



Tactical Naval Warfare in the Pacific, 1941-45

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[1.0] INTRODUCTION

The game of CA ("Cruiser") is a two-player simulation of surface naval warfare in the Pacific during World War II. The game actually uses counters representing individual ships with varying characteristics to recreate seven of the famous battles in the Pacific, and three battles which could have occurred. All of the essential elements of World War II surface naval warfare are recreated, including gunnery, torpedoes, varying types of damage, night sighting, and momentum.

[2.0] GENERAL COURSE OF PLAY

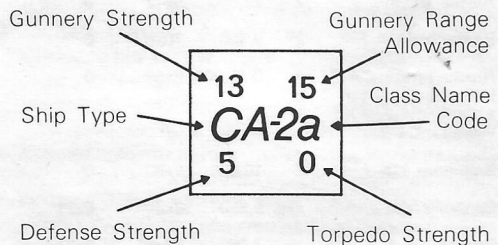
CA is played in sequenced turns, called Game-Turns, during which Players move their ships on the map, fire their weapons (guns and torpedoes) and attempt to satisfy the Victory Conditions of the given scenario. Basically, most scenarios consist of either trying to sink the opponent's ships, or to exit off the map to get at whatever he is "screening."

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP: The 22" x 35" mapsheet is the surface area on which the ships are maneuvered. There are several outlines of land areas on the map, which are used in some scenarios. These are coded, and referenced to, by scenario. A hexagonal grid is superimposed over the mapsheet to regulate movement, position, and firing ranges of the ships.

[3.2] THE PLAYING PIECES: two differently colored sets of playing pieces (henceforth known as ships) are supplied. These represent the various ships of the Imperial Japanese Navy, and the United States Navy and its allies. The opposing forces in each scenario are composed by selecting ships from those available. The ships are distinguished by type, class name, and various strengths and ranges.

[3.21] SAMPLE UNIT



[3.22] SUMMARY OF SHIP TYPES

<div>46 20</div> <div>BB-1a</div> <div>21 0</div>	Battleship	<div>28 16</div> <div>BC-1b</div> <div>16 0</div>
	Battlecruiser	
<div>13 15</div> <div>CA-2a</div> <div>5 0</div>	Heavy Cruiser	<div>11 12</div> <div>CL-3b</div> <div>6 0</div>
	Light Cruiser	
	<div>3 8</div> <div>DD-2b</div> <div>2 12</div>	Destroyer

[3.23] OTHER MARKERS

<div>P</div> <div>½ Speed</div>	One Power hit.	<div>2P</div> <div>DIW</div>
	Two Power hits dead in water.	
<div>W</div> <div>½ Attk</div>	Weapon hit	<div>½ Speed</div> <div>PW</div> <div>½ Attk</div>
	One Power hit + One Weapon hit	
<div>7</div>	Speed/Facing Marker	<div>2W</div> <div>No Attk</div>
	Two weapon hits	

[3.24] DEFINITION OF TERMS

Gunnery (or Torpedo) Strength is the basic attacking power of a ship's guns (or torpedoes), quantified in Gunnery (or Torpedo) Strength Points.

Defense Strength is the basic defensive power of a ship against gunfire and torpedo attacks, quantified in terms of Defense Strength Points.

Gunnery (or Torpedo) Range Allowance is the number of hexes over which the ship's Gunnery (or Torpedo) strength may be applied. This is not a maximum limitation; these strengths may be applied over greater distances, but at a consequent reduction in effectiveness (see Gunnery and Torpedo Combat rules, Case 7.2). The Torpedo Range Allowance of all IJN ships is always seven; that of USN ships is always three.

Movement Allowance is the basic movement ability of a unit quantified in terms of Movement Points. Movement Points are expended in moving and turning. Each ship has a current Movement Allowance (or "speed"), indicated by its Speed/Facing Marker, and its maximum Movement Allowance, determined by its ship class (see 6.5, Ship maneuver Control Schedule).

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate key game functions. The Ship Maneuver Control Schedule (see 6.5) details the maximum allowable Movement Allowance, and Movement Point functions of turning accelerating and decelerating for the various ship types. The Combat Results Table details the method of resolving Torpedo and Gunnery Combat, and yields results from these attacks. The Scenarios are somewhat tabular also; they show which ships each Player receives, their deployment and how to win that scenario.

[3.4] GAME EQUIPMENT INVENTORY

A complete game of CA should include the following parts:

- one Game map
- one set of game rules
- one set of die-cut counters (400)

NECESSARY EQUIPMENT NOT SUPPLIED WITH THE GAME

In order to play CA, Players will need a single die. Dice can be scavenged from old games, or purchased in novelty shops. Alternatively, dice may be purchased from SPI at a cost of \$1.00 for twenty.

[3.5] GAME SCALE

Each Game-turn in CA represents six minutes and forty seconds (nine Game-Turns per hour). Each hex, from side to side, represents 926.88 meters. Each current Movement Point represents five knots, real speed.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

CA is played in turns called Game-Turns. Each Game-Turn is composed of two Player-Turns, which are composed of Phases. The Player whose Player-Turn is in progress is termed the Phasing Player. Each Game-Turn proceeds as follows:

[4.2] SEQUENCE OUTLINE

A. *FIRST PLAYER-TURN* (who is the First Player is given by the scenario)

1. *Gunnery Attack Phase*. The Phasing Player allocates his ships to attack Enemy ships by

gunfire, according to the restrictions of the Gunnery Combat rules. Each attack is resolved individually.

2. *Torpedo Attack Phase*. The Phasing Player allocates his ships to attack Enemy ships with torpedoes, according to the restrictions of the Torpedo Combat rules. Each attack is then resolved individually.

