execution phase except to abort. Altering a mission does not require or involve changing the move-

mission for the remainder of that Game-Turn.

altering a mission and aborting it. Only the Japanese can alter a mission. This simulates the desire of the Japanese to pitch into the Americans at any opportunity. Aborting simulates the effect of limited intelligence on the naval command. If you are the American Player and the Japanese Player reveals what appears to be a strong force in hex K apparently in position to enter hex M in the following execution segment and you have a weak force plotted to enter hex M on the following execution segment, you may wish to abort rather than risk losing all or part of your force. Remember you can only abort in the alteration of plot section of the execution segment and this occurs after the various

Ground units are transported to Guadalcanal by Naval units, Transport units, or APDs (see Transports). Once on Guadalcanal they do not 'move" in the traditional sense. Ground units have no Movement Allowance of their own; they may only be moved by Naval units. The game begins with American ground units already on Guadalcanal. Their actual position on Guadalcanal is irrelevant; the American Player is automatically in control of Henderson Field (when built) and remains so as long as he has any ground units on the island. All ground units, both Enemy and Friendly, are considered to "share" Guadalcanal equally; their actual relative positions on the island are meaningless. When ground units are transported to Guadalcanal they are simply placed anywhere

[8.0] NAVAL UNIT

transport units carrying ground and supply units takes place during the Plot Execution Phases (182) of the Game-Turn. The naval and transport movements are planned in advance during the Plot Phases of the Game-Turn

[8.1] SIMULTANEOUS MOVEMENT PLOTTING CHART

For both Plot Phases, list Task Force missions in the numbered boxes across the top of the Chart with each mission corresponding to the These numbers will correspond with the Turn. Day Movement Segments will be clear while Night Movement Segments will be tinted. For Plot Phase #1, notate the hexes each Task Force is to move into for Segments one through seven. For Plot Phase #2, notate

ASKANI I AS TEAM 2 ASTRON 2 BAND 4 ASTRON 5 THE C. 2 1. TRUK 2 TRUK 2 K 4 RAB 5 K 2 1. TEUR 2 C 2 M 2 M 4 K 5. L

1. G 2 M 2 L 4 F 6 L

1. H 2 M 3 K 4 G 5 M

1. N 2 M 3 RM 4 M 5 M

1. N 2 M 3 RM 4 M 5 M

1. M 2 M 3 RM 6 M 5 M

1. L 2 M 3 RM 6 M 5 M

1. L 2 M 3 RM 6 M 5 M

1. L 2 M 3 RM 6 M 5 M

1. L 2 M 3 RM 6 M 5 M

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1. L 2 M 3 RM 6 M 5 M

1. L 3 RM 6 M 5 M

1. L 4 RM 6 M 5 M

1. L 4 RM 6 M 5 M

1. L 5 RM 6 M 5 M

1. L 6 RM 6 M 6 M

1. L 6 RM 6 M

1. L 1. M 2 P 3 4 G 5 L
1. M 2 TRUK 5 6 F 6 L
1. L 2 3 2 4 TRUK 5 K
1. F 2 2 2 4 5 K
1. TRUK 2 2 3 4 6 RAB

[8.2] MOVEMENT PERMITTED PER

The maximum speed of Task Forces is a

Task Forces may move through any lettered hex. Any number of Task Forces may be in the same hex on the same Execution Segment. [8.3] PLANNING MOVEMENT (Plot)

Each hexagon on the map is identified by a letter. The Players list the position of the Task Forces to correspond with the lettered hexagons. If the IJN Player wants his Task

some, all or none of his Task Forces. Planning movement is voluntary. TASK FORCES

[8.6] TRUK AND INTELLIGENCE LIMIT-

The IJN Player cannot plot a move from Truk if the die roll went against such a move in the

be present at Guadalcanal the Player(s) place those Task Force counters in hex M (which contains Guadalcanal). This is done whether or not the other Player has a Task Force

[5.21] Players remove naval and transport units from their locations on the map and group them into Task Forces by placing them Composition Chart. A Task Force Marker is then used to represent that group of units

TF-1

many or as few naval units as a Player cares to assign to it. There is no limit to the size of a [5.3] TASK FORCE REALLOCATION (Plot Phase #2)

may change the composition of their respec tive Task Forces during the Allocation of Task Forces Segment of Plot Phase #2. Task Forces which ended Plot Execution Phase #1 in the same hex may be combined or divided in any way to form any number of new Task Forces. Simply take units from the existing Task Forces and put them into a new Task Force Slot on the Task Force Compositio

> SOLOMONS CAP/ANTI-AIRCRAFT COMBAT RESULTS TABLE (Nr. 3)

> > 3 1 3 4 5 7 9

5 - 2 3 4 5 6

6 - 2 3 4 5 6

Less than 10 no effect;

Greater than 60 treated as 60.

Probability Ratios\*

• • C C C C

• C C C C D

• C C C D D

CCCDDD

CCDDDD

CDDDDD

to 1.5 to 1.

1 3 3 4 5

[8.82] All Japanese Battleships, Battlecruisers

the Game on Game-Turn 4. [8.83] Cruiser and Desstroyer units based at

track of the Reinforcement Chart at the appropriate Game-Turn in which they return to the Game. American Carriers must return to [8.85] American Battleships and Transports which return to Espiritu Santo must undergo a one Game-Turn (one week) refit. American

Santo have no refit delay, i.e., they may be

used every Game-Turn. [8.9] BASE LIMITATIONS Naval units are restricted as to the number of Game-Turns which they may spend at sea they must end each Game-Turn in a Friendly Naval Base. In addition, they must spend varying amounts of time replenishing supply and refitting (see Riefitting). Naval and Transport units return to a Naval Base by leaving the map from their designated Entry/Exit hexes. Returming to base consumes one Execution Segmentt. For example. Japan

one hex every two Execution Segments. [9.2] INCLUDED IN TASK FORCES All Task Forces containing transport units

units may carry a maximum of either three Strength Points worth of land units or three Points of supply, or a combination thereof. [9.4] LOADING AND UNLOADING

may load (embark) units during the Movement

rippled. Seven units would break down to

Attacks greater than 3-1 are treated as 3-1.

ffacking air units, roll and read.

The number represents the number of Air Strength of all units in the bombardment Task Naval Bombardment: The total Bombardment EXPLANATION OF RESULTS:

SOLOMONS BOMBARDMENT COMBAT RESULTS TABLE (Nr. 1)

nultiple of ten. Roll and apply the result. ANTI-AIRCRAFT STRENGTH ANTI-AIRCRAFT OF SHIP UNITS PLUS ANY CAP ON POINT DEFENSE: Total the Roll 10 20 30 40 50 60 anti-aircraft Strength Points of all the ship units in the target group being attacked. Add to that the doubled total of any CAP allocated 1 3 3 6 8 9 10 to defend that target group. Round the grand total down to the nearest multiple of ten. Roll 2 3 3 5 7 9 10 and apply the result.

again after executing their mission.

SOLOMONS AIRCRAFT- NAVAL COMBAT RESULTS TABLE(Nr. 4) (Air Point Strength/Defense Strength) Roll 1-2 1-1 1.5-1 2-1 2.5-1 3-1

Points equals 2.33 to 1 or 2 to 1.

SOLOMONS GROUND COMBAT RESULTS TABLE (Nr.5) Probability Ratio (Attacker to Defender)

the Defender's Strength. Round the ratio down to conform to the closest odds-column. 9 Attack Points to 5 Defense Points would equal 1.8 to 1 which would be rounded down

value of the units involved. These amounts are deducted from the face slash (/) refers to the amount lost by the "Attacker." The number to the right of the the amount of Ground Points lost by the The number to the left of the slash (/) refers to EXPLANATION OF RESULTS:

9 Attack Points to 5 Detense Points would down to conform to the closest odds-column. the Detender's Strength, Round the ratio

CDDDDD

ССОООО

C C C D D

• • • • •

0 0 0 0 ·

3 3 3 9 • •

Roll 1-2 1-1 1.5-12-1 2.5-13-1

(Air Point Strength/Defense Strength)

Probability Ratios\*

COMBAT RESULTS TABLE(Nr. 4)

SOLOMONS AIRCRAFT- NAVAL

Greater than 60 treated as 60.

