Solomons Campaign
AIR, LAND, AND SEA WARFARE, PACIFIC 1942

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[1.0] INTRODUCTION

Solomons Campaign is a two-player 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 the American invasion of Guadalcanal and Tulagi and portrays the subsequent Japanese attempts to retake this strategic area and the American efforts to hold it.

[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 Players deploy their respective forces, have combat 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 section turn game during playtesting at SPI. There is the "wood pushing" anxiety when so few counters to move on any given turn. Most of the playing time is spent planning your own strategy and calculating the capabilities and limitations of your forces.

[3.0] GAME EQUIPMENT

[3.1] 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 regulate 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 islands shown on the map.

[3.2] GAME CHARTS AND TABLES

Various small aids are provided for the Players to simplify and illustrate certain game functions. Under the heading of "Combat Results Table" are grouped their 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 air forces.

Surface Table: Resolves the surface combat between two opposing groups of ships.

CAP/Anti-Aircraft Table: Calculates the losses inflicted on attacking air forces by defending Combat Air Patrol and/or the anti-aircraft fire 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 preplan the courses and missions of opposing Naval forces and to reveal the simultaneous positions 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, repairs and refitted units are available to each Player.

[3.3] THE PLAYING PIECES

Two differently colored sets of playing pieces (henceforth 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 game functions.

Because of the variety of units used, a detailed listing by type is provided below:

AIR UNITS: The air power available to both sides is classified as either landbased or navalbased. The landbased planes and/or their 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 air 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 aircraft, two = twenty, three = thirty, etc. one hundred. During the course of the game air power is allocated to each Player in terms of X 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, medium bombers, etc., are not shown. It was found unnecessary to do so within the framework of this simulation.

GROUND UNITS: The ground combat power (infantry, marines, artillery, combat engineers, raiders, parachutists, and their back up staff troops) is shown in terms of Ground Strength Points. Ground units are identified by the symbol and a numerical strength designation. Similar to 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 carriers) 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 an air or ground units, naval units are considered discrete entities. They are not treated like money, for example, a battle ship may not be exchanged for two destroyer units at a cruiser unit.

TRANSPORT UNITS: These units represent collections 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.

[3.4] SAMPLE UNITS

[3.5] GAME EQUIPMENT INVENTORY

A complete game of *Solomons Campaign* should include the following parts:
One Game Map
One Turn Record/Reinforcement Sheet
One double set of Combat Tables
One set of Game Rules
One set of Die-cut Counters
One Die
One Simultaneous Movement Plot Chart Pad

[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 Segments in each Game-Turn, each representing approximately 12 hours. Therefore, there are both day and night Execution Segments. A typical Game-Turn will proceed as outlined below:

SEQUENCE OF PLAY
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 integrate reinforcing units with their existing forces in accordance with the rules of Reinforcement.
   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 Segment: Japanese Player rolls the die to determine the availability of his naval units on 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 Rule (see 18.0).
   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).
   Plot Movement Segment: Both Players secretly and simultaneously plot the movement of their Task Forces, established in the preceding segment, for the seven 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 circumstances, 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 seven 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 that may occur according to opportunity, circumstances, and the desires of the Players). These sections must be performed in the exact order outlined; any action performed out of sequence is a violation of the rules.

Execution Phase #1 (day)
— Fundamental Sections —
(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 Intelligence Rule.
(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 American Intelligence Rule. Otherwise the Japanese Player is never aware of the location of his Task Forces.

[5.0] INITIAL DEPLOYMENT

GENERAL RULE:
The initial deployment of the opposing forces for Game-Turn 1 is given on the Turn Record Sheet.

— 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 launched in the previous section are resolved.
(F) Counterattack on Carriers occurs according to the rules of Carrier Air Operations.
(G) Resolution of Surface Action: Opposing Task Forces fight a surface action.
(H) Naval Bombardment of Land Base: Bombardment 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 air units (see 6.26 and 10.6).

