

BE A RADIO TECHNICIAN
YOUNG MEN WANTED IN

NAVY RADAR



CHARTS & SCENARIOS

INQUIRE AT NEAREST NAVY RECRUITING STATION

PICKET DUTY

1-1 Basic Game Station Assignment

Roll 2d6	Result
2	Radar Picket Station 1, 2 – Roll again: (1-3=Station 1; 4-6=Station 2)
3	Radar Picket Station 3
4	Radar Picket Station 4
5-6	Radar Picket Station 5
7-8	Radar Picket Station 7
9	Radar Picket Station 9
10	Radar Picket Station 10, 11 – Roll again: (1-3=Station 10; 4-6=Station 11)
11	Radar Picket Station 12, 14 - Roll again: (1-3=Station 12; 4-6=Station 14)
12	Radar Picket Station 15, 16 - Roll again: (1-3=Station 15; 4-6=Station 16)

Historical Note: Stations 6, 8 and 13, were not used though listed in operational orders of the period.

2-2 Advanced Game Station Assignment Ω**March, 1945**

Date	Radar Picket Station	Note
Mar 24	Station 5,9	Roll 1 die: 1-3=Station 5; 4-6=Station 9
Mar 25	No active Radar Picket stations on these dates.	Advance the game turn to 26 th and roll again
Mar 26	Station 9	
Mar 27	No active Radar Picket stations on these dates.	Advance the game turn to 28 th and roll again
Mar 28	Station 5,9	Roll 1 die: 1-3=Station 5; 4-6=Station 9
Mar 29	Station 9	
Mar 30	Station 9	
Mar 31	Station 9	

April, 1945

Date	Radar Picket Station	Note
Apr 1	1,2,3,4,7,9,10,12,14,15	Roll on Table 2-2A
Apr 2 - 28	1,2,3,4,7,10,12,14,15	Roll on Table 2-2A
Apr 29 - 30	1,2,3,4,7,9,10,12,14,15	Roll on Table 2-2A

Table 2-2A - Date: April 1 - 30

Roll 2d6	Radar Picket Station
2	Station 1
3	Station 2
4	Station 3
5	Station 4
6-7	Station 7
8	Station 9 (roll again if Apr 2 – 28)
9	Station 10
10	Station 12
11	Station 14
12	Station 15

May, 1945

Date	Radar Picket Station	Note
May 1 - 4	1,2,3,4,7,9,10,12,14	Roll on Table 2-3A
May 5	1,2,3,7,9,10,12,14	Roll on Table 2-3B
May 6	1,2,3,5,7,9,10,12,14,15,16	Roll on Table 2-3C
May 7 - 20	5,7,9,15,16	Roll on Table 2-3D
May 21	5,7,9,11,15,16	Roll on Table 2-3E
May 22 - 31	5,9,11,15,16	Roll on Table 2-3F

Table 2-3A - Date: May 1 - 4	
Roll 2d6	Radar Picket Station Assignment
2,12	Station 1
3	Station 2
4	Station 3
5	Station 4
6	Station 7
7	Station 9
8	Station 10
9	Station 12
10,11	Station 14

Table 2-3B - Date: May 5	
Roll 2d6	Radar Picket Station Assignment
2,12	Station 1
3	Station 2
4	Station 3
5-6	Station 7
7	Station 9
8	Station 10
9	Station 12
10,11	Station 14

Table 2-3C - Date: May 6	
Roll 2d6	Radar Picket Station Assignment
2	Station 1
3	Station 2
4	Station 3
5	Station 5
6	Station 7
7	Station 9
8	Station 10
9	Station 12
10	Station 14
11	Station 15
12	Station 16

Table 2-3D - Date: May 7 – 20	
Roll 2d6	Radar Picket Station Assignment
2-3	Station 5
4-5	Station 7
6-7	Station 9
8-9	Station 15
10-12	Station 16

Table 2-3E - Date: May 21	
Roll 2d6	Radar Picket Station Assignment
2-3	Station 5
4-5	Station 7
6	Station 9
7	Station 11
8-10	Station 15
11-12	Station 16

Table 2-3F - Date: May 22 - 31	
Roll 2d6	Radar Picket Station Assignment
2-3	Station 5
4-5	Station 9
6-8	Station 11
9-10	Station 15
11-2	Station 16

June, 1945

Date	Radar Picket Station	Note
Jun 1 - 16	5,9,11,15,16	Roll on Table 2-4A
Jun 17 - 25	5,9,15,16	Roll on Table 2-4B

Table 2-4A - Date: Jun 1 - 16	
Roll 2d6	Radar Picket Station Assignment
2	Station 5
3-5	Station 9
6-7	Station 11
8-9	Station 15
10-12	Station 16