Less than 10 no effect;

9 9 7 8 7 9

9 9 7 8 7 9

4 1 3 3 4 6 7

3 1 3 4 6 7 9

2 3 3 6 7 9 10

01 6 8 9 8 8 1

Holl 10 20 30 40 50 60

HTDNART STRENGTH

COMBAT RESULTS TABLE (Nr. 3)

SOLOMONS CAP/ANTI-AIRCRAFT

	• \ 50	• \ 50	• \ 50	01/•	0/5	9	alled to the unit
	• \ 50	• \ 50	01/•	01/•	1/2	9	
Delender C = all u	• \ 50	91/•	01/•	2/•	1/5	Þ	ediately
	91/•	91/•	01/•	2 / 10	2/2	3	
XPLANA Results to	01/•	2/•	2/•	2 / 10	0/7	2	
	• \ 52	2 \ 10	1/5	2/2	2/9	L	
	1 01 8	f of 3.2	l of S	l of 3.1	lotl	BOLL DIE	an ode biod bion
	(Jəpu	cker to Defe	ettA) oites	Probability P			
	(B.'N) 3	IBAT STJU	SAR TA8	опир сом	NONS GE	SOLOI	

Odds greater than 3-1 treated as 3-1. Odds less than 1-2 are not allowed.

The results are applied immediately. D = The ship unit is destroyed. C = The ship unit is crippled. • = No effect, the air units have missed.

Points equals 2.33 to 1 or 2 to 1. down. Thus 7 Air Points versus 3 Defense the ship unit attacked. The ratio is rounded comparing the total to the Defense Strength of Points of all air units attacking a ship unit and \*The ratio is arrived at by totaling the Air

again after executing their mission. range lose this same number of Air Points Japanese Land Air Units attack at extended the attacking air units. Apply immediately The number is the number of Air Points lost by

RESULTS: and apply the result. total down to the nearest multiple of ten. Roll to defend that target group. Round the grand to that the doubled total of any CAP allocated units in the target group being attacked. Add anti-aircraft Strength Points of all the ship CAP ON POINT DEFENSE: Total the YNA SUJI STINU IIHS TO TTARDRIA-ITNA multiple of ten. Roll and apply the result. Round the doubled total down to the nearest of the intercepting CAP. Double the total.

CAP ON AREA DEFENSE: Total the Air Points

equal 1.8 to 1 which would be rounded down Express the Attacker's Strength as a ratio to HOW TO USE THE TABLE:

> from either Espiritu Santo or Rabaul. Japanese transports may be repaired at Truk. Unloading Transports (Debarking): To debark onto Guadalcanal, and nowhere else, move the transporting units Task Force into the same hex as the land area. The transports must remain in segments, i.e., a full 24 hours, at the end of which the debarking units are placed on the land area. Unloading occurs in section labeled "Landing of Troops and Supplies."

Plot Segment of each Game-Turn. Players

simply allocate transport units to a Task Force

at Espiritu Santo (for the Americans) or Rabaul

(for the Japanese) and then load the desired

units. This may be any amount of Supply (up

to the maximum capability of the transport

units) or any land units which are available

(again, up to the maximum capability of the

transporting units). Place the loaded units

upside down under the transport units, so that

the Enemy Player does not know what is being

carried. Transport missions must be begun

19.51 EMERGENCY TRANSPORT LIMITATIONS The Japanese Player may make a maximum of two Emergency Transport runs in any Game-Turn. At no time may there be more than one American APD unit in the Game; it is replaced only when destroyed or crippled. If

destroyed or crippled the Supply Point or

# [10.0] AIR UNIT MOVEMENT

[10.1] RANGES OF AIR UNITS

Strength Point is destroyed.

Air units may only attack targets within their respective radii of action. American air units (both Land Air and Naval Air) have a radius of one hex. They may attack Enemy Targets within their base-hex and all hexes adjacent to their base-hex. Japanese naval air units have a radius of one hex. Japanese land air units have a radius of two hexes. Combat Air Patrol may only be flown in the base-hex of the units concerned. Air units may not fly CAP in an adjacent hex. ONLY Japanese Land Aircraft (LAC) based at Rabaul may attack the American base at Guadalcanal (and/or any Task Force within the Guadalcanal hex) at an extended range of three hexes.

[10.2] AIR UNIT POST-RESOLUTION After resolving air attacks Players return surviving air units to the base from whence they came.

[10.3] GUADALCANAL (HENDERSON FIELD) SPECIAL RULES

Supply rules inhibit American air movement. Briefly, Supply Points must be expended in order to attack or to transfer air units. Air units may however fly CAP without expending Supply Points.

The American Base at Guadalcanal (Henderson Field) and American Task Forces at the Guadalcanal hex are exposed to Japanese air attack. In order to simplify and speed play, on any Day Segment all American Air units based at Henderson Field are automatically on CAP unless the American Player allocates them to attack during that segment. [10.4] LIMITATIONS ON CARRIER AIR

GROUPS AND TRAINING The training capability of a Carrier is limited to its Air Strength Point Capacity. It cannot train NAC units in excess of this capacity. Carriers which are undergoing damage repairs or refitting may not be used to train a Carrier Air

[10.5] ADDITIONAL AIR BASES Henderson Field: Beginning with Game-Turn 1, the American Player rolls the die for the canal. When a 1 or 2 is obtained the air base is completed and an unlimited amount of the available air units may be placed there. This die roll is made at the beginning of each Game-Turn before any other movement and is effective immediately. The process continues as long as there are American land units on Guadalcanal until the base in completed. If the Japanese Player ever gains undisputed control of Guadalcanal (annihilates American ground units) he then rolls the die for the completion of a Japanese air base on Guadalcanal and continues the process until the air base is completed. The airfield may never be captured by the Enemy Player intact; it is considered

completion of Henderson Field on Guadal-

Shortlands: At the beginning of Game-Turn 10 the Japanese Player receives an air base at Shortlands hex L. This base has a maximum capacity of 10 Air Points. The Japanese air reconnaissance zone is immediately extended from Game-Turn 10 onwards to include areas R, N, and H. The Japanese how have a capacity to base 30 Land Air Points between Rabaul and Shortlands.

[10.6] OFF-MAP BASES AND ENTRY HEXES Japanese air units originating in Rabaul enter on hex K. American air units originating at Espiritu Santo must enter the map on hex O [10.7] LAND AIR BASE LIMITATIONS ON STRENGTH POINTS

The Japanese air base at Rabaul has a maximum capacity of 20 Air Points. All other air units including LAC reinforcements in excess of this limit are removed from the Game for redistribution to other theaters of operation; while they are permanently removed from the game they are not considered destroyed and the American Player receives no Victory Points for them.

American air forces based on Henderson Field must expend 1 Supply Point for every 10 Air Points they allocate to attack an Enemy Task Force. American air units at Guadalcanal may not attack the Japanese airbase at Shortlands.

## [11.0] SPECIAL SLOT MOVEMENT

American aircraft on Henderson Field (the so-called Cactus Air force) consisted primarily of fighters (F4F's and P-400's) and dive bombers (SBD's). The effective combat radius of these aircraft virtually equalled the day-night traveling time of Japanese warships making a high speed run to Guadalcanal. Under cover of darkness, these warships could run into Iron Bottom Sound, unload a limited amount of supplies and troops, throw some shells at Henderson and be out of range of American aircraft by daylight. This was the Tokyo Express. Occasionally if the airfield was dried out early enough in the morning, or if the Japanese cheated on their time schedule, the Americans would catch the ships coming of going. But the cumulative destructive effect of American air on the Tokyo Express was negligible. What the Cactus Air Force did was prevent the Japanese navy from using the waters around Guadalcanal during the daylight hours. In order to make a "slot" run the Japanese are locked into a fairly predictable course and the American navy was always capable of intercepting the Express when it

BENEFITS OF A SLOT RUN: Japanese units making a slot run are immune to air attacks from Henderson Field, as long as the Task Force arrives at hex M during a night Execution

Segment. Japanese Carrier units, Battleship units and Transport units may not make a slot run. Battle-Cruiser units may make a slot run. The American Player may designate certain of his Naval units based in Espiritu Santo as "Anti-Slot." This Task Force automatically arrives at hex M at the same time as the Japanese forces coming down the Slot. The American Player need not write a formal plot for this Task Force. It is automatically on an anti-ship mission.