NOTE: The Naval Player in this action uses available before the deployment of reinforcements. See Sequence of Play.

[5.16] The Japanese Player may deploy a maximum of ten non-transport naval units the total combined Bombardment Strength of which must be less than or equal to 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 BOARD

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

[5.22] Task Forces may only be formed from units which are available at the same base. Thus the Japanese Player 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.

[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:

[6.1] GROUND UNITS

Ground land units are used to defeat Enemy ground units and to occupy Guadalcanal.

[6.11] GROUND UNIT MOVEMENT: Ground Units have no inherent movement of their own. They may only be moved by either Naval Units or Transport Units.

[6.12] GROUND UNIT COMBAT (Units-Land and 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 (simple combat odds), round off the ratio downwards (in favor of the defender) to obtain the Combat Ratio 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.

[6.2] AIR UNITS

[6.21] TRAINING A CARRIER AIR-GROUP (Units: NAC): During the Carrier Air Group Training Segment (see Sequence of Play) the Players may choose to commit certain carriers to the training of NAC units. After allocation, this takes place after all Area CAP has been resolved, and all other CAP has been allocated. All Anti-Aircraft fire is resolved, losses are assessed, and the Attacking Player then decides which naval units of the Naval group he wishes to attack. Combat is resolved as in section 14.3. the Bombardment Points are reduced to the reinforcement chart. If it is Game-Turn 5, the Player can place those NAC which are available at Truk that he wishes to train on the CAG assignment chart next to the Carrier that they are assigned to.

The U.S. Player follows the same procedure. The Players can train CAG Training Segment removes his 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 airbase or carrier from which it is allocated and may be a combination of landbased and carrierbased Air types. The Enemy air attack is resolved first, and the results are applied. Air units which have been attacked at Truk (landbased) before the Bombardment section of any attack against the Enemy Carrier Task Force which attacked it (essentially, following the Enemy planes home).

[6.26] 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 between bases or carriers or may transfer from a carrier to an airbase or carrier to carrier. Air Points are removed only at the completion of the Execution Segment. If there are two or more Task Forces bombarding in the same segment, they are totaled together. Task Forces containing Carriers never engage in bombardment. In the event that a unit is attacking a Friendly airbase or naval units in that hex). Each Player will place those LAC or NAC Points which he wishes to use in Defense face-down in the hex, with the Enemy execution segment. Units may transfer may

[7.0] LAND UNIT TRANSPORT

Ground units are transported to Guadalcanal by Naval units, Transport units, or APDs (see Land Transport). Once on Guadalcanal they do not "move" in the traditional sense. Units that have Naval 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 (unless otherwise stated in the setup instructions). Equally relative positions on the island are meaningless. When ground units are transported to Guadalcanal they are simply placed together in the same hex as the units. It takes the path of hexes O, N, M, above.

[7.1] TRANSPORT UNIT MOVEMENT: Task Forces containing transports may move one hex every two Execution Segments.

[9.2] INCLUDED IN TASK FORCES: All Task Forces containing transport units 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. Transport units may carry a maximum of either Strength Points worth of land units or three Points of supply, or a combination of the two (up to 1.5 to 1).

[9.4] LOADING AND UNLOADING TRANSPORTS: Loading (embarkation) of transports may load (embark) units during the Movement Segment.

[8.0] NAVAL UNIT MOVEMENT

The movement of air units, naval units, and transport units carrying ground and supply units takes place during the Plot Execution Phases (1&2) of the Game-Turn. The naval and transport movements are planned in advance during the Plot Phases of the Game-Turn. (Refer to the Sequence of Play.)
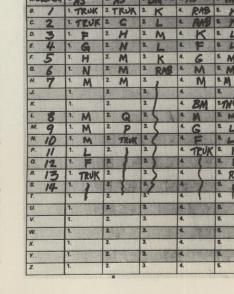
During the Plot Phases of each Game-Turn both Players will assign a course and mission to each of their Task Forces that are at sea during the Plot Execution Phase immediately following they will attempt to execute the course and mission assigned. Under certain circumstances the Players will be allowed to change the Task Force Plots. Thereafter 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.