3. *Movement Phase*. The Phasing Player *must* expend all of the Movement Points indicated by the Speed/Facing marker of his ships by moving through the hex grid or turning within a hex.

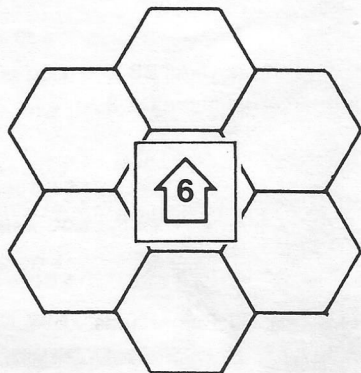
4. *Acceleration/Deceleration Phase*. The Phasing Player may exchange the Speed/Facing markers on his ships for different ones, within the restrictions of the movement rules and especially, the Ship Maneuver Control Schedule. Facing does not change, only the speed quantity (Movement Allowance) may.

b. *SECOND PLAYER-TURN*: Repeat phases 1 through 4 for the Second Player, who now becomes the Phasing Player, initiating Combat, moving his own ships, and changing the speed markers on his ships.

C. *GAME-TURN INDICATION*. The Game-Turn marker is advanced on the Game-Turn track, signalling the start of another Game-Turn cycle.

[4.3] GAME LENGTH

In each of the ten scenarios in CA, there is given a certain number of Game-Turns, for that scenario. Within those Game-Turns, Players must attempt to win the battle. After the last Game-Turn has been completed, play ceases and the Player's performances are evaluated in light of the Victory Conditions.



[5.0] FACING

GENERAL RULE:

All ships have a "face," that is, there is a particular hexside towards which they are moving when in a given hex. Roughly speaking, each ship has three "front" hexsides, and "front" hexes, and three "rear" hexsides. The orientation of any ship in a given hex is determined by a second marker, placed on top of the ship counter. This marker is called a "Speed/Facing marker," and it determines what is the front of the ship (as well as its speed; see Movement, Case 6.14).

PROCEDURE:

As a ship is moved through the hexagonal-grid, the ship may enter any of its three front hexes, at an expenditure of one Movement Point. It may only enter one of these three front hexes, and not any of the rear hexes. Ships may also change facing within a given hex, turning any number of hexsides desired in a given hex at a Movement Point cost per hexside that varies with the type of ship.

CASES:

[5.1] HOW TO POSITION SPEED/FACING MARKERS

[5.11] As ships move through the hex grid, they must always have their Speed/Facing marker adjusted so that the tail of the arrow is adjacent to the hexside which was just traversed (and the head of the arrow pointing directly away from the formerly occupied hex). Of course, if the ship enters the hex to which its Speed/Facing marker was pointing, no adjustment of the marker is necessary. If the ship enters either of the other front hexes, the marker is adjusted (and no Movement Points are expended to make the adjustment).

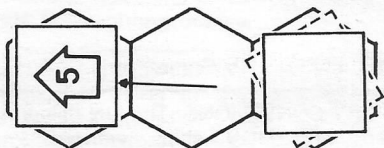
[5.2] TURNING

[5.21] Ships may also re-orient their facing marker before, during, or after the actual movement through the hex grid. This is done by *turning*. Turning consists of a ship remaining stationary in a given hex, and changing its Facing marker by one hexside.

[5.22] MOVEMENT POINT COST: The act of turning one hexside (while remaining in place) costs a ship a certain number of Movement Points. The number of Movement Points per hexside turned varies, depending on the type of ship being turned (see 6.5, Ship Maneuver Control Schedule).

[5.23] There is no limit to the number of hexsides that may be turned through by a ship in a single hex, except the limitation of the number of Movement Points available.

[5.24] Ships may freely engage both in normal movement and turning in the same Movement Phase, subject to the restrictions of the Movement Allowance.



[5.25] Turning Example:

"BB" type ship with a current Movement Allowance of "5," turns one hexside before moving, expending three Movement Points. It does not have sufficient Movement Points to turn another hexside, and therefore must move for two hexes to expend the remaining Movement Points. As it moves, it enters the left front hex and the Facing marker is again re-oriented.

[5.3] EFFECT ON COMBAT

The facing of a ship only affects movement. It never affects gunnery or torpedo combat, for the target ship, the firing ship, or the strengths and odds involved in the combat.

[6.0] MOVEMENT

GENERAL RULE:

Each ship on the map has a second counter placed on top of it. This is the Speed/Facing marker, and it defines the direction and current Movement Allowance (speed) of that ship. during his Movement Phase, the Phasing Player must maneuver each of his ships their full current Movement Allowance, expending all Movement Points by turning or moving through the hex grid. At the end of each Player-Turn, the Phasing Player decides for each ship to accelerate, decelerate, or continue at the same speed. This determines the next Friendly Movement Phase's Current Movement Allowance for that ship.

PROCEDURE:

Move each ship individually, tracing the path of its movement through the hexagonal grid. Ships may only move into their front hexes (see Facing). Each hex entered expends one Movement Point of the ship's total Movement Allowance. Thus a ship with a Movement Allowance of "7" could move as many as seven hexes in a single Movement Phase. Ships may also expend Movement Points by turning.

CASES:

[6.1] HOW TO MOVE SHIPS

[6.11] During a Movement Phase, only the Phasing Player may move his ships. Enemy movement is not permitted.

[6.12] No type of Combat may take place during any Movement Phase.

[6.13] Movement from hex to hex must be consecutive. Ships may not skip hexes.