GENERAL COMBAT INTRODUCTION: As should be apparent by now there are several forms of combat which take place within a Game-Turn and within any given execution segment of the Game-Turn. Players should once again familiarize themselves with the Game-Turn Plot Chart which shows the sequence in which every combat situation is initiated and resolved. This sequence must be strictly followed. Players must know what time it is (day or night) for air combat and submarine combat cannot occur at night. Ground combat occurs midway through the Game-Turn and is completely divorced from naval or air combat. Since each form of

# [12.0] GROUND COMBAT

separate headings.

combat is unique they will be explained under

Ground combat may only occur during the Ground Combat Phase of the Game-Turn (see Sequence of Play). Ground combat occurs at the initiative of the Player who has the greater number of attack-effect Ground Points on the island. Attack-effective Ground Points are defined differently for each player.

[12.1] LIMITATION TO GUADALCANAL Ground combat can only occur on Guadalcanal.

[12.2] DEFINITION OF ATTACK EFFECTIVENESS

All Japanese Ground Points are attackeffective if the Japanese Player has (at least) one Supply Point to expend on Guadalcanal (See Supply). If the Japanese Player has no Supply Points available on Guadalcanal, he has no attack-effective Ground Points there. The American Player must always commit at least ten Ground Points exclusively to defend Henderson Field. These units may never attack. Any Ground Points in excess of these ten are attack-effective if the following

(A) The American Ground Points are in Supply for that Game-Turn (See Supply). If the U.S. Player has previous to the Ground Combat Phase brought new ground units to Guadalcanal, these are in supply whether or not the units already on Guadalcanal are supplied; and

(B) The American Player has (at least) one Supply Point available to expend at the beginning of the Ground Combat Phase.

[12.3] WHO MAY ATTACK The Player with the larger attack-effective force may initiate an attack. If he chooses not to, there can be no ground combat during the Game-Turn. If both Players have an equal amount of attack-effective Ground Points either Player may initiate combat. In the event that both Players wish to attack, both attacks are resolved at the same time and the total results of both attacks are applied simultaneously.

[12.4] HOW TO ATTACK The attacker expends (removes from the map) one Supply Point at the beginning of the Ground Combat Segment.

The attacker must use his entire attackeffective force. He compares his total Strength with the total combined Strength of the Defender (refer to the Supply rules: American Ground units are halved on defense if attacked while out of supply). The total Attacking Strength is compared to the total Defense Strength and stated as a probability ratio. The die is rolled and the appropriate result is applied from the Combat Results Table.

If the Attacker's attack-effective Strength is inferior to the Defense Strength, the excess Defense Strength is set aside. The attacking force proceeds to attack an equal Defense Strength at one-to-one. The excess Defense Points are not affected by combat results.

Guadalcanal but no Supply Points. The American has fifteen Ground Points on Guadalcanal, in supply, and has a Supply Point to expend. The American has five attack effective Points. The Japanese has none. The American elects to attack. He expends the Supply Point and rolls the die. He is attacking five of the Japanese Points at one-to-one. The result is that two Japanese Points are

The Japanese have nine Ground Points on

[12.5] POSSESSION OF HENDERSON FIELD The American Player retains Henderson Field so long as he maintains at least one Ground Point on Guadalcanal. The Japanese seize Henderson Field immediately whenever they totally eliminate all American ground units on Guadalcanal. American air units based on Henderson are automatically eliminated if the Japanese capture Henderson.

## [13.0] JAPANESE SUBMARINE ATTACKS

SS-1 GENERAL RULE: Only the Japanese Player is provided with submarine units. Unlike other units, these do not move during the Execution Phase. They attack only American Capital ship units.

[13.1] SUBMARINE DEPLOYMENT PROCEDURE During the Movement Plot Segment, the Japanese Player positions his available sub marine units in any of the map hexes he so desires by noting the appropriate hexes on his Movement Plot Chart next to the respective submarine units. They are now considered to be separate Task Forces and their positions are revealed in Fundamental Section A of the Plot

Execution Phase. Only one submarine unit may be deployed per hex. Submarine units may only be deployed in Plot Segment #1 of a Game-Turn. They may not be deployed at any other time.

Deployment of submarine units is not affected by the Truk Sortie Limitation (20.0). They may be deployed even though the Japanese Surface Fleet may not sortie from Truk. Once a submarine unit has been deployed in a hex it may not change its position for that Game-Turn. However, it may change its position from Game-Turn to Game-Turn provided it does not remain deployed for more

than 4 consecutive Game-Turns. [13.2] HOW ATTACKS OCCUR During a Day Execution Segment, if an American Task Force containing Capital ship unit(s) enters a hex containing a Japanese

submarine unit, the Japanese Player must

execute a submarine attack if the submarine

has not already attacked during the Game-

Turn in the following manner: the American Player places all Friendly Capital ship units face down in the appropriate hex and shuffles them. The Japanese Player then picks one of the units and attacks it at 1-1 using the surface Combat Results Table and applies the result. If the result calls for the Jap Sub Unit to be crippled it is.

[13.3] LIMITED USE A submarine unit may attack only once per

[14.12] AREA AND POINT DEFENSE: Players Game-Turn. After it attacks simply place it face down on the map to indicate it has been used. It may be used the following Game-Turn. [13.4] WITHHOLDING SUBMARINES AND range interception; or (2) close-in Point REFITTING

The Japanese Player need not deploy his submarine units. Once deployed, they remain so for four complete Game-Turns. After four Game-Turns they are removed for two Game-Turns for Refit. [13.5] EFFECTS OF SUBMARINE ATTACKS

After a submarine attack the American Player only may rewrite his Movement Plot, i.e. abort. COMMENT: The Japanese will usually deploy his Submarines in hexes beyond his Recce range, i.e. an area in which he normally doesn't know the course and composition of American TF's. Thus the burden is on the American Player to follow the directions outlined in Case A. The Japanese Player can examine the American plot at the completion of the Game-Turn, but that may be too late to resovle a possible Sub Attack without distorting the other results of the Game-Turn, and thereby invalidating the entire Game-Turn. [13.6] SUBMARINES ONLY VULNERABLE BY OWN ATTACKS

Japanese submarines may never be attacked. The only time any combat result affects them is when the submarine executes an attack and a combat result is called for against the

## [14.0] AIR COMBAT

During every Day Execution Segment there is a section "D" labeled "Air Unit Allocation Whenever the progress of the Game-Turn reaches one of these sections, both Players may simultaneously allocate their respective air units to perform specific Combat Missions. This allocation should identify the air units performing the mission, the mission itself, and if necessary the target. Example: 20 LAC(R) - TF 2.

The Japanese Player has indicated that 20 LAC Points from Rabaul are attacking American Task Force 2. Players may use any notation system that is mutually understood. Once Forces and Missions have been allocated, the Players simply deploy the air units involved on the mapsheet in their allocated positions. An Air Point (either LAC or NAC) may normally perform a maximum of one offensive mission per Game-Turn. Offensive Missions are defined as (1) Bombarding Guadalcanal, or (2) Attacking Enemy Task Forces. An Air Point may perform Combat Air Patrol on every Day Execution Segment. An Air Point may only perform one mission per Day Execution Segment.

twenty Points on CAP. Interception of Enemy

attacks is simulated through use of the

anti-aircraft table. The Defending Player

compares the doubled worth of CAP to the

Strength listing on the anti-aircraft table and

[18.0] AMERICAN

INTELLIGENCE

1 - Combat Air Patrol intercepts and inflicts [14.1] AIR-TO-AIR COMBAT losses (see above, Case 14.13). Combat Air Patrol: Units allocated to Combat Air Patrol are calculated at double Strength. An air unit of Ten Air Strength Points is worth