Table 2-4B - Date: Jun 17 - 25	
Roll 2d6	Radar Picket Station Assignment
2-4	Station 5
5-7	Station 9
8-10	Station 15
11-12	Station 16

Table 3-1 Fighter Detection Team (FDT) Assignment

Roll 2d6	Result	Note: When determining if Japanese fighters attack ship (Table 8.1), add +1 if an FDT is available, and subtract -1 if no FDT is available.
2-4	No Team Assigned	
5-12	Team Assigned	

Table 4-1 Surface Fire Support (SFS) Available

Roll 2d6	Surface Support Strength Present	A. If <i>no</i> SFS is available, then subtract -2 when determining if Japanese attack. B. For each SFS marker available, add +1 when determining if Japanese attack.
2-4	No (see A)	
5-7	1 SFS marker available (see B)	
8-12	2 SFS markers available (see B)	

Table 5-1 Land Based Radar Activation Ω

Roll 2d6	Result	Note A: If station is not activated, the player may try again next turn, and following turns if necessary, until station is activated.
2 - 4	Not Activated (see Note A.)	
5 - 12	Activated	

Table 6-1 Weather Table

Roll 2d6	Result	Modifiers: If previous turn was rain or storm subtract -1 A. Roll again (1-4 = No Japanese attack; 5-6 = Japanese attack).
2 or less	Storm (Roll again on table 6-2)	
2 - 4	Rain (see note A)	
5 - 12	Clear	

Table 6-2 Storm Weather Table Ω

Roll 1d6	Result	Modifiers: If previous phase was rain or storm, subtract 1 from die roll. A roll of 6 is always a 6. A roll of 1 is always a 1.
1	Typhoon – no Japanese attack (roll again on Table 6-3)	
2 - 6	No Japanese attack (go to next phase)	

Table 6-3 Typhoon Table Ω

Roll 1d6	Result
1 - 2	Mark off 2 days on calendar – no attacks allowed (See Note A)
3 - 5	Mark off 3 days on calendar – no attacks allowed (See Note A)
6	Mark off 4 days on calendar – no attacks allowed. Ship Damaged (roll on Table 6-4)

Note A: Start a new 0400-1200 phase at same picket station. (See Rule 4)

Table 6-4 Typhoon Repairs Table Ω

Roll 2d6	Result
2	Ship suffers catastrophic damage, sinks – Note: Refer to Rule 4
3	Ship suffers major damage, returns to anchorage (roll on Table 6-5)
4	Ship suffers moderate damage, continues on station (mark off 2 hull integrity points)
5	Ship suffers light damage, continues on station (mark off 1 hull integrity point)
6 - 12	Superficial damage – no effect

Table 6-5 Ship Repair Table Ω

Roll 1d6	Result	Note: After rolling, refer back to Rule 6.3
1 - 2	Mark off 2 days on calendar – no attacks allowed	
3 - 5	Mark off 3 days on calendar – no attacks allowed	
6	Mark off 4 days on calendar – no attacks allowed.	

Table 7-1 Fighter Coverage

March 24 - April 6 - DAY	
Roll 2d6	Fighter Coverage
1-3	None
4-12	Carrier based

April 7 – 15 - DAY	
Roll 2d6	Fighter Coverage
1-2	None
3-7	Carrier based
8-10	Land based
11-12	Carrier and Land based

April 16 – June 25 - DAY	
Roll 2d6	Fighter Coverage
1	None
2	Carrier based
3	Land based
4 - 12	Carrier and Land based

March 24 - April 6 - NIGHT	
Roll 2d6	Fighter Coverage
1-3	None
4-12	Carrier based

April 7 – 15 - NIGHT	
Roll 2d6	Fighter Coverage
1-2	None
3-12	Carrier based

April 16 – June 25 - NIGHT	
Roll 2d6	Fighter Coverage
1-2	None
3-4	Carrier based
5-6	Land based
7-12	Carrier and Land based

Draw a value chit for each type available and consult Table 7-2

Air Fire Support Markers Available**Table 7-2** (roll for each chit drawn)

Roll ▼ Chit ►	-2	-1	0	+1	+2
2 or less	0	0	0	1	2
3	0	0	0	1	2
4	0	0	1	2	2
5	0	1	1	2	3
6	0	1	2	3	3
7	1	2	2	3	3
8	1	2	2	3	3
9	1	2	2	3	3
10	1	2	2	3	4
11	1	2	3	4	4
12 +	2	3	3	4	4

Table 7-3 Ω (Kikusui)

Roll 1d6 - twice	Markers Available
0-2	1 Land, 1 Carrier
3-4	2 Land, 2 Carrier
5	3 Land, 3 Carrier
6-7	4 Land, 4 Carrier

Example: First roll is a 4 and the second roll is a 2. Assuming the FDT is present, +1 is added to each result, making the rolls a 5 and 3. A 5 gives the player 3 land and 3 carrier AFS markers; the 3 gives the player 2 land and 2 carrier AFS markers. Totaling the amount gives the player 5 land and 5 carrier AFS markers for support!