[6.14] The Movement Points dictated by a given ship's current Movement Allowance are not transferrable from ship to ship or Phase to Phase, nor are they discardable; all Movement Points must be expended.

[6.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[6.21] Ships may never enter an active land hex (which land hexes are considered "active" is determined by the scenario).

[6.22] A moving ship may move through a hex containing another Friendly ship, without penalty, but may not end its movement in that hex.

[6.24] In the case where a ship must end its Movement stacked with another ship (it is unavoidable), the ship is removed from play, although it does not contribute to the Enemy Player's Victory Points.

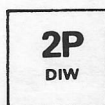
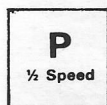
[6.25] There are no "Zones of Control" in CA.

[6.3] MOMENTUM

[6.31] In CA, ships have an initial speed in each scenario. For the first Game-Turn, this speed (current Movement Allowance) dictates how many Movement Points the ship must expend. A ship's current Movement Allowance may only be changed by acceleration or deceleration.

[6.32] In the Acceleration/Deceleration phase of each Player-Turn, after Movement is completed, the Phasing Player may elect to increase or decrease the current Movement Allowance of all, some, or none of his ships. This is done by removing the Speed/Facing marker and replacing it with a new Speed/Facing marker with the new speed and the *same* facing.

[6.33] Ships are limited in terms of how much they can increase or decrease their current Movement Allowance. (See 6.5, the Ship Maneuver Control Schedule.)



[6.4] EFFECTS OF POWER DAMAGE

[6.41] Ships take "hits," representing damage in combat. There are two types of damage: Weapon (affects Gunnery and Torpedo Strength) and Power (affects maximum Movement Allowance).

[6.42] If a given ship has one Power hit inflicted on it, its maximum Movement Allowance is immediately reduced by one-half, 50%.

Fractions are rounded downwards, so that a ship with a maximum Movement Allowance of seven has it reduced to three. The ship has a "P" marker placed on it, underneath the Speed/Facing marker. If its current Movement Allowance was higher than the new maximum, it is immediately dropped to the new maximum. Thereafter, the ship may not accelerate above the new Maximum Movement Allowance.

[6.43] If a ship has a Power hit and receives another, or receives two Power hits at once, its maximum Movement Allowance is immediately reduced to zero. Place a "2P—Dead in Water" Marker on it, and remove the Speed/Facing marker (it won't need it). The ship may not thereafter move.

[6.5] SHIP MANEUVER CONTROL SCHEDULE

Ship types	Maximum Movement Allowance	Movement Point cost to turn one hex side	Maximum Movement Point Cost:	
			Acceleration	Deceleration
BB, BC	6	3	1	1
CA, CL	7	2	2	2
DD	7	1	3	2

[7.0] GUNNERY AND TORPEDO COMBAT

GENERAL RULE:

Gunnery Combat occurs at the discretion of the Phasing Player during the Gunnery Combat Phase. Torpedo Combat occurs at the discretion of the Phasing Player during his Torpedo Combat Phase. Torpedo and Gunnery combats are always resolved separately at different times. The Phasing Player may attack with his ships the Enemy Player's ships if they are within range of that type of attack. The Phasing Player is always known as the Attacker, the non-Phasing Player, the Defender, regardless of the overall scenario position.

PROCEDURE:

Each combat action is essentially one or more ships firing against a single ship. Compare the attacking Gunnery Strength(s) or Torpedo Strength(s) of units allocated to a specific attack against the Defense Strength of the defending ship. State this comparison as a probability ratio: Torpedo or Gunnery Strength vs. Defense Strength. Round off the ratio, in the Defender's favor (lower), to one of the simplified odds found on the Combat Results Table, roll the die and read the result (if any) at the intersection of the die roll line and odds column. Apply the results immediately, before resolving any other attacks.

Note: in all cases where Gunnery or Torpedo Strength is referred to as being *reduced*, all fractions are *retained*. Also, the Torpedo Range Allowance of all IJN ships is seven; of all USN ships, three. These Ranges are constant and are, therefore, not printed on the counters themselves.

CASES:

[7.1] WHICH SHIPS MAY AND MAY NOT FIRE

[7.11] The Enemy Player may never engage in gunnery or torpedo combat during a Friendly Player-Turn.

[7.12] Attacking is completely voluntary; units are never compelled to attack.

[7.13] No ship may attack more than once per Gunnery Combat Phase, although it may attack in both the Gunnery Combat Phase and the Torpedo Combat Phase. No ship may be attacked more than once per Gunnery Combat Phase or Torpedo Combat Phase.

[7.14] There is no limit to the number of ships which may attack the same hex.

[7.15] Ships may always attack any Enemy ship within their Range Allowance at full Gunnery or Torpedo Strength, subject to the reductions of strength detailed in cases 7.2, 7.3, 7.4 and 7.5.

[7.2] EXTENDED RANGE FIRING

[7.21] *Gunnery Combat:* In addition to standard firing within the Range Allowance of a given ship, ships may fire at extended range at one-half normal Gunnery Strength. Range may be extended up to *twice* the normal Range Allowance. Thus, given a ship with a Gunnery Range Allowance of eight, it would fire with normal strength from one to eight hexes, or at half strength at targets nine to sixteen hexes away. This halving of strength is in addition to any reductions of strength detailed in cases 7.3, 7.4 and 7.5.

[7.22] *Torpedo Combat:* Torpedo Strength may also be applied at extended range. Range may be extended up to *twice* the normal Range Allowance at one-half the normal strength, and up to *triple* the normal Range Allowance at one-third strength. Thus a given ship with a Torpedo Range Allowance of seven and a Torpedo Strength of 24 could apply a strength of 24 from one to seven hexes, a strength of 12 from eight to fourteen hexes, or a strength of 8 from fifteen to twenty-one hexes.