2 - The Defender removes the Task Force from the board and replaces it with the actua ship units making up the Task Force under attack. He places these units face-down on the map in groups of no more than four ship units each. He assigns CAP (if available) that has not been allocated to Area Defense and assigns them to specific ship groups as he sees fit rolls the die and the losses shown are extracted (Case 14.12). The Defending Player will then

immediately from the attacking units. Note

that units on CAP never lose Strength as the

[14.11] ALLOCATION OF CAP: During section

D of any Day Execution Segment, both Players

may allocate Air Strength Points to perform a

specific mission, either bombardment of

Guadalcanal, an air attack on Enemy Naval

should note that Combat Air Patrol can be

assigned in two forms - (1) to defend an

entire hex, in which case it simulates long

Defense of target groups of ships. For

example, if the American Player has twenty-

four Air Points available for CAP he could

assign twenty of them to defend the hex

(intercepting with a value of forty) and allocate

the remaining four (doubled to eight) to

augment the anti-aircraft Strength of ship

groups. If he uses them for Point Defense they

are only involved in action if the group they are

[14.13] RESOLUTION OF AREA DEFENSE

CAP: The Defending Player compares the

CAP with the Strength listing on the

anti-aircraft table, rolls the die and the losses

shown are extracted immediately from the

[14.14] EVERY ATTACK INTERCEPTED

Combat Air Patrol Intercepts every attack

made on the hex or target group which it is

assigned to. For example, it is conceivable that

the Japanese attack an American Task-Force

inits from Shortlands, and with CAG from a

in hex M with air units from Rabaul, with air

Carrier Task Force in Hex G. The American

Player has twenty Air Points assigned to CAP

(automatically) from Henderson Field. This

CAP would intercept all three Japanese

In the example above, the Japanese Player

decides in what order he wishes to resolve

Bombardment of Guadalcanal: The Attacking

units are intercepted by CAP (if any), losses

are extracted from the attacking aircraft, and

the Attacker totals the surviving attacking Air

Strength Points. The total is compared to the

Bombardment table, the die rolled and the

result applied to the defender. Note that the

bombardment table calls for Supply Points and

Air Strength Points to be destroyed. The

Supply Points are lost immediately, and the Air

Strength Points are removed from those ai

units which were at the time of the attack

based on Henderson Field. This includes air

units which flew CAP from Henderson Field.

although losses to CAP are not extracted from

these until after all air-to-air combat in that

[14.31] Procedure: Air attacks on Naval and

Transport units are resolved according to a

rigid sequence of events which may not be

Execution Segment has been resolved.

[14.3] AIR-TO-SHIP ATTACKS

AIR-TO-SHIP ATTACK SEQUENCE

[14.2] AIR-TO-GROUND ATTACKS

attacks with a value of forty,

doubled worth of the Air Strength Points on

result of an interception.

Task Forces, or CAP.

assigned to is attacked.

attacking units.

attacks.

inform the Attacker which ship groups have carrier, battleship, battle-cruiser, or transport units. He doesn't specify how many or which specific units they are.

3 - The Attacking Player allocates his Air Strength Points to as many or as few of the defending ship groups as he sees fit.

individually, in any sequence and Strength the

Attacker desires. The attacking Air Strength

Points are compared to the ship units' Defense

Strength, and the comparison is expressed as

a ratio. The die is rolled, and the result

immediately applied from the Aircraft-Naval

Strength with any other ship unit.

Naval Aircraft which have undergone the

necessary training procedure to be able to

operate from a carrier deck. The Carrier forms

their base, and as such it is vulnerable to

[14.41] ONE OFFENSIVE ACTION: Carrier Air

Groups from one Task Force may only execute

one "offensive action" per Game-Turn. An

Attacks (see 14.5). If a Task Force contains

in any Strength from that Task Force shall be

considered the one "offensive action" that is

[14.42] DESTRUCTION OF HOME CARRIERS:

Carrier Air Groups whose Carrier base is

destroyed or crippled while they are perform-

ing an offensive mission or CAP may land on

any other Friendly Carrier or land airbase in the

same hex as their original Carrier or in any hex

adjacent to it, as long as they do not exceed

the Aircraft Capacity of the Carrier or Base.

Otherwise the affected air units are destroyed.

Friendly Carrier Task Forces which have

exhausted their one "offensive mission" and

are on their way back to a Friendly naval base.

may be attacked in a subsequent Day Segment

[14.5] CARRIER COUNTER-ATTACKS

allowed per Game-Turn.

different ships.

destruction.

Some or all of the Defending Carrier Air Group may be allocated to CAP to defend against the enemy attack. Some or all of the Carrier Air 4 - The Defender totals the anti-aircraft Group may be retained on the Carrier(s) and if the Carrier is not crippled or sunk, the surviving Strength Points of all the ship units in a target group, adds in any doubled Air Points on CAP Carrier Air Group may then attack the Enemy compares the Grand Total to the Anti-Aircraft Task Force (essentially following the Enemy planes home). Carrier Air Groups which had Table, rolls the die and inflicts losses on the been allocated to CAP may not participate in Attacking air units, extracting them as they the counter-attack. occur. This is done separately for each group. 5 - The Defending Player now displays the [14.6] LAND AIR BASES individual ship units composing the group(s). 6 - The Attacking Player examines the exposed ship units and allocates any surviving Air Strength Points to attack each ship

by an Enemy Carrier Task Force which has not

expended its offensive mission. Friendly

Carrier Air Groups may then be utilized in the

[14.61] INDESTRUCTABILITY: Henderson Field is never destroyed as a result of bombard ment, either air or naval. Air bombardment car result in the destruction of Supply Points or Air Points only. Players will note that due to the sequence of events in resolving an ai bombardment, there are usually no planes present on the base to be destroyed; they are usually flying CAP. Any Air Strength Points attack table. This is done separately, attacked destroyed by air bombardment are deducted ship by attacked ship. The Attacker need not from CAP after the CAP is returned home to attack every ship in the target group. He may base. If there were no Air Strength Points not use the same Air Point to attack two stationed at the base, the result calling for lestruction of Air Strength Points is ignored. They do not apply to the subsequent transfer [14.32] EVERY ATTACK SEPARATE: After

the defending ship group resolves anti-aircraft Naval bombardment, if any, would occur after fire, the Attacking Player must allocate the surviving Air Strength Points to individual ship all air units had returned to their base so there would be no problem extracting losses. units. Each ship unit must be attacked separately. It may not combine its Defense

[14.62] AIR UNIT VULNERABILITY: Air Strength Points based at a land airbase can be [14.33] COMBINE POINT DEFENSE AND destroyed in either or both of two ways. First TARGET DEFENSE: In step Two of 14.31, the Air Bombardment (see section 14.2). Second, Air Strength Points are added directly to the Naval Bombardment (see section 15.2). totaled Anti-Aircraft Strength of the defending ship group. For example, if a defending ship [14.63] MISSIONS LIMITATIONS: Japanese group has a total of twenty-four Anti-Aircraft Points, and three NAC are available, the three

air units based at Rabaul or Shortlands may only attack Enemy bases or naval units once per NAC would be doubled to a Strength of "six" Game-Turn. Air units which have transferred and added to the Anti-Aircraft Strength of the between bases may not attack on that ship group for a total of thirty Anti-Aircraft Game-Turn. This applies even to a Carrier Air Group which has landed on a land airbase after losing its carrier base. [14.4] CARRIER GROUP LIMITATIONS Carrier Air Groups are composed of those [14.64] EFFECT OF JAPANESE EXTENDED

RANGE: Japanese LAC which attack the Guadalcanal hex at an extended range (see 10.1) suffer double losses as a result of CAF interception or anti-aircraft fire. If the CAP and anti-aircraft results called for the Japanese Player to lose four Points, they would lose four prior to their attack and four after completing

offensive action is defined as an attack upon [14.65] LAND-BASED NAC RESTRICTIONS: Guadalcanal or enemy naval units. However, NAC units may not launch an attack from a they may perform an unlimited number of land base and return to a Carrier even if the defensive actions - "CAP" or Counter-Carrier is in the same hex as the land base more than one Carrier, any "offensive action"

SINGLE HEX

may not combine to execute a counterattack. Friendly Carrier Task Forces operating from different hexes may not combine their CAG to execute any mission. If they happen to attack the same Enemy target they attack in separate groups and resolve separate attacks.

# SOLOMONS BOMBARDMENT COMBAT RESULTS TABLE (Nr. 1) BOMBARDMENT STRENGTH ROLL 10+ 20+ 30+ 40+ 50+ 60+ 70+ 80+ 1 - - 1 1 1 2+5½3+5½ 2 - 1 1 1 2+5½ 2+5½ 3+5½ 3 - 1 1 1 2+5½ 2+5½ 3+5½ 4+5½ 4 1 1 1+5½ 1+5½ 2+5½ 3+5½ 3+5½ 4+5

Strength of all units in the bombardment Task "70+" column. The die is rolled and the

**EXPLANATION OF RESULTS:** The number represents the number of Air Points destroyed by the bombardment (if any are present) and letter indicates Supply Points

destroyed. [Odd numbers are rounded down. Thus "S½" applied against seven Supply Points means three Points are destroyed.]