Notes for Tables 7-2 & 7-3: Add +1 to roll if FDT is present, subtract -1 from roll if FDT not present.

Table 8-1 Japanese Attack Tables - Determining the number of Japanese planes attacking

Roll 2d6/Rating	-2 or <	-1	0	+1	+2 or >	
2 or <	H	H	F	E	D	
3	H	G	E	D	C	
4	G	F	D	D	C	
5	G	E	D	C	B	
6	F	E	C	C	B	
7	F	D	C	B	A	
8	E	C	B	B	A	
9	D	B	B	A	A	
10	C	B	A	A	A	
11	B	A	A	NA	NA	
12	A	NA	NA	NA	NA	
13 or >	NA	NA	RR	RR	RR	

- Letters A - H refer to a specific Attack Table Below
- NA= No Attacks
- RR= random result - consult Table 8-2

Modifiers affecting column shift: (- is left shift; + is right shift)

- FDT present: +1 (if not present, then -1)
- Chit value drawn for *each type* fighter cover present (land or carrier based) Note – if no fighter cover is available, -2
- All shipboard radar working: +1, 1 or both radars damaged; 0, 1 or both destroyed: -1
- 1 or 2 land based radar working: +1, 3 or 4 working: +2
- For *each* Surface Fire Support Marker available: +1 (if no support is available, then -2)
- If Bridge destroyed: -1
- If CIC destroyed: -1
- If Secondary Compartment Plot Room destroyed: -1 (advanced game only)

Modifiers affecting die roll:

- Weather: rain: +1
- Picket Station 1: -2; Picket Station 2-4: -1; Picket Station 5-10: 0; Picket Station 11-16: -1
- If the sub phase is night – roll 1 dice. If result is 5 or 6 Japanese attack and follow normal procedures. The number of planes is cut in half with fractions rounded down. This also applies to Kikusui attacks.

Table A		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	-	Random Result – See table 8-2
3	6	0M, 135M, 180H, 180L, 270H, 270L
4	6	45H, 135L, 2 at 270M, 0H, 0L (see Note A)
5	0	No attacks
6	5	90L; 90M; 135L; 225H, 180L
7	5	270L, 270M, 270L, 315M, 0H
8	0	No attacks
9	3	225L, 270H, 45H
10	8	315L, 315M, 45L, 45M 90H, 135M, 180H, 180M
11	0	No attacks
12	2	225L, 225H

Table B		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	5	90L, 225H, 315H, 270H, 270L
3	5	270L, 45M, 135M; 180M, 90L
4	4	135M, 135H, 2 at 225L
5	0	No attacks
6	6	0H, 0M, 0L, 135M, 45H, 45M
7	0	No Attacks
8	6	180L, 225L, 225M, 270H, 270M, 45M
9	7	270H, 270M, 225L, 180M, 180L; 1350L, 0M
10	0	No Attacks
11	2	2 planes: 180H, 180L (See Note A)
12	-	Random Result – See table 8-2

Table C		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	2	180L, 180M
3	6	90M, 315H, 0L, 90H, 180H, 180L
4	0	No Attacks
5	5	90M, 135L, 180H, 2 at 270L
6	4	270H, 270M, 45L, 315M
7	-	Random Result – See table 8-2
8	3	0H, 315M, 270L
9	0	No Attacks
10	5	225L, 315H, 270M, 90L, 45H (See Note A)
11	1	180L
12	6	45H, 45M, 270L, 270M, 2 at 180H

Table D		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	2	270H, 270L
3	0	No Attacks
4	0	No Attacks
5	-	Random Result – See table 8-2
6	3	90L, 90M, 135H
7	4	180L, 225L, 270L, 270M
8	3	315H, 0H, 90L (See Note A)
9	0	No Attacks
10	2	0M, 315M
11	5	180H, 180M, 135M, 90M, 90L
12	-	Random Result – See table 8-2

Note A: Roll 1d6 and add result to number of planes in first roll. Use Table D2 to determine bearing of attack/altitude of extra aircraft.