[7.3] MULTIPLE SHIP AND MULTI-HEX COMBAT

[7.31] A given ship may never attack more than one Enemy ship in a single Gunnery or Torpedo Attack Phase, though it may attack different ships in those different phases.

[7.32] More than one ship may attack a single hex. Ships do not attack separately; they must add the total like Strengths into one attack. However, whenever more than one ship attacks a single ship, the additive total of all those ships attacking Gunnery Strengths is halved before computing the odds. Torpedo attacks from different ships against a single hex are not affected; they are purely additive.

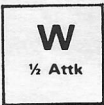
[7.4] COMBAT INHIBITIONS AND PROHIBITIONS

[7.41] *Land.* In some scenarios there are certain hexes on the map (as represented by the tinted areas) that are land. Torpedo and Gunnery attacks trace a line of fire from the center of the firing ship's hex to the center of the target ship's hex. If, at any point along this line, there intercedes a hex that is land or a hexside, one hex of which is land, the line of fire is blocked, and the firing ship may not fire.

[7.42] There are no gunnery ammunition rules; ships may fire as much as they wish in a given scenario with their Gunnery Attack Strength.

[7.43] There *are* limitations on the number of torpedo attacks that can be made by a given ship. Essentially, all non-Japanese ships may only use their Torpedo Strength *once*. Having used it, it is written down that that ship has expended its torpedoes. (See 7.7, Japanese Torpedo Reloading, for how to handle Japanese ships).

[7.44] Ships may freely fire *through* one another, regardless of Enemy or Friendly, by Gunnery and Torpedo attacks.



[7.5] WEAPON DAMAGE

In the course of the game, ships will take certain combat results termed "hits," representing damage. "Weapon hits" reduce the basic Gunnery and Torpedo Strengths of the affected ship for the duration of that scenario.

One Weapon hit reduces the Gunnery and Torpedo Strengths of the ship to one-half normal. Two Weapon hits reduce the Gunnery and Torpedo Strengths to zero.

[7.6] NIGHT TIME SPOTTING

[7.61] Most scenarios in CA take place at night. There are special restrictions upon firing at night. Ships may only fire guns or torpedoes at target ships that are spotted.



Spotted Marker

[7.62] *Spotting.* Spotting occurs in two manners.

(a) Whenever a ship uses its Gunnery Strength in its own Gunnery Attack Phase, place a "spotted" marker on it. Torpedo attacks do not cause spotting.

(b) Whenever a ship expends Movement Points within eight hexes of an Enemy ship, place a "Spotted" marker on it. However, a ship which begins its movement eight hexes from an enemy ship and does not turn, but simply moves out of the hex, further away, is *not* spotted.

[7.63] All "Spotted" markers are removed from Friendly ships at the end of the Enemy Player-Turn.

[7.7] JAPANESE TORPEDO RELOADING

[7.71] Whenever a Japanese ship launches torpedoes for the first time, it is flipped face down and the fact that it has fired one load is written down. This indicates that the ship is not able to fire torpedoes. At the end of any Enemy Player-Turn that an inverted ship has not undergone gunnery attack, it may begin to reload. This is signified by flipping the Speed/Facing marker face down also. At the end of any Enemy Player-Turn that a face-down Japanese ship with a face-down marker has not undergone gunnery attack, flip the ship counter and the marker face-up. It may now use its Torpedo Strength again.

[7.72] Japanese ships are limited to using their Torpedo Strength *twice* per scenario. After the second use of its Torpedo Strength, it is written down that that ship has completely expended torpedoes, just like non-Japanese ships.

[7.8] GUNNERY EXTENDED RANGE FIRE AND SHIP CLASSES

[7.81] When a ship fires at extended range, there is one consideration which may prevent it firing at certain target ships. Essentially, there are three classes of ships: Heavy (BB, BC), Medium (CA, CL) and Light (DD).

A given ship must try to engage a ship of the same or closest type when using its Gunnery Strength at extended range. Thus a "BB" type ship could not fire at a "DD" type ship if there were any Enemy "BB," "BC," "CA," or "CL" type ships anywhere in normal extended range. Medium ships must try to engage Medium type ships. If there are none available, they may fire at either Light or Heavy types.

[7.58] On occasion, this restriction may seem ridiculous, since ships will be making non-viable attacks (i.e., at less than 1-1 odds, without result). Nevertheless, the restriction is enforced.

[8.0] COMBAT RESULTS TABLE

Die Roll	Odds (Torpedo or Gunnery Strength vs. Defense Strength)									Die Roll
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	
1	P	P	P	P	PW	PW	PW	PW	PW	1
2	•	W	P	P	P	PW	PW	PW	PW	2
3	•	•	W	W	W	P	PW	PW	PW	3
4	•	•	•	W	W	W	P	PW	PW	4
5	•	•	•	•	•	W	P	P	PW	5
6	•	•	•	•	•	•	P	P	P	6

Odds greater than 9-1 are treated as 9-1; odds less than 1-1 are ineffective.

[8.1] EXPLANATION OF COMBAT RESULTS

P = Power hit: First power hit, ship's maximum Movement Allowance is halved; second power hit, ship is dead in water, Movement Allowance of zero. (See Movement, Case 6.4). Place a "P" marker under ship counter.

W = Weapon hit; first weapon hit, ship's Torpedo and Gunnery Strengths are halved; second weapon hit, ship loses all offensive

capability. (See Combat, Case 7.5). Place a "W" marker under ship counter.

PW = One Power and one Weapon hit. See above.