# 5 1 1+S½ 1+S½ 2+S½ 2+S½ 3+S½ 4+S 5+S 1+S½ 1+S½ 2+S½ 2+S½ 3+S 4+S 4+S 5+S

result applied.

attacking air units, roll and read.

"S1/2" means one half of the Supply Points are "S" means all Supply Points are destroyed.

Naval Rombardment: The total Bombardment Force are totaled and rounded down to the nearest multiple of ten. For example, 78 Bombardment Strength Points are read on the

Air Bombardment: Total the Points of the

destroyed (if any are present)

# SOLOMONS SURFACE COMBAT RESULTS TABLE (Nr. 2) Probability Ratios

DIE Marce	("Attacker's" Strength to "Defender's" Strength)									
ROLL	1 to 1	1.5 to 1	2 to 1	2.5 to 1	3 to 1					
yletsibermi 1	½D / ½C	½C / ½C	½D / ½C	½C/D	• / ½C					
2	1/2 C / •	½C / ½D	• / ½C	• / ½C	• / ½D					
3	½C / ½C	½C / ½D	• / ½D	• / ½CD	•/C					
4	• / ½C	• / ½C	• / ½D	• / ½CD	•/D					
5	• / ½C	• / ½D	• / ½D	• / D	• / D					

•/½C •/½D •/D •/D •/D

Attacks less than 1-1 are not allowed. What is more they are impossible to achieve. Players should refer back to the Surface Combat Rules and recalculate the combat.

Attacks greater than 3-1 are treated as 3-1. EXPLANATION OF RESULTS Results to the left of the slash (/) apply to the "Attacker."

Results to the right of the slash (/) apply to the

C =all units are crippled D =all units are destroyed

 $\frac{1}{2}C$  = one-half of the units are crippled. The fraction is rounded down. If there were sever units, three would be crippled. The Player whose units are half crippled places all the units face down and mixes them up and the other Player selects half of the units at random.  $\frac{1}{2}D$  = one-half of the units are destroyed. The fraction is rounded down. The actual units destroyed are picked randomly as above. If there is only one unit in the affected Task Force and the result is ½ C or ½ D then the unit is crippled or destroyed.

 $\frac{1}{2}$  CD = one-half of the units are crippled and one-half are destroyed. In the case of an odd amount of units the odd unit would be crippled. Seven units would break down to four units crippled and three units destroyed, chosen in a random fashion. = No effect.

Crippled Naval units are removed immediately

EFFECTS OF CRIPPLING

from the map for repair. To determine the number of Game-Turns a unit must spend for repair, the owning Player rolls the die for each unit affected. Double the number rolled to determine the number of Game-Turns the unit must spend off the map for repair. Position the crippled units on the appropriate place on the rcement Chart, adding the number of Game-Turns that the unit would normally have to spend for refitting to determine the total. Repaired units appear as normal reinforcements, with the exception that repaired Carriers are not automatically equipped with a complement of NAC.

It may only take place between opposing forces if at least one of the opponents has ar anti-ship Task Force (a Task Force whose mission is anti-ship). [15.1] MISSION LIMITATIONS

[15.0] NAVAL SURFACE

COMBAT

GENERAL RULE:

If opposing Task Forces (with any missions) meet in any other hex besides hex M there can be no naval surface combat. The opposing Task Forces ignore each other (this, of course does not preclude Carrier air operations). [15.11] TRANSPORT MISSIONS: A Transport Task Force must remain at Guadalcanal (hex M) for two complete execution segments

Surface combat may only take place in hex M.

before it is allowed to discharge its cargo. Much against its will, it may be the target for two successive Enemy Anti-Ship Task Forces. [15.12] CARRIER TASK FORCES: Carrier Task Forces are usually anti-ship Task Forces. But no sober Carrier Task Force commander would ever allow his Carriers to engage in a naval surface action. Therefore, anti-ship Task forces containing carriers may never engage in surface combat, nor may they be forced to do so. For purposes of surface combat their

presence in hex M is ignored. [15.13] SLOT MISSIONS: Slot missions are by definition either bombardment or anti-ship They are completely susceptible to nava surface combat, but however, are immune to air attack from the land airbase on Guadalcanal (Henderson Field)

[15.2] SHIP-TO-GROUND COMBAT (BOMBARDMENT)

The purpose of Naval Bombardment is to destroy Enemy Supply Poiints and Air Strength Points located at Henderson Field. A nava Bombardment mission may only be executed by a Task Force whose mission is bombardment. Such a bombardment takes place during the bombardment section of any Execution

[15.21] HOW TO RESOLVE: The bombarding Player totals the Bombardment Points of the units composing the Bombarding Task Force. If there are two or more Bombarding Task Forces in the same segment he combines them on the Bombardment Table, rolls the die and applies the appropriate result

[15.22] LIMITED TO ONE BOMBARDMENT: A Player may only bombard once per execution segment. A Player may bombard on every execution segment that lhe has a bombardment Task Force in hex IM. A Bombardment Task Force may engage in one surface combat as the Defender, then the survivors may bombard and return immediately by the shortest route to a Friendly base. [15.23] IMMEDIATE RESIDEUTION: A Bom-

bardment Task Force must bombard in the

same segment in which iit reaches hex M. It

can't hang around looking for trouble.

[15.24] RAPID WITHDRAWAL: After Bombarding a Task Force musit return to a Friendly

[15.3] SHIP-TO-SHIP Fundamental sections A and B of any Execution Segment (day or night) reveal to the Players whether there are opposing Task Forces in hex M. Thanks to the Intelligence Rules both Players have an approximate idea opponent's Task Forces. At this point the Japanese Player must decide whether or not to alter the mission of any bombardment or transport Task Force to Anti-Ship and does so if he wishes. Then, and only then, are the following steps taken:

1-The Japanese Player announces whether or not he has an anti-ship Task Force. If he does there must be surface combat. 2-The American Player announces whether

or not he has an anti-ship Task Force. If he does there must be surface combat. 3—If neither Player has an anti-ship Task Force there is no surface combat. The opposing Task Forces proceed to execute whatever mission it was that they were assigned to.

[15.31] SITUATION A - ONE ANTI-SHIP

TASK FORCE VS. ONE ANTI-SHIP TASK FORCE: Assuming that both Players have an Anti-Ship Task Force the following steps are The Japanese Player removes the units composing his Task Force from the Task Force Composition Board and displays them face up on the map - any convenient spot will do. The American Player removes the units composing

nis Task Force and displays them face up. The Surface Attack Strength Points of the Japanese units are totaled, and the same is done for the American units. The Player with the most Attack Strength Points is declared the attacker, the weaker Player the defender. The totaled Attack Strength Points of the attacker are compared with the totaled Defense Strength Points of the defending units. This

comparison is stated as a ratio. The attacker

rolls the die, and consults the Surface Combat

Results Table and the result is applied. [15.32] SITUATION B - ONE ANTI-SHIP TASK FORCE VS. ONE NON-ANTI-SHIP TASK FORCE: Assume that one Player has an anti-ship Task Force (he is the attacker), and that the other Player has a transport or bombardment force (he is the defender). The attacker would display his units and total their Surface Attack Points. The defender displays his units and totals their Surface Defense Points. If the ratio of the attacker's Strength Points to the defender's Strength Points is one-to-one or greater, the attacker resolves combat. If, however, the ratio of Attack Strength Points to Defense Strength Points is less than one-to-one, then the defender will subtract one or more units of his choice until the ratio reaches one-to-one or better, at which point the attacker resolves combat. The

[15.33] SINGLE OPPOSING TASK FORCE VS. MULTIPLE: It is entirely conceivable that multiple opposing Task Forces should converge on hex M at the same Execution Segment. If at least one of these Task Forces is an anti-ship Task Force there must be surface combat. Assuming this to be the case, Players should merge all the Friendly Task Forces with those which have an identical mission. Each will now have at most three Friendly Task Forces in hex M (one anti-ship, one bombardment and one transport). Logically one of two situations now exists: A - Both Players have an anti-ship force, or, B-Only one Player has an anti-ship Task

Assume the first situation occurs:

to section 15.34.