Table D2		
Roll 2d6	Bearing of Attack	Altitude
2 - 3	0	Roll 1d6 after determining Bearing of Attack • 1-2 High • 3-4 Medium • 5-6 Low
4 - 5	45	
6 - 7	90	
8	135	
9	180	
10	225	
11	270	
12	315	

Table E		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	0	No Attacks
3	5	90L, 90M, 90H, 45M, 45L
4	4	270L, 270M, 270H, 90M
5	4	180H, 180L, 90M, 0L
6	6	45L, 90L, 90M, 0M, 270M, 270H
7	-	Random Result – See table 8-2
8	0	No Attacks
9	4	270M, 225H, 180M, 135L
10	2	90H, 45L
11	5	0L; 180L, 270H, 270M, 270L
12	0	No Attacks

Table F		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	4	315L, 315M, 270M; 180H
3	0	No Attacks
4	4	0L, 45L, 45M, 90L
5	0	No Attacks
6	0	No Attacks
7	4	270L, 225M, 180L, 180H
8	3	135M, 180M, 180L
9	-	Random Result – See table 8-2
10	0	No Attacks
11	2	225L, 180L
12	8	315H, 45H, 225H, 225M, 225M, 0H, 0M, 90H

Table G		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	3	90L, 135L, 180L
3	3	135H, 180H, 180M
4	3	270L, 270H, 315M
5	0	No Attacks
6	4	0M, 180M, 225L, 225H
7	0	No Attacks
8	0	No Attacks
9	-	Random Result – See table 8-2
10	7	225L, 135H, 135H, 225L, 225M, 225H, 180L
11	2	180M, 225H
12	2	180L, 315L

Table H		
Roll 2d6	Planes	Bearing of Attack /Altitude
2	3	315L, 315H, 45L
3	2	0H, 90H
4	0	No Attacks
5	4	90M, 180M, 225H, 270M
6	0	No Attacks
7	4	270L, 90L, 135M, 180L
8	3	135H, 180M, 225L
9	0	No Attacks
10	-	Random Result – See table 8-2
11	8	45L, 45M, 45H, 315L, 315M, 315H, 0H, 0M
12	4	90H, 270H, 180H, 135L

Table 8-2 Random Result (RR)

Roll 2d6	Special Attack Result	<p>Note A: Place the appropriate plane marker with its special weapon in the Special Attack box on the map (Rule 6.6.K), then refer to Table 12 under the appropriate Special Attack weapon to determine damage.</p> <p>Note B: Roll 1 die again-</p> <ul style="list-style-type: none"> 1-3 -- Weather deteriorates, all attacks are aborted. Go to next <i>turn</i>. 4-6 -- 1 radar station inoperative. If none are online, then no effect.
2	1 Sally w/ Ohka (See Note A)	
3	1 Peggy w/ Ohka (See Note A)	
4	1 Betty w/ Ohka (See Note A)	
5	1 Val w/ bomb (See Note A)	
6	1 Zero w/ bomb (See Note A)	
7	See Note B	
8	1 Kate w/ torpedo (See Note A)	
9	1 Myrt w/ torpedo (See Note A)	
10	1 Jill w/ torpedo (See Note A)	
11	1 Grace w/torpedo (See Note A)	
12	1 Judy /w bomb (See Note A)	

Table 8-3 Fighter Waves

No. of Planes Attacking	1 st Wave	2 nd Wave	3 rd Wave	Number of Special Attack Planes Allowed per Wave		
				1 st Wave	2 nd Wave	3 rd Wave
2-4	All	NA	NA	2	None	None
5	3	2	NA	2	2	None
6	3	3	NA	2	2	None
7	4	3	NA	2	2	None
8	4	4	NA	2	2	None
9	5	4	NA	2	2	None
10	5	5	NA	2	2	None
11	6	3	2	2	2	2
12	6	4	2	2	2	2
13	7	4	2	2	2	2
14	7	4	3	2	2	2
15	8	5	2	2	2	2
16	8	5	3	2	2	2
17	9	5	3	2	2	2
18	9	6	3	2	2	2

Table 9-1 Firing Bonus for Gun Mounts (slaved to gun directors)

Gun Mount	Low	Medium	High
5 inch	0	+1	+1
40mm	+1	+1	0
20mm	0	0	Cannot fire

Note: Apply gun bonuses to appropriate sections of Table 9-2. If gun director for specific gun is damaged or destroyed, bonus is lost. There is no bonus if 5" mounts fire manually.

Historical Note: Interviews with sailors and official reports confirm that the 40mm gun mount was the most effective gun used against kamikazes. According to an October 1945 report, the 20mm gun was practically worthless in attacks, hence no bonus. The 5" inch gun was reliable, but required numerous shells to score a hit. Most planes shot down with these guns were due to shrapnel damage rather than direct hits.