Any ship that receives three hits of any type is considered sunk. Remove the ship counter from the map.

NOTE: In Torpedo attacks, all hits count as Power hits. Thus a "PW" result is actually two Power hits..

[9.0] THE SCENARIOS

CA is played as scenarios, each scenario being a representation of a major, real (or fictitious) naval battle during the 1941-45 Pacific War. Each scenario essentially sets the Players up as the historical situation was (or might have been), and then evaluates their performance according to the circumstance. Thus a Player could successfully sink more Enemy ships, and withdraw, but still lose the game, since more is demanded of him in that situation.

The ship counters in the game of CA need some explanation. On the scenarios, you are presented with a line, for example, that says: "2 Myoko CA-2." This means that two of the CA-2 counters are used in that scenario. The CA-2 counter represents the Myoko-class heavy cruisers, as well as other classes which were essentially of the same type for game purposes. The counters give you the least information, the scenarios tell you the approximate class of ship. In addition we have included a summary of "Wartime Ships Available" for each Navy, detailing how many ships were available in the abstract game classes (e.g., CA-2), the historical class names (Myoko and Takao) and their main armament, torpedo armament, and displacement.

[9.1] HOW TO SET-UP AND PLAY THE GAME

[9.11] LAND.

In certain scenarios, land bodies exist on the map (as represented by the shaded hexes). This is the first information given in the scenario. There are three possible land configurations depicted, never consisting of more than two independent bodies. There are two land markers included in the counters. These should be placed in the existing land bodies as a reminder to the Players.

[9.12] INITIAL DEPLOYMENT

Each Player sorts out the ships allotted him in the scenario, places the on the map in the indicated hexes, and places Speed/Facing markers of the appropriate current Movement Allowance, oriented by the instructions. The First Player listed in the scenario is always the game's First Player, i.e., moves and fires first.

[9.13] SPECIAL RULES

Occasionally a scenario will have an additional rule, or suspend certain rules, most especially Night-time Spotting. When night-time spotting is suspended, this restriction simply ceases to exist and ships may fire freely within their range (and extended range).

[9.14] EXITING THE MAP

In some scenarios, ships are required to leave the map, for victory or otherwise. To exit the map, the ship is moved to the map edge, and then must expend one additional Movement Point. If it does so, remove the counters. Ships may not otherwise exit the map, unless specifically requested by the scenario.

[9.2] THE SCENARIOS

Scenario 1:

South China Sea, 10 December 1941
(hypothetical)

Hex number	Ship/Type	Speed/Heading
British (Royal Navy) Player:		
4404	1 Prince of Wales BB-5	3/nw
4505	1 Repulse BC-2	3/nw
4708	3 Benson DD-5	3/nw
4808		
4909		

IJN Player:

0716	2 Hiei BC-2	2/n
0717		
1215	2 Moyoko CA-2	2/n
1216		
0710	4 Fubuki DD-2	2/n
1209		
1022		
0316		

GAME-LENGTH: 20 Game-Turns.

SPECIAL RULES & VICTORY CONDITIONS:

There are three variations on this scenario.

(A) *Daytime*. The usual nighttime sighting rules are suspended. The IJN does not receive the two Myoko CA.

Victory Conditions: RN must exit one of the BB or BC off the west map edge. IJN must prevent this.

(B) *Nighttime*. Each Player receives all ships. RN must exit one of the BB or BC, undamaged, off the west map edge. IJN must prevent.

(C) *Nighttime*. IJN do not receive the two Hiei BC. RN must exit both the BB and BC off west map edge. IJN must prevent both from exiting. Any other situation is a draw.

Scenario 2:

Savo Island, 9 August 1942

LAND: Configuration "A"

Hex number Ship/Type Speed/Heading

IJN Player:

5326	4 Furutaka CA-1	6/ne
5724		
5525		
5425		
5724	1Myoko CA-2	6/ne
5226	1 Tenryu CL-1	6/ne
5127	1 Yubari CL-3	6/ne
5027	1 Mutsuki DD-1	6/ne

USN Player:

Group 1

6015	1 Canberra CA-4	2/sw
6115	1 Northhamptom CA-2	2/sw
6017	2 Craven DD-3	2/sw
6113		

Group 2

4206	3 Northhamptom CA-2	2/sw
4306		
4405		
4004	2 Craven DD-3	2/sw
4407		

REINFORCEMENT (USN): on west map edge, Game-Turn 3.

West Edge 1 Craven DD-3 4/se
This ship is part of Group 2.

GAME-LENGTH: 15 Game-Turns.

SPECIAL RULE: no USN ship of one group may sight for another group by being within eight hexes of an IJN ship (see 7.62).

VICTORY CONDITIONS: Victory is awarded on points, according to the following schedule:

Ship Type and Condition	Points Awarded
CA - Sunk	10
CA - Dead in water	5
CA - Damaged	2
CL or DD - Sunk or dead in water	2
CL or DD - Damaged	1

Any IJN ship not exited off south map edge by the end of Game-Turn 15 is considered to be sunk.

Victory is awarded in levels, according to the ratio of Victory Points:

<i>Level of Victory</i>	<i>Ratio of IJN to USN Victory Points</i>
Major IJN Victory	8 or more to 1
Minor IJN Victory	5 through 7.99 to 1
Draw	2 through 4.99 to 1
Minor USN Victory	1 through 1.99 to 1
Major USN Victory	less than 1 to 1

Scenario 3:
Cape Esperance, 11-12 October 1942

LAND: Configuration "A"

Hex number Ship/Type Speed/Heading

IJN Player:

2110	3 Furutaka CA-1	4/se
2009		
1909		

2107	2 Fubuki DD-2	4/se
2113		

USN Player:

3221	1 Pensacola CA-1	3/ne
3420	1 Northhampton CA-2	3/ne
3321	2 Brooklyn CL-3	3/ne
3122		
3719	5 Benson DD-5	3/ne
3619		
3520		
2923		
3022		

GAME-LENGTH: 15 Game-Turns

SPECIAL RULE: no ships may change speed until first sighting occurs.