[8.1] SIMULTANEOUS MOVEMENT PLOTTING CHART

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:

For both Plot Phases, list Task Force missions in the numbered boxes along the top of the Chart with each mission corresponding to the Task Force assigned to perform it. Plot the mission information in the first lettered box, across, (beginning with the second box ('clear') in the extreme left lin the lettered boxes), write numbers "one" through "fourteen" down. These numbers correspond with the fourteen Movement Segments of each Game-Turn. Day Movement Segments will be clear while Night Movement Segments will be tinted. For the mission, list the Task Force's in the hexes where each Task Force is to move through each segment. In Plot Phase #2, rotate the hexes each Task Force is to move into for Segments eight through fourteen.

[8.2] MOVEMENT PERMITTED PER SEGMENT

The maximum speed of a Task Force is as 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.

[8.3] PLANNING MOVEMENT (Plot)

During the first Phases of each Segment the lettered box corresponding to the Segment number will be identified by a letter. The Players list the position of the Task Forces to correspond with the Movement Phases. If the Plot Phase corresponds to Rabaul one plot three in that across, beginning with the second box ('clear') in the extreme left corner. During the Plot Execution Phases the Players plot courses for some of their Task Forces up to three Execution Segments in advance. Plot movement in the first lettered box across. If the mission information in the first box (each Task Force is to move into for Segments one through seven, in Plot Phase #2, plot the hexes each Task Force is to move into for Segments eight through fourteen.

[9.0] TRANSPORT UNIT MOVEMENT

[9.1] TRANSPORT UNIT MOVEMENT: Task Forces containing transports may move one hex every two Execution Segments.

[9.2] INCLUDED IN TASK FORCES: All Task Forces containing transport units 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. Transport units may carry a maximum of either Strength Points worth of land units or three Points of supply, or a combination of the two (up to 1.5 to 1).

[9.4] LOADING AND UNLOADING TRANSPORTS: Loading (embarkation) of transports may load (embark) units during the Movement

EXPLANATION OF RESULTS:

The numbers to the left of the slash (/) refers to the results of the closest-odds-column. "Defender:" The number to the right of the slash (/) refers to the results of the Defense Combat Results.

HOW TO USE THE TABLE:

DIE ROLL						
1	1/2	2/1	2/1	*/10	*/10	*/20
2	1/2	2/1	2/1	1/2	*/10	*/20
3	2/1	2/1	2/1	1/2	*/15	*/20
4	2/2	2/1	1/2	1/2	2/2	*/25
5	2/10	2/2	2/2	1/2	2/2	*/25
6	1/1	1/1	1.5/0	2 to 1	2.5 to 1	3 to 1

SOLOMONS GROUND COMBAT RESULTS TABLE (Nr.5)

Probability Ratios (Attacker / Attacker to Defender)

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

[10.0] AIR UNIT MOVEMENT

[10.1] RANGES OF AIR UNITS

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 fly down 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 an attack, Players return surviving air units to the base from whence they came.

[10.3] GUADALCANAL (HENDERSON FIELD) SPECIAL RULES

Supply units 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 Force on the Guadalcanal hex are exposed to Japanese air attack. In order to simplify and speed play, 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 Group.

[10.5] ADDITIONAL AIR RULES

Henderson Field: Beginning with Game-Turn 10, the American Player rolls the die for the

[11.0] SPECIAL SLOT MOVEMENT

COMMENTARY:

American aircraft on Henderson Field the so-called Cactus Air Force) consisted primarily of fighters (F4F's and P-40'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 or 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 from using the waters around Guadalcanal during the daylight hours. In order to make a "slot" run the Japanese are locked into a tight execution schedule, as shown by the line of total results of both attack and defense applied simultaneously.