Table 9-2 US Defensive Fire Tables

5 inch Guns				Modifiers:
Roll	Low	Medium	High	
2 or <	Miss	Miss	Miss	<ul style="list-style-type: none"> 5 inch Gun bonus (Table 9.1) <ol style="list-style-type: none"> Low = 0 Medium = +1 High = +1 Gunnery Officer Chit Value. <p>A: Plane removed and placed back into container.</p> <p>B: Consult Shot Down column on Table 10.</p> <p>Note: If a Japanese plane is hit twice, it is considered damaged, hit three times it is considered flamed (note B).</p>
3	Miss	Miss	Miss	
4	Miss	Miss	Miss	
5	Miss	Miss	Miss	
6	Miss	Hit	Hit	
7	Hit	Hit	2 Hits	
8	Hit	2 Hits	2 Hits	
9	2 Hits	2 Hits	Flamed (B)	
10	2 Hits	Flamed (B)	Destroyed (A)	
11	Flamed (B)	Destroyed (A)	Destroyed (A)	
12 or >	Destroyed (A)	Destroyed (A)	Destroyed (A)	

40mm Guns				Modifiers: <ul style="list-style-type: none"> 40mm Gun bonus (Table 9.1) <ol style="list-style-type: none"> Low = +1 Medium = +1 High = 0 Gunnery Officer Chit Value. <p>A: Plane removed and placed back into container.</p> <p>B: Consult Shot Down column on Table 10.</p> <p>Note: If a Japanese plane is hit twice, it is considered damaged, hit three times it is considered flamed (note B).</p>
Roll 2d6	Low	Medium	High	
2 or <	Miss	Miss	Miss	
3	Miss	Miss	Miss	
4	Miss	Miss	Miss	
5	Miss	Miss	Miss	
6	Hit	Miss	Miss	
7	Hit	Hit	Miss	
8	2 Hits	Hit	Hit	
9	Flamed (B)	2 Hits	Hit	
10	Flamed (B)	Flamed (B)	2 Hits	
11	Destroyed (A)	Destroyed (A)	Flamed (B)	
12 or >	Destroyed (A)	Destroyed (A)	Destroyed (A)	

20mm Guns			Modifiers: <ul style="list-style-type: none"> 20mm Gun bonus (Table 9.1) <ol style="list-style-type: none"> Low = 0 Medium = 0 High = Cannot Fire Gunnery Officer Chit Value. <p>A: Plane removed and placed back into container.</p> <p>B: Consult Shot Down column on Table 10.</p> <p>Note: If a Japanese plane is hit twice, it is considered damaged, hit three times it is considered flamed (note B).</p>
Roll	Low	Medium	
2 or <	Miss	Miss	
3	Miss	Miss	
4	Miss	Miss	
5	Miss	Miss	
6	Miss	Miss	
7	Hit	Hit	
8	2 Hits	Hit	
9	2 Hits	2 Hits	
10	Flamed (B)	2 Hits	
11	Destroyed (A)	Flamed (B)	
12 or >	Destroyed (A)	Destroyed (A)	

Table 10 Japanese Hit Table

Roll 2d6	Undamaged (0-1 hit)	Damaged (2 hits)	Shot Down [Flamed] (3 hits)
2 - 4	Miss – no damage	Miss – no damage	Miss – no damage
5	Miss – no damage	Miss – no damage	Miss – no damage
6	Near Miss – consult Table 11-1	Miss – no damage	Miss – no damage
7	Near Miss – Consult Table 11-1, if special attack – a miss	Near Miss – consult Table 11-1	Miss – no damage
8	Near Miss – Consult Table 11-1, if special attack – a miss	Near Miss – consult Table 11-1	Near Miss – consult Table 11-1
9	Hit – Consult Hit Table 11 (B)(C)	Near Miss – consult Table 11-1	Near Miss – consult Table 11-1
10	Hit – Consult Hit Table 11 (B)(C)	Hit – Consult Hit Table 11	Near Miss – consult Table 11-1
11	Hit – Consult Hit Table 11 (B)(C)	Hit – Consult Hit Table 11	Hit – Consult Hit Table 11
12	Hit – Consult Hit Table 11 (B)(C)	Hit – Consult Hit Table 11	Hit – Consult Hit Table 11

Notes:

- A. If emergency maneuvers are successful, subtract -1 from the dice roll. No other modifiers are used.
- B. If special attack, consult Table 12-1, 12-2 or 12-3 for specific weapon damage incurred.
- C. Special attack planes that survive defensive gunfire use the Undamaged Column when determining if they strike the ship. To determine which section of the ship on Table 11 the plane hits, roll 1 die: 1-2, Forward Section; 3-4, Midship Section; 5-6 Aft Section (Rule 6.9.B).