VICTORY CONDITIONS: Victory is based on points, according to the same schedule as Scenario 2. In addition the IJN receive an automatic victory if one undamaged CA is exited off the east map edge.

The levels of Victory are:

<i>Level of Victory</i>	<i>Ratio of IJN to USN Victory Points</i>
Major IJN Victory	3 or more to 1
Minor IJN Victory	1.5 through 2.99 to 1
Draw	.75 through 1.49 to 1
Minor USN Victory	.25 through .74 to 1
Major USN Victory	less than .25 to 1

Scenario 4:
Guadalcanal 1, 13 November 1942

LAND: Configuration "B"

Hex number Ship/Type Speed/Heading

IJN Player:

3718	1 Hiei BC-2	4/se
3617	1 Kirisima BC-1	4/se
4019	1 Kuma CL-2	4/se
3614	3 Asashio DD-3	4/se
3514		
3314		
4320	2 Asashio DD-3	4/se
4219		
4017	2 Kagero DD-4	4/se
3916		
3820	3 Fubuki DD-2	4/se
3720		
3619		

USN Player:

5729	2 Benson DD-5	1/nw
5829		
5426	2 Northhampton CA-2	1/n
5427		
5425	1 Atlanta CL-4	1/n
5628	1 Brooklyn CL-3	1/nw
5421	4 Benson DD-5	1/n
5422		
5423		
5424		
5930	3 Fletcher DD-6	1/nw
6030		
5528	1 Atlanta CL-4	1/nw

GAME-LENGTH: 12 Game-Turns.

SPECIAL RULES:

(A) Any IJN ships not exited from north map edge by Game-Turn twelve are considered sunk.

(B) IJN BC have only one-half their usual Gunnery Strength against Enemy ships.

VICTORY CONDITIONS: Victory is awarded on points, according to the following schedule:

<i>Ship Type and Condition</i>	<i>Points Awarded</i>
BB - Sunk	30
BB - one "P" hit	10
BC - Sunk	15
BC - one "P" hit	5
USN CL or both Player's CA - Sunk	5
USN CL or both Player's CA - one "P" hit	2
IJN CL or both Player's DD - Sunk	1

IJN Player only — for each turn of bombarding any hex of Guadalcanal, for each ten Gunnery Strength Points: 1 Victory Point.

Victory is awarded in levels, according to the ratio of Victory Points:

<i>Levels of Victory</i>	<i>Ratio of IJN to USN Victory Points</i>
Major IJN Victory	15 or more to 1
Minor IJN Victory	5 through 14.99 to 1
Draw	2 through 4.99 to 1
Minor USN Victory	1 through 1.99 to 1
Major USN Victory	less than 1 to 1

Scenario 5:
Guadalcanal 2, 14-15 November 1942

LAND: Configuration "B"

Hex number Ship/Type Speed/Heading

IJN Player:

2303	1 Kirisima BC-1	3/sw
2402	2 Myoko CA-2	3/sw
2502		
2601	2 Kagero DD-4	3/sw
2701		
3608	1 Kuma CL-2	4/s
3607	4 Kagero DD-4	4/s
3606		
3605		
3604		
3909	2 Kagero DD-4	4/sw
4008		
5310	1 Kuma CL-2	4/s
5309	1 Kagero DD-4	4/s

USN Player:

5328 2 North Carolina BB-1 2/nw
5428
5529 4 Benson DD-5 2/nw
5629
5730
5830

GAME-LENGTH: 20 Game-Turns.

SPECIAL RULES:

(A) After initial placement, each Player must write down the hex number where each ship will move during the first ten Game-Turns, and any firing which takes place. The speed of the ships may not change from the initial speed given in the scenario for this plot. Then the ships are moved in this pre-determined fashion, until either a sighting occurs, or the ten Game-Turns have elapsed. In either case play resumes normally.

(B) Any IJN ships not exited from the north map edge by the end of Game-Turn 20 are considered sunk.

VICTORY CONDITIONS: Victory is based on points, using the same schedule as in Scenario 4.

Victory is awarded in levels, according to the ratio of Victory Points:

<i>Levels of Victory</i>	<i>Ratio of IJN to USN Victory Points</i>
Major IJN Victory	8 or more to 1
Minor IJN Victory	5 through 7.99 to 1
Draw	3 through 4.99 to 1
Minor USN Victory	1 through 2.99 to 1
Major USN Victory	less than 1 to 1

Scenario 6:

Tassafaronga, 30-1 November-December 1942

LAND: Configuration "C"

<i>Hex number</i>	<i>Ship/Type</i>	<i>Speed/Heading</i>
IJN Player:		
2115	1 Kagero DD-4	6/se
1210	1 Kagero DD-4	6/s
1209	4 Kagero DD-4(s)	6/se
1208		
1207		
1206		
1204	2 Asashio DD-3(s)	6/se
1205		

USN Player:

5022	3 Northhampton CA-2	3/nw
5023		
5021		
5024	1 Pensacola CA-1	3/nw
5025	1 Brooklyn CL-3	3/nw
5020	4 Mahan DD-2	3/nw
5121		
5027		
5128		
5223	1 Fletcher DD-6	3/nw
5324	1 Craven DD-3	3/nw

GAME-LENGTH: 20 Game-Turns

SPECIAL RULE: The IJN Player has six DD's loaded with supplies (those indicated "s"). For each of these ships that pass through any three of those hexes marked with a supply symbol (●) on the map sheet in a single Movement Phase, the IJN Player receives three Victory Points.