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 Henderson Field at a night Execution

[12.0] GROUND COMBAT

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 attack-effective 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 conditions are met:

(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 sides 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.

[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 submarine 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-

[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.

AIR-TO-SHIP ATTACK SEQUENCE

[14.1] AIR-TO-AIR COMBAT

Combat Air Patrol: Units allocated to Combat Air Patrol are at double Strength. As a result of an Air Point's interactions to worth 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 rolls the die and the losses shown are extracted

[15.0] NAVAL SURFACE COMBAT

GENERAL RULE:

Surface combat may only take place in hex M. It may only take place between opposing forces if at least one of the opponents has an anti-ship Task Force (a Task Force whose mission is anti-ship).

[15.1] MISSION LIMITATIONS

If opposing Task Forces (with any mission) 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 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 slotted 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.

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.

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

The purpose of Naval Bombardment is to destroy Enemy Supply Points and Air Strength Points located on Henderson Field. A naval 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 Segment.

[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 together. He then consults the Strength listing 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 he has a bombardment Task Force in hex M. A Bombardment Task Force may bombard on only one Execution Segment per Game-Turn. A Bombardment Task Force delivers its units and totals their Surface Attack Points. The number of deferred Surface Strength Points is one-to-one or greater, the attacker reduces 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 subtracted units are not affected by the Combat Phase.

[15.23] IMMEDIATE RESOLUTION: A Bombardment Task Force must bombard in the same segment in which it reaches hex M. It can't hang around looking for trouble.

[15.24] RAPID WITHDRAWAL: After Bombarding a Task Force must return to a Friendly base.

[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 appropriate idea of the Strength and composition of their opponent's Task Forces. At this point the American Player must decide whether or not to

[19.0] JAPANESE INTELLIGENCE (Reconnaissance)

GENERAL RULE:

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

[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: "in 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 on 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 in the Ground Combat Phase.

Japanese units are always in General Supply wherever they may be deployed. A Japanese ground unit in General Supply that is not in Attack Supply may defend at full Defense Strength, but may not attack.

[16.2] EFFECTS OF ISOLATION

[16.21] EFFECTS ON GROUND UNITS: American ground units are unsupplied if they are not in supply. An unsupplied ground unit cannot attack, it can only defend. Surviving fractions are rounded upward. For example, if only one Strength Point remains, it is one-half Point rounded up to one. A Strength Point remaining is rounded off upward 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 eliminated through lack of supply.

[17.0] STACKING LIMITATIONS

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 numbers 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 CAPACITIES

The Japanese airbases at Rabaul and Shortlands have a limited capacity, not unlike Carriers. The airbase at Rabaul may have 20 LAC or NAC present, and Shortlands ten LAC or NAC.

[17.3] GROUND UNITS

There are no limitations whatsoever 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 littered hex. Any number of Task Forces may be in the same hex in 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 (excepting submarines).

[17.5] SHIPS IN PORT

The naval bases on the map have a limited capacity. Truk and Espiritu Santo and "Australia" have no limit to the number of air or naval units which may use them.

[17.51] CARRIERS: American 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 than either ten naval units, or 100 bombardment Points in Rabaul whichever comes first. Transports do not count for Stacking.

[18.0] AMERICAN 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 of coastwatchers and B-17 reconnaissance gave them fairly accurate advance information of Japanese moves up the Slot and on the High Seas adjacent to the Solomons Chain. To simulate this intelligence, the Japanese Player must tell the American Player (in a general way) what he plans to do and how his naval moves relate to each other. These are hex and Point for fraction thereof) that he wishes to use (see land based air operations).

[18.3] COORDINATION OF SUPPLY POINTS

[18.31] BY AMERICAN AIR UNITS (see 16.2)

[18.32] BY GROUND ATTACK (see 16.12)

[18.4] FORCED SUPPLY

The American Player may never voluntarily leave his ground units unsupplied. If Supply Points are present, one must be expended to put the ground units in Supply.

[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] EFFECT 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 either yes or no.