The action is resolved according to the

procedure in section 15.31, EXCEPT that the

attacker has the following option: he may

shield his attacking units and reduce the odds

ratio down to one to one. The units he has

subtracted from the anti-ship surface combat

are grouped together and attack one of the

defender's other Task Forces, at the attacker's

choice. The attack is them resolved according

subtracted units are not affected by the

Combat is resolved by totaling, the Attack as the attacker, and the Player with the fewer the defender. The Attack Strength Points are compared to the Defense Strength Points, and this is reduced to an odds ratio, and the fractions rounded off downward to the nearest column on the Naval Surface Combat Results Table (example: 2.4 to 1 would be reduced to 2 to 1). The die is rolled by the attacker, and the appropriate results applied as in the explanation of the combat results.

[15.35] SHIELDING: "Shielding" is a form of diverting Strength whereby the attacker removes units from the attacking task force and in so doing reduces the odds ratio to no less than one to one, as in section 15.33. Those units of the Task Force which are not removed in effect "shield" the others so that they may attack other Enemy task forces. Obviously, this may not be done if to remove even one unit would lower the odds ratio to less than one to one. Players should keep in mind that it is entire units that are deducted, not Attack Strength Points.

# [16.0] SUPPLY

GENERAL RULE: Land and air units not in supply are penalized in movement and combat. [16.1] SUPPLY STATES

[16.11] AMERICAN SUPPLY: American ground units have two supply states: "ir supply" and "unsupplied." Ground units at Espiritu Santo are always in supply, Ground units on Guadalcanal are supplied only by the expenditure of one Supply Point. The Supply Point is expended in plot Phase #1, before the writing of the American plot. Expending one Supply Point supplies all American ground units at Guadalcanal for the entire ensuing Game-Turn. Ground units transported from Espiritu Santo are in supply for the remainder of the turn after being disembarked upon

Guadalcanal. [16.12] JAPANESE SUPPLY: Japanese ground units have two states of supply: "in Attack Supply" and "in General Supply." Japanese ground units must expend one Supply Point in order to be able to attack American ground units. The Supply Point is expended at the beginning of the Ground Combat Phase.

Japanese units are always in General Supply

and may never be eliminated through supply

alone. Units in General Supply may not attack

but have their Defense Strength unimpared.

[16.2] EFFECTS OF ISOLATION [16.21] EFFECTS ON GROUND UNITS: American units which are unsupplied for three Game-Turns are ½ eliminated. Remove one-half the Strength Points of the affected units at the beginning of the fourth consecutive Game-Turn of being unsupplied. Surviving fractions are rounded upward. For example, if only one Strength Point remains, ½ a StrengthPoint is removed, which leaves ½ a Strength Point remaining which is rounded off upwards to 1. Therefore, it is not possible to eliminate American units completely through lack of supply; any number could be reduced to a single Point, but that unit itself could never be reduced to zero. To have Strength Points eliminated, the American units must be unsupplied for three complete, consecutive Game-Turns. If on the third Game-

Furn a Suppy Point is delivered to Guadalcanal.

it is expended as in 16.11 on the ensuing Game-

Turn and no Strength Points are lost.

[15.34] HOW TO RESOLVE: Naval Surface American ground units which are unsupplied (round fractions upward). In addition Ame ican ground units may only attack through the expenditure of an additional Supply Point (other than that expended to put them in Supply) at the beginning of the Ground [16.22] EFFECTS ON AIR UNITS: At the

> wishes to launch an offensive mission with units based on Henderson Field he must expend one Supply Point for every ten Air Points (or fraction thereof) that he wishes to use (see land based air operations). [16.3] CONSUMPTION OF SUPPLY POINTS [16.31] BY AMERICAN AIR UNITS (see 16.22)

beginning of any day Execution Segment

Section D in which the American Player

[16.32] BY GROUND ATTACK (see 16.12 and 16.21). [16.4] FORCED SUPPLY The American Player may never voluntarily leave his ground units unsupplied; if Supply Points are present, one must be expended to

# [17.0] STACKING LIMITATIONS

put the ground units in Supply.

GENERAL RULE: With few exceptions, there is no limit to the number or type of units that may be present in a single hex, whether Enemy or Friendly. This applies equally to the moving of units through hexes.

[17.1] NAC ON CARRIERS In place of a Bombardment Strength, each Carrier has a certain NAC capacity. This may never under any conditions be exceeded. The number refers to the number of NAC Strength Points. Therefore, a Carrier with a capacity of 8 would be able to have 8 Points of NAC operate from it (see section 10.4).

[17.2] AIR BASE LIMITATIONS The Japanese airbases at Rabaul and Shortlands have a limited capacity, not unlike Carriers. The airbase at Rabaul may only have 20 LAC or NAC present, and Shortlands only ten LAC or NAC.

[17.3] GROUND UNITS There are no limitations whatever on the amount of ground Strength Points which may be present in a single hex. [17.4] SHIPS AT SEA Task Forces may enter any lettered hex. Any

number of Task Forces may be in the same hex n the same execution segment. Enemy or Friendly units may co-exist in the same or adjacent hexes with no combat necessary between them. Combat is a function of mission, not proximity (exception: see Japanese Submarine Operations). [17.5] SHIPS IN PORT

"Australia" have no limit to the number of air or naval units which may use them. [17.51] CARRIERS - All Japanese carriers must return to Truk. All American Carriers must return to Australia. [17.52] RABAUL: There is a limit to the number and type of naval units which can be

based at Rabaul. There may never be more

ment Points in Rabaul, whichever comes first

than either ten naval units, or 100 bombard

Transports do not count for Stacking.

The naval bases on the map have a limited

capacity. Truk and Espiritu Santo and

Task Forces except those which are in hex M. [19.0] JAPANESE INTELLIGENCE (Reconnaissance)

INTELLIGENCE

(Reconnaissance)

GENERAL RULE: The Americans had developed radio interception, code breaking, and intelligence analysis to the point that they could predict when the Japanese combined fleet would sortie from Truk. In addition, the combination counter in the appropriate hex, and reveal the of coastwatchers and B-17 reconnaissance composition of the Task Force in terms of total gave them farily accurate advance information number of units, the number of Capital Ship on Japanese moves up the Slot and on the units and the number of Transport units High Seas adjacent to the Solomons Chain. To Beginning with Game-Turn 10, the Japanese simulate this intelligence, the Japanese Player Air Reconnaissance Zone is extended to must tell the American Player (in a general include hexes C.H.N. and R. way) what he plans to do and what forces he

[18.1] JAPANESE SLOT MISSIONS During the announcement of Japanese Intentions the Japanese Player must state whether or not he is sending a Task Force down the Slot. For definition of the Slot, see 11.0. The American Player simply asks the Japanese Player "Are you coming down the Slot? With Capital ships?" and the Japanese Player simply answers either yes or no to each question. The American Player may then ask

intends to use during a Game-Turn.

him if he plans to sortie onto the high seas and, with Capital Ships? Again, the Japanese Player must answer either yes or no. [18.2] TRUK FLEET INTENTIONS The American Player may also ask the Japanese Player if he is sortieing from Truk, and with what (Capital Ships, Transports), and again the Japanese Player must answer

[18.3] TRANSPORT MISSIONS The American Player also asks the Japanese Player if he will use transports and if so from where (Truk or Rabaul). [18.4] CAPITAL SHIP USAGE

The Japanese Player, in telling the American

Player from where he will be sortieing mus

either yes or no.

also tell the American Player if Capital Ships will be included in the sorties, specifying which sorties. [18.5] DAY SEGMENT INTELLIGENCE During each day Execution Segment, Fundamental section A requires the Japanese Player to reveal the location and composition of his Task Forces. He does this by placing his Task Force counter(s) on the hexes the

movement chart calls for and announcing the total number of units, the number of Capital Ship units (but not their types) and the number of Transport units composing the Task Force. For example, the Japanese Player has a Task Force composed of 6 DD, 3 CA, 3 BC and 3 CV in hex B during day Execution Segment number 3. He places the appropriate Task Force counter in the hex and announces "Task Force composed of 15 units including 6 Capital Ship units."

[18.6] NIGHT EXECUTION SEGMENT

During night Execution Segments neither

Player is required to reveal the location of any

Whenever an American Task Force enters the Japanese Air Reconnaissance Zone during a

day Execution Segment the American Player must reveal the location and composition of

[19.1] JAPANESE AIR RECONNAISSANCE The Japanese Air Reconnaissance Zone extends over hexes A,B,F,G,H,K,L,M,P, and Q. Whenever an American Task Force enters this zone during a day Execution Segment the American Player will place a Task Force

[19.2] DAY INTELLIGENCE

The American Player will reveal any Task Force which is in the same hex or an adjacent hex to a Japanese Task Force during a day Execution

[19.3] NIGHT SEGMENT INTELLIGENCE See 18.6.