VICTORY CONDITIONS: Victory is based on points. Use the same schedule as given in Scenario 4, plus the points allocated in the special rule.

<i>Levels of Victory</i>	<i>Ratio of IJN to USN Victory Points</i>
Major IJN Victory	4 or more to 1
Minor IJN Victory	2 through 3.99 to 1
Draw	1 through 1.99 to 1
USN Victory	less than 1 to 1

Scenario 7:

Kolombangara, 13 July 1943

NO LAND

<i>Hex Number</i>	<i>Ship/Type</i>	<i>Speed/Heading</i>
IJN Player:		
3116	1 Kuma CL-2	4/se
3216	1 Mutsuki DD-1	4/se
3015	3 Kagero DD-4	4/se
2915		
2814		
2714	1 Fubuki DD-2	4/se
USN Player:		
4725	2 Brooklyn CL-3	2/nw
4926		
4825	1 Leander CL-6	2/nw
4222	5 Fletcher DD-6	2/nw
4323		
4423		
4524		
4624		
5026	3 Craven DD-3	2/nw
5127		
5227	3 Benson DD-5	2/nw
5328		
5428		

GAME-LENGTH: 15 Game-Turns.

VICTORY CONDITIONS: The IJN Player must prevent any USN ships without Power Damage from exiting off the west map edge. The USN Player must exit at least one CL and two other ships without Power Damage. Any other result is a Draw.

Scenario 8:

Empress Augusta Bay, 2 November 1943

NO LAND.

<i>Hex number</i>	<i>Ship/Type</i>	<i>Speed/Heading</i>
USN Player:		
3925	4 Cleveland CL-5	3/n
3922		
3923		
3924		
3822	8 Fletcher DD-6	3/n
3823		
3824		
3825		
4022		
4023		
4024		
4025		
IJN Player:		
2211	2 Myoko CA-2	5/se
2111		
2310	1 Kuma CL-2	5/se
2013	1 Agano CL-4	5/se
2209	3 Asashio DD-3	5/se
2109		
2008		

1712	1 Akizuki DD-5	5/se
1913	2 Kagero DD-4	5/se
1812		

GAME-LENGTH: 20 Game-Turns.

VICTORY CONDITIONS: USN Player must prevent any IJN ships from exiting off the east map edge without Power Damage. IJN Player must exit at least two ships without Power Damage. Any other result is a Draw.

Scenario 9:
Samar, 25 October 1944 (hypothetical)
NO LAND.

Hex number Ship/Type Speed/Heading

IJN Player:

4329	1 Yamato BB-3	4/nw
4429	1 Nagato BB-1	4/nw
4530	2 Hiei BC-2	4/nw
4630		
4731	2 Myoko CA-2	4/nw
4831		
3903	8 Kagero DD-4	4/nw
4030		
4131		
4231		
3931		
4031		
4132		
4232		

USN Player:

0617	2 Iowa BB-4	2/s
0618		
0619	3 North Carolina BB-1	2/s
0621		
0620		
0622	1 Maryland BB-2	2/s
0828	2 Baltimore CA-3	2/s
0827		
0826	2 Fletcher DD-6	2/s
0825		
1501	4 Fletcher DD-6	2/s
1502		
1503		
1504		

GAME-LENGTH: 20 Game-Turns.

SPECIAL RULES: There are two variations on this scenario.

(1) *Daytime*. The usual nighttime sighting rules are suspended.

(2) *Nighttime*. The usual nighttime sighting rules are in effect.

VICTORY CONDITIONS: USN achieves victory by preventing any IJN ships (without Power Damage) from exiting off the west map edge. IJN must sink at least two USN BB. Any other result is considered a draw.

Scenario 10:
Okinawa, 1945 (hypothetical)
NO LAND.

Hex number Ship/Type Speed/Heading

IJN Player:

2709	1 Agano CL-4	4/s
2708	2 Kagero DD-4	4/s
2707		
2706	1 Yamato BB-3	4/s

2705	1 Nagato BB-1	4/s
2704	4 Kagero DD-4	4/s
2703		
2702		
2701		

USN Player:

4528	1 Iowa BB-4	4/n
4529	2 Alaska BC-1	4/n
4530		
4531	6 Fletcher DD-6	4/n
4532		
4533		
4534		
2729		
2730		

GAME-LENGTH: 30 Game-Turns.

SPECIAL RULE: It is Daytime. The usual nighttime sighting restrictions are suspended.

VICTORY CONDITIONS: Each side must sink all of the opposing ships to win.

[10.0] DESIGNER'S NOTES

Some games are easy to play. Some are easy to design. Often both occur in the same game. Such was the case with CA. CA actually began with Tactical Game 3 (the precursor of PanzerBlitz). A tactical level game with an emphasis on simplicity and ease of play. Like any new game system (or "family of systems" as in the case with tactical games) it takes a few years before all the bugs are worked out and the games become real joy to play. It's been four years now since "Tac 3" was first published. We've done a lot of tactical games. A year ago we did Flying Circus. This was a major accomplishment. A clean, playable and realistic game on a potentially very complicated tactical situation. The land tactical games have also become cleaner. Armageddon was widely acknowledged as the cleanest of the "pre-twentieth century" tac games. And some upcoming World War II tactical games will also set new standards in terms of "cleanness" and playability. All of the above, believe it or not, has a lot to do with CA. All that is in CA is a direct result of all the work done on tactical games before it.