[20.2] IMMEDIATE: A Sortie roll has no effect on units in Rabaul, nor does it affect in any way American units, which may enter or leave Truk for any reason at any time, specifying which sorties.

[21.0] REINFORCEMENTS
(See separate sheet)

[22.0] VICTORY CONDITIONS

Victory is determined by the accumulation of Victory Points. Points are awarded according to 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 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
CV	40
CVL	30
BB,BC,B	30
CA	20
AA	10
DD	5
Transport	2
Submarine	5
1 U.S. Ground Point	1
1 Japanese Ground Point	1
1 LAC Point	1
1 NAC Point	1
Henderson Field (possession)	150

LEVELS OF VICTORY

Stated as a ratio of Japanese Victory Points to American Victory Points.

1 (or less) to 1 = American Victory
1.5 to 1 = Draw
greater 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
3 to 1 or greater = Decisive Japanese Victory

[23.0] DESIGNER'S NOTES

The War in the Pacific (1941-45) is something of an oddity. This is may be a basic starting point for the design of a game on Guadalcanal. 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 painful. Unfortunately, when the Japanese were practically forced to use battleships the American naval units had been reinforced enough to seriously challenge a bombardment of Henderson Field. The appearance of the "too big, too late" syndrome. The Japanese made the error of the war. At no time in history had a superior force made a worse showing, though American forces were mauled badly, they hurt the Japanese even more seriously. For the first time during the war the Japanese made serious operating mistakes. The reason for the "Japanese miscarried of the war was simply the decision to fight at all for the island of Guadalcanal. In no easy task. For the Japanese still had a slight edge in every thing else. The only campaign of the war where both sides were evenly matched. The outcome was in doubt until the very end.

[24.0] DESIGN CREDITS

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 Trombel

The Solomons Campaign provides one of the most interesting situations of the Pacific War for any war, for that matter. During the first several months of the war the Americans were often quite unstoppable. But Midway evened the match somewhat, and finally increased American attention to Japanese. This immediately caused attention on Guadalcanal. There in preparation for a drive south to cut Australia off from the United States, the Japanese had started building an airstrip. In early August 1942 a division of US Marines rudely interrupted the Japanese construction crews by landing and seizing the nearly completed airfield. The stage was thus set. Both the Americans and the Japanese needed the airfield. Neither side would give it up.

The basic Japanese problem was to simply dislodge the Marines from Guadalcanal. Their original plan was to land ground forces and then push the Marines off in a conventional ground action. The point they missed was the need for overlapping control of the sea area around the island. This had to be their initial objective. The Japanese could not seem to grasp this, an intermediate step while trying to land troops. They also realized, too late, that they could not destroy the Marines nor at least cripple their base nor defeat them quickly. Marines by air or sea. As it turned out, the Japanese made inadequate efforts at both.

[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 forces shown on the Reinforcement Chart on 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 untis 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

Reinforcements may not be placed if they would violate the stacking limits set in 17.0. For example, the 6 Japanese LAC which arrive on Game-Turn 9 may not be placed if there are 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

All NAC which do not arrive with Carriers are considered untrained and must be trained in accordance with the rules in section 10.4.

[21.5] WHEN TO BE USED

Reinforcements may be used in the Game-Turn on which they arrive. Once reinforcements are deployed they may be utilized immediately within the restrictions of other rules in the game, particularly the Rabaul limitation on air units. Reinforcements are considered to arrive fully fueled and refitted.

[21.6] REFITS AS REINFORCEMENTS

Naval units which have completed their refits may be utilized with 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 Rabaul.

[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, APD-1
Hex M: Cv 1,2,3 (*Wasp, Enterprise, Saratoga*) with 24 NAC, BB1, CA1, CA2, CA3, CA4, CA5, CA6, CA7, DD1, DD2, DD3, DD4, DD5, TR1, TR2, TR3, TR4, TR5, TR6, TR7, with 6 Supply Poihts, no more than 1 per transport.