Table 11.0 Main Damage Table (1 10-sided die and 1 6-sided die)**FORWARD SECTION: 315° - 0° - 45°**

Roll 1d6 ► 1d10 ▼	1	2	3	4	5	6
0	40mm Gun Tub A Hit (B)	Ice Machine Hit (SEC) (A)	5in Mgz FWD 1 Hit (E)	Crew Quarters #2 Hit (SEC) (A)	Deck Fire & Mk 37 5" Gun controller hit. (H)	Storeroom #3 Hit (SEC) (A)
1	Provisions Hit (SEC) (A)	Trune Hit (SEC)	Small Arms Mgz Hit (SEC) (A)	Random Result roll on Table 15	Alcohol Hit (SEC)	20mm, 40mm Mgz Fwd Hit (E)
2	Sound Room #2 Hit (SEC) (A)	Sea Cabin Hit (SEC)	Fighter Direction Team Killed	Trunk Hit (SEC)	Storeroom #2 Hit (SEC) (A)	Shower Head Hit (SEC)
3	5in Gun # 2 Hit (B)	Cold Storage Hit (SEC) (A)	Supply Stores Hit (SEC) (A)	40mm Gun Tub B Hit (B)	Plot Room Hit (SEC)	Projector Hit (SEC) (A)
4	Dressing Station Hit (SEC) (A)	Mess Room Hit (SEC)	CPO Mess Hit (SEC)	Crew Quarters Hit (SEC) (A)	Chain Locker Hit (SEC)	Provisions #2 Hit (SEC) (A)
5	CPO Quarters Hit (SEC)	CIC Hit	Storeroom #1 Hit (SEC) (A)	Bridge Hit (C)	Crew Quarters #3 Hit (SEC)	Water lines Hit. (G)
6	Repair Stores Hit (SEC) (A)	Wardroom Stores Hit (SEC) (A)	5in Gun # 1 Hit (B)	Sound Room Hit (SEC) (A)	5in Mgz Fwd #2 Hit (E)	Storeroom #4 Hit (SEC) (A)
7	Bread Locker Hit (SEC)	Fwd Fuel Tanks Hit (E)	Gun Crew Shelter Hit (SEC)	Cold Storage Hit (SEC) (A)	Deck Fire	Windlass Room Hit (SEC)
8	Fruit/Veg. Hit (SEC) (A)	Tracking Room Hit (SEC)	Provisional Supplies Hit (SEC)	Radio Hit (D)	Boatswain's Stores Hit (SEC) (A)	SC & SG Radar destroyed
9	SC Radar Hit (F)	Crew Quarters Hit (SEC) (A)	Repair Stores Hit (SEC)	Inflammable Stores Hit (SEC) (A)	SG Radar Hit (F)	Equipment Room Hit (SEC)

(SEC) **Ω** = Secondary Compartment (mark Hits on Secondary Compartment Hit Sheet). See Rule 7.5 for Basic Game.
 (A, B, C) etc., = see Notes below.

Notes:

A: Gray boxes indicate compartments under waterline.

B: **40mm**: Roll 1d6: 1-3 Gun director for tub ok, result 4-5 Gun director for tub damaged, result 6 Gun director destroyed. Then roll for Gun damage: Roll 1d6 / 1-3, gun damaged; 4-6, gun destroyed. **5" Gun**: roll 1 die, 1-3 damaged, 4-6 destroyed. If 5" gun is damaged as a result of a roll, it loses its bonus for the Mk37 gun controller and must be fired manually in future turns.

C: Roll 1d6 / 5-6, captain killed. Roll Again: 6, Bridge destroyed – all crew members on bridge killed.

D: Roll 1d6 / roll of 6 Radio room is destroyed.

E: Roll 1d6 / roll of 6 a catastrophic explosion results, ship sunk.

F: Roll 1d6 for each radar hit: 1-5 damaged, 6 radar destroyed, see Rule 7.11.

G: Roll 1d6 / 1-3: lines damaged; 4-6: lines destroyed.

H. **5" Mk 37 Gun controller**: roll 1d6: 1-2, undamaged, 3-5 damaged., 6 destroyed.

MIDSHIP SECTION: 90° - 270°

Roll 1d6 ► 1d10 ▼	1	2	3	4	5	6
0	Random Result roll on Table 15	FWD Stack Destroyed (C)	Superficial Damage	40mm Gun Tub D Hit (D)	Water lines Hit (E)	SC & SG Radar Hit (F)
1	SC & SG Radar Hit (F)	FWD Engine Room Hit (B)	FWD Stack Destroyed (C)	20mm Gun B Hit (D)	Random Result roll on Table 15	Battery Charging Hit (SEC)
2	Galley Hit (SEC)	20mm Gun A Hit (D)	Water lines Hit. (E)	AFT Fire Room Hit (A)	SG Radar Hit (F)	Deck Fire
3	SC Radar Destroyed	FWD Stack Hit (C)	Passage Hit (SEC)	Deck Fire	Deck Fire	20mm Gun C Hit (D)
4	FWD Fire Room Hit	Random Result roll on Table 15	20mm Gun D Hit (D)	Laundry Hit (SEC)	40mm Gun Tub D Hit (D)	Deck Fire
5	SC Radar Hit (F)	Torpedo Ordnance Hit (SEC)	SC & SG Radar Hit (F)	AFT Engine Room Hit (B)	AFT Stack Destroyed (C)	AFT Stack Hit (C)
6	FWD Fire Room Hit (A)	40mm Gun Tub C Hit (D)	SG Radar Destroyed	Deck Fire	Medical Storeroom Hit (SEC)	Superficial Damage
7	40mm Gun Tub C Hit (D)	Water lines Hit (E)	Deck Fire	SG Radar Hit (F)	40mm Gun Tub D Hit (D)	Superficial Damage
8	SC & SG Radar Hit (F)	Superficial Damage	Random Result roll on Table 15	Deck Fire	AFT Stack Hit (C)	Superficial Damage
9	Water lines Hit (E)	AFT Stack Hit (C)	SC & SG Radar Hit (F)	FWD Stack Destroyed (C)	Random Result roll on Table 15	40mm Gun Tub D Hit (D)