## [20.0] TRUK SORTIE LIMITATIONS

GENERAL RULE: During the Truk Sortie Resolution Segment the Japanese Player must roll a 1,2,3, or 4 on the die in order for any of the naval units in Truk to be available for a mission. If a 5 or 6 is rolled, all naval units must remain in Truk for that entire Game-Turn. This in effect duplicates the indecision on the part of the Japanese High Command and the plain stupidity and foul-ups that often occurred. [20.1] A die roll of 1,2,3, or 4 is required for the

units in Truk to be released [20.2] An effective die roll has no effect on units in Rabaul, nor does it affect in any way American units, or those units undergoing Refit in Truk.

[20.3] No Japanese units may sortie from Truk

## [21.0] REINFORCEMENTS (See separate sheet) [22.0] VICTORY CONDITIONS

on Game-Turn 1.

Victory is determined by the accumulation of Victory Points. Points are awarded according o the Victory Point Schedule for the destruction of Enemy units and for the possession of Henderson Field. PROCEDURE:

Players keep track of accumulated Victory Points on the Victory Point track, and the degree of victory is determined by using the Levels of Victory Chart after the conclusion of Game-Turn 16.

VICTORY POINT SCHEDULE Unit Points for Destruction BB,BC,B CA Transport Submarine Supply Point 1 U.S. Ground Point 1 Japanese Ground Point 1 LAC Point 1 NAC Point Henderson Field (possession)

LEVELS OF VICTORY Stated as a ratio of Japanese Victory Points to

1 (or less) to 1 = American Victorygreater than 1.5 to 1, but less than 2 to 1 =Marginal Japanese Victory at least 2 to 1, but less than 3 to 1 = Substantive Japanese Victory

warfare. The War in the Pacific was also an "engineer's" war. A war of machines against nature. It was a technician's war. A war of machine against machine to a greater degree than any war before or since. And there was one campaign which combined all the elements found in the entire war. One campaign that was also decisive. One campaign which decided who would win the

doubt until the very end.

[14.7] MULTIPLE ATTACKS AGAINST A

Friendly Carrier Task Forces operating within the same hex may combine their CAG in order to execute an offensive mission or CAP. They

A Task Force undergoing multiple attacks does not change the composition of its target groups between the resolution of each attack. It is possible, therefore, for an attacking Player to pick one Task Force and one group of ships within the Task Force with a succession of

war. This was the Solomons Campaign. We did a game in 1971 on the first half of the

The Solomons Campaign provides one of the most interesting situations of the Pacific War (or any war, for that matter). During the first seven months of the war the Japanese were unstopable. But Midway destroyed the main Japanese carriers. This immediately focused attention on Guadalcanal Island. There, in preparation for a drive south to cut Australia off from the United States, the Japanese were building an airfield. The Japanese were slow (fatally slow) in realizing how vulnerable their Guadalcanal base was now that they no longer had overwhelming superiority in aircraft carriers. Early in August 1942 a division of US Marines easily swept the unsupported Japanese construction units out of Guadalcanal and siezed the nearly completed airfield. The stage was now set. The real campaign began after the Marines landed. The situation was quite simple. The Japanese had to throw the Marines out of Guadalcanal or else the Americans would slowly move up the Solomon Islands towards the heart of the Japanese Pacific possessions. This was precisely what the Americans did. But first they had to hang on to Guadalcanal. This was no easy task. For the Japanese still had a slight edge in combat forces. This was the only campaign of the entire war where both sides were evenly matched. The outcome was in

Although smaller in scope than USN Solomons Campaign is still a complex game.

destroy the Marines on Guadalcanal. Their

original plan was to land ground forces and

then push out the Marines in a conventional

need for prolonged control of the sea area

around the island. This had to be their initial

objective, not simply an intermediate step

while trying to land troops. They also realized,

too late, that they could also destroy the

Marines (or at least cripple their land based air

power) by bombarding Guadalcanal at night

wouldn't be necessary to risk their battleships.

Unfortunately, when the Japanese were

practically forced to use battleships the

American surface naval units had been

einforced enough to seriously challenge a

bombardment. Japanese direction of the

campaign was one incidence of "too little, too

ate" after another. There was a considerable

'idiocy factor' the Japanese had to contend

with and this had to be built into the game

Had the Japanese done all they could when

have had a much harder time of it. As it was

much less outnumbered, American comba

troops on the island. At sea the Japanese

made some strenuous efforts with their carrie

forces. But they never properly co-ordinate

their carrier activities with those of their

superior cruisers, battleships, and destroyers

The campaign was a complex one. The

Japanese lost mainly because they didn'

combine the diverse combat elements involved

coordination of all these elements was. And

why it was that the Japanese lost the battle as

properly. The game shows how complex th

Japanese combat troops never even matched

hey were capable of it the Americans would

with battleships. But the Japanese felt i

ground action. The point they missed was the

complex until you have played a few games Once you have mastered the unique game system of Solomons Campaign. Once that is done, and it's just a matter of playing a few games, Solomons Campaign will show in great detail all of the elements that proved decisive in the original campaign. 3 to 1 or greater = Decisive Japanese Victory The basic Japanese problem was to simply

[23.0] DESIGNER'S NOTES The War in the Pacific (1941-45) is something of an oddity. This may account for the relative lack of interest it conjures up in most people. The war was unusual because events took place during the fighting that had not occurred before in warfare and, quite likely, will not occur again. It was primarily a naval/air war. The largest naval war in recorded history. But it was also a ground war. Although ground fighting was only a small proportion of the

total combat, it was bitter and unusual

Pacific war (USN). This game was complex. A positive feature among enough gamers to keep USN's popularity high. But the game didn't have to be that complex. Basically, the game covered all the important elements of the campaign. That in itself was quite an accomplishment. But the biggest fault with the game was the time scale. It covered a year and a half of warfare. A year and a half of on-again, off-again combat ranging from long duration ground fighting to brief and highly destructive encounters between naval and air forces. We learned from USN. And much of what we learned was incorporated into The Solomons Campaign.

[24.0] DESIGN CREDITS

much as the Americans won it.

Game System Design: James F. Dunnigan Physical Systems Design and Graphics: Redmond A. Simonsen Game Development/Rules Composition. Terry Hardy, Tom Walczyk Research: James F. Dunnigan, Albert A. Nofi

Graphic Production: Manfred F. Milkuhn, Al Zygier, Marsha Treiber

## [21.0] SOLOMONS CAMPAIGN. STARTING FORCES AND REINFORCEMENTS

GENERAL RULE:

The Turn Record/Reinforcement Chart identifies air, naval, and ground reinforcements available to each Player at the start of each Game-Turn.

## PROCEDURE:

Players place the units corresponding to the [21.6] REFITS AS REINFORCEMENTS forces shown on the Reinforcement Chart on Naval units which have completed their refits the Chart. In the reinforcement segment they deploy these units in accordance with the following rules.

## [21.1] DEPLOYMENT

Japanese LAC are placed at Rabaul: Japanese NAC are placed at Truk. Japanese naval units are placed at Truk: transport units are placed at Rabaul. Japanese ground until are placed at Rabaul.

U.S. LAC are placed at Espiritu Santo; U.S. NAC are placed at either Espiritu Santo or Australia at the American Player's option. U.S. naval units are placed at Australia: transport units at Espiritu Santo, U.S. ground units are placed at Espiritu Santo.

## [21.2] FULL NAC COMPLEMENT

All Carriers which enter the game as reinforcements arrive with a full complement of trained NAC.

## [21.3] OBEY STACKING AND PLACEMENT RESTRICTIONS

would violate the stacking limits set in 17.0. For example, the 6 Japanese LAC which arrive on TR2, TR3, TR4, TR5, TR6, TR7, with 6 Supply Game-Turn 9 may not be placed if there are Points, no more than 1 per transport. already 20 Air Strength Points based at Rabaul. They are not counted as units destroyed, but are merely "sent to other fronts" and are not used in the game.

## [21.4] NAC MUST BE TRAINED

considered untrained and must be trained in accordance with the rules in section 10.4.