JAPANESE STARTING FORCES AND REINFORCEMENTS

INITIAL PLACEMENT (Game-Turn 1):
At Rabaul: 2 Ground Points, 13 LAC, CA1, CA2, CA3, DD1, DD2
At Truk: CV1, CV2, CV 3, CV 4, (with 18 NAC), BC5, BC6, CA4, CA5, CA6, CA7, DD3, DD4, DD5, DD6,   1 NAC (untrained)

JAPANESE AUGMENTATION

(1) In the actual campaign the Japanese had available, but failed to use, the battleship *Yamato.* Players wishing to simulate its effect should add BB-1 to the Japanese initial placement at Truk.

(2) The Japanese battleship *Musashi* (sister to 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 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 progressed. 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.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Australia					BB2	CV4 (Hornet) DD7	BB3	CA8		DD8			CA9			
		3 NAC	3 NAC	1 NAC,	4 NAC		2 NAC	2 NAC	3 NAC	2 NAC			2 NAC	2 NAC	2 NAC	2 NAC
Espiritu Santo	3 LAC, DD6	2 LAC	3 Ground Pts, 2 LAC,	1 LAC,	3 Ground Pts,	4 LAC	2 LAC	2 LAC		1 LAC	9 Ground Pts, 3 LAC	2 LAC	5 Ground Pts, 2 LAC	3 Ground Pts, 2 LAC	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	8 LAC	9 Ground Pts, 6 LAC, TR1, TR2, TR3	6 LAC	6 LAC	9 Ground Pts, 3 LAC, TR4, TR5, TR6	3 LAC	9 Ground Pts, 3 LAC	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, SS1	2 NAC, 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	

Solomons Campaign

U.S. Navy

44 10 **BB-1** 27 24	44 10 **BB-2** 27 24	44 10 **BB-3** 27 24	10 8 **CA-1** 8 8	10 8 **CA-2** 8 8	10 8 **CA-3** 8 8	10 8 **CA-4** 8 8	10 8 **CA-5** 8 8	10 8 **CA-6** 8 8	10 8 **CA-7** 8 8
10 8 **CA-8** 8 8	10 8 **CA-9** 8 8	1 10 **DD-1** 10 10	1 10 **DD-2** 10 10	1 10 **DD-3** 10 10	1 10 **DD-4** 10 10	1 10 **DD-5** 10 10	1 10 **DD-6** 10 10	1 10 **DD-7** 10 10	1 10 **DD-8** 10 10
8 6 **CV-1** 3 3	8 6 **CV-2** 3 3	8 6 **CV-3** 3 3	8 6 **CV-4** 3 3	0 0 **TR-1** 0 3 2	0 0 **TR-2** 0 3 2	0 0 **TR-3** 0 3 2	0 0 **TR-4** 0 3 2	0 0 **TR-5** 0 3 2	0 0 **TR-6** 0 3 2
0 0 **TR-7** 0 3 2	0 0 **APD-1** 0 1 1	LAC 10 1	LAC 10 1	LAC 5 1	LAC 5 1	LAC 3 1	LAC 3 1	LAC 3 1	LAC 3 1

LAC 3 1	LAC 3 1	LAC 3 1	LAC 3 1	LAC 1 1	LAC ★ 1 1	NAC 8 1	NAC 8 1	NAC 8 1	NAC 8 1
NAC 5 1	NAC 5 1	NAC 5 1	NAC 5 1	NAC 3 1	NAC 3 1	NAC 3 1	NAC 3 1	NAC 3 1	NAC 3 1