(SEC) Ω = Secondary Compartment (mark Hits on Secondary Compartment Hit Sheet). See Rule 7.5 for Basic Game.

(A, B, C) etc., = see Notes below.

Notes:

A: Roll 1d6 / roll of 1 boiler explodes, ship dead in water

B: Roll 1d6 / roll of 1 subtract 5 from maneuver points

C: Emergency maneuvering capability lost

D: **40mm:** Roll 1d6: 1-3 Gun director for tub ok, result 4-5 Gun director for tub damaged, result 6 Gun director destroyed. Then roll for Gun damage:

Roll 1d6 / 1-3, gun damaged; 4-6, gun destroyed. **20mm:** Roll 1d6: 1-3, damaged, 4-6 destroyed.

E: Roll 1d6 / 1-3: lines damaged; 4-6: lines destroyed.

F: Roll 1d6 for each radar hit: 1-5 damaged, 6 radar destroyed, see rule 7.11.

AFT SECTION: 225° - 180° - 135°

Roll 1d6 ► 1d10 ▼	1	2	3	4	5	6
0	Random Result roll on Table 15	Superficial Damage	Water lines Hit. See Note I.	Rudder destroyed (H)	5 in. Gun #3 Hit (B)	Random Result roll on Table 15
1	Dressing Station (SEC)	Port Prop shaft bent – (E)	5 in. Gun #3 Hit (B)	Random Result roll on Table 15	Storeroom 3 Hit (SEC)	Water lines Hit. (I)
2	Gun Crew Shelter Hit (SEC)	5 in. Mgz. Aft #3 Hit – (D)	Crew Quarters #1 Hit (SEC)	Aft Fuel Tanks Hit – (D)	Deck Fire	Crew Head Hit (SEC)
3	20mm Gun E Hit (B)	Ord. Storeroom Hit (SEC)	40mm Tub E Hit (C)	Storeroom #2 Hit (SEC)	20mm Gun G Hit (B)	5 in. Mgz. Aft #4 Hit (D)
4	40mm Gun Hit Tub E (C)	Deck Fire	40mm. Mgz. Aft Hit (D)	Steering Room Hit (F)	Locker, Fan Hit (SEC)	5 in. Gun #5 Hit (B)
5	Trunk Hit (SEC)	20mm Gun F Hit (B)	Storeroom 1 Hit (SEC)	5 in. Mgz. Aft #5 Hit (D)	All Aft 20mm Guns Destroyed	Stbd propeller shaft bent (E)
6	Equipment Room Hit (SEC)	Sail Locker Hit (SEC)	20mm Mgz. Aft Hit (D)	Crew Quarters #2 Hit (SEC)	5 in. Gun #4 Hit (B)	Crew Quarters #3 Hit (SEC)
7	Deck Fire	Superficial Damage	Rudder damaged (G)	Deck Fire	Port propeller shaft bent (E)	Superficial Damage
8	Water lines Hit. (I)	Random Result – roll on Table 15	40mm Gun Hit Tub E (C)	Random Result roll on Table 15	Deck Fire	Superficial Damage
9	5 in. Gun #5 Hit (B)	Superficial Damage	Stbd propeller shaft bent (E)	Water lines Hit (I)	5 in. Gun #4 Hit (B)	40mm Gun Hit Tub E (C)

(SEC) Ω = Secondary Compartment (mark Hits on Secondary Compartment Hit Sheet). See Rule 7.5 for Basic Game.
 (A, B, C) etc., = see Notes below.

Notes:

A: Gray boxes indicate compartments under waterline.

B. **20mm:** Roll 1d6: 1-3, damaged, 4-6 destroyed. **5" Gun:** roll 1 die, 1-3 damaged, 4-6 destroyed. If 5" gun is damaged as a result of a roll, it loses its bonus for the Mk37 gun controller and must be fired manually in future turns.