### 121.51 WHEN TO BE USED

Reinforcements may be used in the Game- (1) In the actual campaign the Japanese had Turn on which they arrive. Once reinforce- available, but failed to use, the battleship ments are deployed they may be utilized Yamato. Players wishing to simulate its effect immediately within the restrictions of other should add BB-1 to the Japanese initial rules in the game, particularly the Rabaul placement at Truk. limitation on air units. Reinforcements are (2) The Japanese battleship Musashi (sister to considered to arrive fully fueled and refitted.

may be utilized at no further delay or penalty. They are placed in the naval base where they took their refit, e.g., Japanese units being refitted at Rabaul return to the game from

## [21.7] CRIPPLES AS REINFORCEMENTS

Crippled naval units are treated as reinforcements in all respects, including that of re-entering the game at Truk and Australia for Japanese and American naval units respectively, and Rabaul and Espiritu Santo for Japanese and American transports.

## AMERICAN STARTING FORCES AND REINFORCEMENTS

INITIAL PLACEMENT (Game-Turn 1): On Guadalcanal: 15 Ground Points Espiritu Santo: 3 Ground Points, 5 LAC,

Hex M: Cv 1,2,3 (Wasp, Enterprise, Saratoga) Reinforcements may not be placed if they with 24 NAC, BB1, CA1, CA2, CA3, CA4, CA5, CA6, CA7, DD1, DD2, DD3, DD4, DD5, TR1,

## JAPANESE STARTING FORCES AND REINFORCEMENTS

INITIAL PLACEMENT (Game-Turn 1): At Rabaul: 2 Ground Points, 13 LAC, CA1, CA2, CA3, DD1, DD2 All NAC which do not arrive with Carriers are At Truk: CV1, CV2, CV 3, CV 4, (with 18 NAC), BC5, BC6, CA4, CA5, CA6, CA7, DD3, 1 NAC (untrained) DD4, DD5, DD6,

## JAPANESE AUGMENTATION

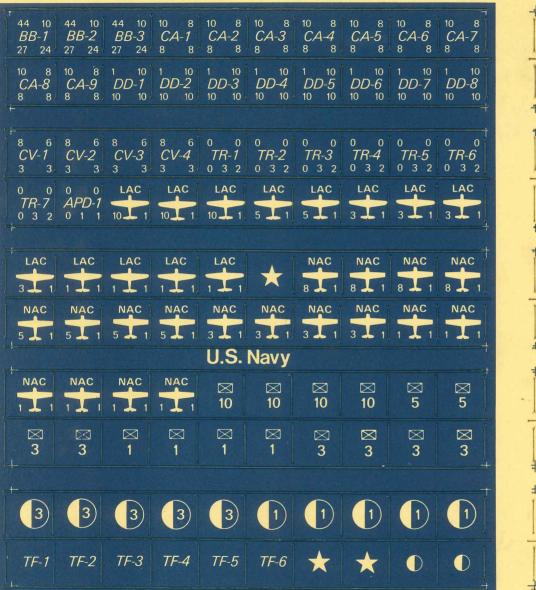
the Yamato) was not commissioned in time to participate in the campaign. However, it is possible that the Japanese could have increased their effort and made it available. To simulate this add both BB-1 and BB-2 to the Japanese initial placement at Truk.

## HOW TO USE THE TURN RECORD/ REINFORCEMENT TRACK

At the start of the game, place the "Game-Turn" marker in the number "1" box on the central track. As the game progresses, advance the marker to indicate the Game-Turn being played. When used in conjunction with the Sequence Diagram on the map, Players will have an exact indication of the precise point to which the game has progresses. The two upper tracks containing notations of when American reinforcements are to appear. Where they are to appear is indicated by the track itself. Note that American NAC can appear either at Australia or Espiritu Santo (even though they are shown only in the Australia track). Similarly, the Japanese Player has a Truk and a Rabaul track, indicating when and where his reinforcements appear. At the start of the game, both Players should set up their Rienforcement Tracks by placing the actual counters on the appropriate places on the track. Also, units due to return to the game from refit and repair should be placed on the appropriate track and in the box corresponding. to the Game-Turn on which they re-enter play. NOTE: Due to the limited number of Ground and Air unit counters available, it will not be possible to display all reinforcements on the track at the start of the game. As Ground and Air units become available (through combat losses) place these units on the Reinforcement tracks in the appropriate quantities.

	Australia		3 NAC	3 NAC	BB2	CV4 (Hornet) DD7	ввз	CA8	2 NAC		DD8		CA9			
Espirit	tu Santo	DD6		3 Ground Pts, 2 LAC,	REPORT OF THE PROPERTY OF THE	3 Ground Pts,	4 LAC	2 NAC 2 LAC	2 LAC	3 NAC	2 NAC 1 LAC	9 Ground Pts, 3 LAC	2 NAC 2 LAC	2 NAC 5 Ground Pts, 2 LAC	2 NAC 3 Ground Pts, 2 LAC	2 NAC 2 LAC
GAME-TURN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	Rabaul	3 Ground Pts, 2 LAC	1 Ground Pt, 2 LAC	2 LAC	4 LAC		9 Ground Pts, 6 LAC, TR1, TR2, TR3	6 LAC		9 Ground Pts, 3 LAC, TR4, TR5, TR6		9 Ground Pts, 3 LAC		1 Ground Pt, 3 LAC	3 LAC	
	Truk	CV 5, CV 6, (with 10 NAC), B3, B4, BC7, BC8, DD7, DD8, DD9, DD10, S\$1	DD11	1 NAC	2 NAC	2 NAC SS2	4 NAC,	3 NAC, SS3	3 NAC	2 NAC,	2 NAC	1 NAC	1 NAC	2 NAC	2 NAC	2 NAC

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1				1
CA-3   CA-4   CA-5   CA-6   CA-7   TF-1   TF-2   TF-3   DD-1   DD-2   15   10   10	BB-1 BB-2 B-3	B-4 BC-5 BC-6	BC-7 BC-8 CA-1	CA-2
DD-3   DD-4   DD-5   DD-6   DD-7   DD-8   DD-9   DD-10   DD-11   CV-1     15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   3   3     8	CA-3 CA-4 CA-5 C	CA-6 CA-7 TF-1		DD-2
DD-3   DD-4   DD-5   DD-6   DD-7   DD-8   DD-9   DD-10   DD-11   CV-1     15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   15   10   3   3     8				
3   3   2   3   2   3   2   1   2   1   0   3   2	DD-3 DD-4 DD-5 L	DD-6   DD-7   DD-8	DD-9 DD-10 DD-11 (	CV-1
LAC	8 5 5 4 5 4 5 4 5 4 5 4 5 4 5 4 5 4 5 4	CV-5   5   2   0   0   0   0   0   0   0   0   0	0 0 0 0 0 0 0 0 TR-2 TR-3 TR-4 0 3 2 0 3 2 0 3 2	7R-5 0 3 2
LAC			W	
3   3   3   3   3   3   3   3   3   3	0 0   TR-6   SS-1   SS-2   S	SS-3 LAC LAC 10 13	LAC LAC LAC 5 13	
NAC         NAC <th>LAC LAC LAC 3 3 3 3 3 3 3</th> <td>LAC LAC LAC 13</td> <td>LAC LAC NAC 1 1 3 1 1 3 8 1 1 8</td> <td>NAC B 1</td>	LAC LAC LAC 3 3 3 3 3 3 3	LAC LAC LAC 13	LAC LAC NAC 1 1 3 1 1 3 8 1 1 8	NAC B 1
5   1   5   1   5   1   5   1   5   1   5   1   3   1   3   1   3   1   3   1   3   1   3   1   3   1   3   1   3   1   3   1   3   1   1	Im	perial Japanes	e Navy	
± 3 3 3 1 1 1 1 3 0 0	NAC   NAC   NAC   5 1   5 1   5	NAC NAC NAC 5 1 1	NAC   NAC   NAC   3 1 1 3 1 1 3	NAC 3 1
	NAC NAC NAC NAC 1 1 1 1 1 1 1	NAC NAC NAC 10 10	<ul> <li>⋈</li> <li>⋈</li></ul>	
	1			
3 3 0 0 TF-4 TF-5 TF-6	3 3 3			
	3 3 0		1   TF-4   TF-5	<i>TF-6</i> ↓