NAC 1 1	NAC 1 1	NAC 1 1	NAC 1 1	⊠ 10	⊠ 10	⊠ 10	⊠ 10	⊠ 5	⊠ 5
⊠ 3	⊠ 3	⊠ 1	⊠ 1	⊠ 1	⊠ 1	⊠ 3	⊠ 3	⊠ 3	⊠ 3

◗3	◗3	◗3	◗3	◗3	◗1	◗1	◗1	◗1	◗1
TF-1	**TF-2**	**TF-3**	**TF-4**	**TF-5**	**TF-6**	★	★	◐	◑

Imperial Japanese Navy

45 6 **BB-1** 32 30	45 6 **BB-2** 32 30	33 3 **B-3** 19 18	33 3 **B-4** 19 18	33 3 **BC-5** 19 16	33 3 **BC-6** 19 16	33 3 **BC-7** 19 16	33 3 **BC-8** 19 16	10 6 **CA-1** 10 8	10 6 **CA-2** 10 8
10 6 **CA-3** 10 8	10 6 **CA-4** 10 8	10 6 **CA-5** 10 8	10 6 **CA-6** 10 8	10 6 **CA-7** 10 8	**TF-1**	**TF-2**	**TF-3**	1 8 **DD-1** 15 10	1 8 **DD-2** 15 10
1 8 **DD-3** 15 10	1 8 **DD-4** 15 10	1 8 **DD-5** 15 10	1 8 **DD-6** 15 10	1 8 **DD-7** 15 10	1 8 **DD-8** 15 10	1 8 **DD-9** 15 10	1 8 **DD-10** 15 10	1 8 **DD-11** 15 10	8 5 **CV-1** 3 3
8 5 **CV-2** 3 3	5 4 **CV-3** 2 3	5 4 **CV-4** 2 3	5 3 **CV-5** 3 3	5 2 **CV-6** 3 3	0 0 **TR-1** 0 3 2	0 0 **TR-2** 0 3 2	0 0 **TR-3** 0 3 2	0 0 **TR-4** 0 3 2	0 0 **TR-5** 0 3 2
0 0 **TR-6** 0 3 2	**SS-1**	**SS-2**	**SS-3**	LAC 10 3	LAC 10 3	LAC 10 3	LAC 5 3	LAC 5 3	●
LAC 3 3	LAC 3 3	LAC 3 3	LAC 3 3	LAC 1 3	LAC 1 3	LAC 1 3	LAC 1 3	NAC 8 1	NAC 8 1

NAC 5 1	NAC 5 1	NAC 5 1	NAC 5 1	NAC 5 1	NAC 5 1	NAC 3 1	NAC 3 1	NAC 3 1	NAC 3 1
NAC 1 1	NAC 1 1	NAC 1 1	NAC 1 1	⊠ 10	⊠ 10	⊠ 10	⊠ 5	⊠ 5	⊠ 3
⊠ 3	⊠ 3	⊠ 3	⊠ 1	⊠ 1	⊠ 1	⊠ 1	⊠ 3	●	●
◗3	◗3	◐	◑	◗1	◗1	◗1	**TF-4**	**TF-5**	**TF-6**

Solomons Campaign

AIR, LAND, AND SEA WARFARE, PACIFIC 1942

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GAME-TURN PLOT
Sequence Diagram
(see Sequence of Play, 4.0)

The diagram at right is a complete schematic of an entire Game-Turn of Solomons Campaign. Players may use a coin as a marker to keep track of exactly what Phase and Segment is in progress. See the Sequence of Play and other rules for details of specific actions to be taken in the various segments.

HOW TO USE THE VICTORY POINT RECORD AND SUPPLY POINT RECORD. At the start of the game, each Player places his appropriate markers on the appropriate tracks in the "zero" positions. The American Player has three Victory Point markers (showing a small with which to record Victory Point scores as high as 499; the Japanese Player also has three Victory Point markers (showing rounded). Each Player has two Supply Points markers (those

showing a small supply symbol without numbers). Each Player uses these in the "tens" and "ones" boxes on the Supply tracks to record Supply Points on Guadalcanal 1 up to 99 points)

EXAMPLE: If the American Player has Victory Point markers in the "100" box, the "30" box, and the "7" box, this would indicate that he has amassed 137 Victory Points.