Tactical naval warfare is basically quite simple. Most of an individual ship's captain's work is done before the battle. Such matters as training, maintenance of equipment and general readiness for battle could not be dealt with during combat. Once fighting had begun all a captain need concern himself with was who he was shooting at and where he was going. Of course, if a ship is hit it either has less to shoot with or less power to get going. Or both. Those are the essential factors and they are all we've built into the game. Since we began with such a basically simple set of game mechanics we were able to also build in many of the other "special" factors which characterized the fighting in the Pacific during this period. Such characteristics as night fighting and the subtle (and some not-so-subtle) differences between the American and Japanese navies. We were able to take care of Japanese torpedo superiority and torpedo re-loading capability. We were able to take care of the gunnery problems of more than one ship attacking another. We were able to take care of many of the special aspects found in the individual battles. We're very pleased with the way CA turned out. We hope you agree.

[11.0] DESIGN CREDITS

Game Design: James F. Dunnigan

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Production: Manfred Milkuhn, Al Zygier,
Marsha Treiber, Kevin Melahn

[12.0] WARTIME SHIPS AVAILABLE TO INJ AND USN.

CHARACTERISTICS

Actual Class Name and Game Class Code	Nr. in Class	Displacement	Main Armament	Torpedo Armament
North Carolina, <i>BB-1</i> South Dakota, <i>BB-1</i>	2 4	35,000	9x16"	0
Iowa, <i>BB-4</i>	4	45,000	9x16"	0
Prince of Wales, <i>BB-5</i>	Brit	35,000	10x14"	0
Maryland, <i>BB-2</i>	4	32,000	8x16"	0
Pennsylvania, <i>BB-3</i> New Mexico, <i>BB-3</i> California, <i>BB-3</i>	1 3 2	33,000	12x14"	0
Repulse, <i>BC-2</i>	Brit	32,000	6x15"	0
Alaska, <i>BC-1</i>	2	27,500	9x12"	0
Pensacola, <i>CA-1</i>	2	9,100	10x8"	0
Northampton, <i>CA-2</i> Indianapolis, <i>CA-2</i> Astoria, <i>CA-2</i> Wichita, <i>CA-2</i>	6 2 7 1	9-10,000	9x8"	0
Baltimore, <i>CA-3</i>	7	10,000	9x8"	0
Canberra, <i>CA-4</i>	Aus	9,850	8x8"	8x21"
Omaha, <i>CL-1</i>	10	7,050	12x6"	6x21"
Omaha, <i>CL-2</i>	—	7,050	10x6"	6x21"
Brooklyn, <i>CL-3</i>	9	9,400- 10,000	15x6"	0
Atlanta, <i>CL-4</i>	8	6,000	16x5"	8x21"

Cleveland, <i>CL-5</i>	22	10,000	12x6"	0
Leander, <i>CL-6</i>	Brit	7,270	8x6"	8x21"
Porter, <i>DD-1</i>	8	1,800- 1,850	8x5"	8x21"
Mahan, <i>DD-2</i> Sims, <i>DD-2</i>	18 12	1,450- 1,500	5x5"	12x21"
Somers, <i>DD-4</i>	5	1,850	8x5"	12x21"
Craven, <i>DD-3</i>	21	1,500	4x5"	16x21"
Benson, <i>DD-5</i>	48	1,620	4x5"	5x21"
Fletcher, <i>DD-6</i> Benson 2, <i>DD-6</i>	179 24	2,050	5x5"	10x21"

WARTIME SHIPS AVAILABLE TO IMPERIAL JAPANESE NAVY

Kirisima, <i>BC-1</i>	1	31,980	8x14"	0
Hiei, <i>BC-2</i>	3	31,720	8x14"	0
Yamashiro, <i>BB-2</i> Ise, <i>BB-2</i>	2 2	34,700- 36,000	12x14"	0
Nagato, <i>BB-1</i>	2	39,110	8x16"	0
Yamato, <i>BB-3</i>	2	64,170	9x18.1"	0
Furutaka, <i>CA-1</i> Aoba, <i>CA-1</i>	2 2	9,150- 9,380	6x8"	8x24"
Myoko, <i>CA-2</i> Takao, <i>CA-2</i>	4 4	13,380	10x8"	16x24"
Mogami, <i>CA-3</i>	4	12,400	10x8"	12x24"
Tone, <i>CA-4</i>	2	11,215	8x8"	12x24"
Tenryu, <i>CL-1</i>	2	3,230	4x5.5"	6x24"
Kuma, <i>CL-2</i> Nagara, <i>CL-2</i> Sendai, <i>CL-2</i>	5 6 6	5,170- 5,870	7x5.5"	8x24"
Yubari, <i>CL-3</i>	1	2,890	6x5.5"	4x24"
Agano, <i>CL-4</i>	4	6,652	6x6.1"	8x24"
Mutsuki, <i>DD-1</i>	12	1,313	4x4.7"	6x24"
Fubuki, <i>DD-2</i>	20	1,700- 2,100	6x5"	9x24"
Asashio, <i>DD-3</i> Akatsuki, <i>DD-3</i> Hatsuharu, <i>DD-3</i> Shiratsuyu, <i>DD-3</i>	10 4 6 10	1,580- 1,961	5x5"	8x24"
Kagero, <i>DD-4</i> Yugumo, <i>DD-4</i>	18 20	2,073	6x5"	8x24"
Akitsuki, <i>DD-5</i>	12	2,701	8x3.9"	4x24"