PLOT PHASE #1

| Preliminary Set-up Segment | Reinforcement Segment | Carrier Air Group Training Segment | Japanese Truk Sortie Resolution Segment | American Intelligence Segment | Task Force Allocation Segment | Movement Plot Segment |

PLOT EXECUTION PHASE #1

| 1 Day Execution Segment | 2 Night Execution Segment | 3 Day Execution Segment | 4 Day Execution Segment | 5 Day Execution Segment | 6 Night Execution Segment | 7 Day Execution Segment |

DAY EXECUTION SEGMENT SUB-SEQUENCE
(APPLIES TO ALL DAY EXECUTION SEGMENTS)

Fundamental
| A. Reveal Japanese Task Forces | B. Reveal Sported USN Task Forces | C. Japanese Submarine Attacks | D. Air Unit Allocation |

Variable
| E. Air Attack Resolution | F. Carrier Aircraft Counter Attack | G. Surface Combat Resolution | H. Naval Bombardment of Land Bases |

GROUND COMBAT PHASE

PLOT PHASE #2

| American Intelligence Segment | Task Force Allocation Segment | Movement Plot Segment |

PLOT EXECUTION PHASE #2

| 8 Night Execution Segment | 9 Day Execution Segment | 10 Night Execution Segment | 11 Night Execution Segment | 12 Day Execution Segment | 13 Day Execution Segment | 14 Night Execution Segment |

NIGHT EXECUTION SEGMENT SUB-SEQUENCE
(APPLIES TO ALL NIGHT EXECUTION SEGMENTS)

Fundamental
| An. Reveal Japanese Task Forces | Bn. Reveal USN Task Forces at Guadal. | Cn. Surface Combat Resolution |

Variable
| Dn. Naval Bombardment of Land Bases | En. Land Troops and Supplies | Fn. Reset Task Force Plots |

DAY EXECUTION SEGMENT SUB-SEQUENCE (continued)
| J. Land Troops and Supplies | K. Abort; Reset Task Force Plots | L. Air Unit Transfer |

VICTORY POINTS

USN IJN   USN IJN

000 100 200 300 400

000 00 0 1 2 3 4 5 6 7 8 9

10 20 30 40 50 60 70 80 90

SUPPLY POINTS ON GUADALCANAL

USN IJN

Map hexes:

A B C D E
F G H I J
K L M N O
P Q R S

GUADALCANAL (hex M)
SHORTLANDS (hex L)

ESPIRITU SANTO — USN AT ESPIRITU SANTO
USN AT AUSTRALIA

USN to/from AUSTRALIA
USN to/from ESP. SANTO
IJN to/from TRUK
IJN to/from RABAUL

IJN AT TRUK
IJN AT RABAUL

RABAUL
20 Air Point Capacity

10 Air Point Capacity (Shortlands)

No more than 10 Naval Units constituting no more than 100 Bombardment Points

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UNITED STATES NAVY TASK FORCE ALLOCATION

USN TASK FORCE 1	USN TASK FORCE 2	USN TASK FORCE 3
USN TASK FORCE 4	USN TASK FORCE 5	USN TASK FORCE 6
USN ANTI-SLOT	USN ANTI-SLOT

UNITED STATES NAVY CARRIER AIR-GROUP ALLOCATION

| CV-1 Wasp | CV-2 Enterprise | CV-3 Saratoga | CV-4 Hornet |

IMPERIAL JAPANESE NAVY CARRIER AIR-GROUP ALLOCATION

| CV-1 Zuikaku | CV-2 Shokaku | CV-3 Hiyo | CV-4 Junyo | CV-5 Ryuho | CV-6 Zuiho |

IMPERIAL JAPANESE NAVY TASK FORCE ALLOCATION

| IJN TASK FORCE 1 | IJN TASK FORCE 2 | IJN TASK FORCE 3 |
| IJN TASK FORCE 4 | IJN TASK FORCE 5 | IJN TASK FORCE 6 |