C: **40mm:** Roll 1d6: 1-3 Gun director for tub ok, result 4-5 Gun director damaged, result 6 Gun director destroyed. Then roll for Gun damage: Roll 1d6 / 1-3, Gun damaged; 4-6, gun destroyed. 40mm loses firing bonus if gun controller damaged.

D: Roll 1d6: roll of 1 causes an explosion, ship sunk, otherwise damaged.

E: Lose 5 maneuver points, when maneuver points reach 0, ship dead in water.

F: Roll 1d6 / 1, steering room destroyed, maneuver points reduced to 0, ship dead in water.

G: Lose 5 maneuver points, when maneuver points reach 0 the ship is dead in water.

H: Ship becomes dead in water, place maneuver points at 0.

I: Roll 1d6 / 1-3: lines damaged; 4-6: lines destroyed.

11.1 Near Miss Damage Table

Roll 1d6 ▼	Roll 1d6 ►	1	2	3	4	5	6
1		Engine debris penetrates hull. Mark off 1 hull point.	Superficial Damage	No Damage	Superficial Damage	No Damage	Aft stack damaged. Mark off 1 maneuver point.
2		No Damage	Lose 1 Surface Fire Support Marker	Random Result – roll on Table 15	Port screw damaged. Mark off 2 maneuver points.	No Damage	Random Result – roll on Table 15
3		Engine debris penetrates hull. Mark off 1 hull point.	No Damage	Plane clips mast – both SC & SG radars destroyed.	No Damage	Engine debris penetrates hull. Mark off 1 hull point.	Fwd fuel room penetrated. Mark off 2 fuel points.
4		No Damage	Fwd stack damaged. Mark off 1 maneuver point.	No Damage	Lose 1 Surface Fire Support Marker	Aft fuel room penetrated. Mark off 2 fuel points.	Superficial Damage
5		Engine debris penetrates hull. Mark off 1 hull point.	No Damage	No Damage	Superficial Damage	Starboard screw damaged. Mark off 2 maneuver points.	No Damage
6		No Damage	Rudder damaged. Mark off 5 maneuver points.	No Damage	Random Result – roll on Table 15	No Damage	Plane clips mast – both SC & SG radars destroyed.

Table 12 Special Attack Tables

12.1 Ohka		<p>Note A: Ship dead in water, no emergency maneuvers allowed. At end of phase, perform Replenishment and Repair (Rule 9). Ship then returns to anchorage -- roll on Table 18 for length of stay.</p> <p>Note B: Refer to Rule 4</p>
Roll 2d6	Result	
2	Penetrates Forward 5in magazine, catastrophic explosion, ship lost. (Note B)	
3	Ohka plows straight through ship, 3 hull point lost.	
4	Stern hit: rudder, both screws destroyed, all maneuver points lost. (Note A)	
5 - 9	Miss – no damage.	
10	# 3 and # 4 - 5in guns destroyed, 40mm gun mount E destroyed.	
11	# 1 and # 2 - 5in guns destroyed, 40mm gun mounts A and B destroyed.	
12	Aft Fuel penetrated, catastrophic explosion, ship lost. (Note B)	

12.2 Bomb		Note A: Refer to Rule 4
Roll 2d6	Result	
2	Bomb penetrates into Fwd Fire room, resulting in catastrophic explosion, ship sinks. (Note A)	
3 - 4	Near miss by bomb - roll on near miss table 11-1	
5 - 9	Miss - no damage.	
10 - 11	Near miss by bomb - roll on near miss table 11-1	
12	Bomb penetrates into Aft Fire room, resulting in catastrophic explosion, ship sinks. (Note A)	

12.3 Torpedo		Note A: Ship dead in water, no emergency maneuvers allowed. At end of phase, perform Replenishment and Repair (Rule 9). Ship then returns to anchorage -- roll on Table 18 for length of stay.
Roll 2d6	Result	
2	Strike midship, keel broken, ship sinks. (Note B)	
3	Stern section hit: rudder, screws destroyed, all maneuver points lost. (Note A)	
4	Torpedo prematurely explodes. Roll on near miss table 10-1	
5 - 10	Miss - no damage.	
11	Bow section hit, lose all maneuver points. (Note A)	Note B: Refer to Rule 4
12	Strike midship, keel broken, ship sinks. (Note B)	

Notes: Successful Emergency Maneuvers in Defensive Fire Phase gives -1 to dice roll on Tables 12.1, 12.2, and 12.3

Table 13 Officer Killed

Roll 2d6	Result
2	Captain killed – draw new value chit, note value on ship log
3	Damage control officer killed – draw new value chit, note value on ship log
4	CPO killed – draw new value chit, note value on ship log
5	Repair two chief killed – draw new value chit, note value on ship log
6 - 7	No casualties
8	Repair three chief killed – draw new value chit, note value on ship log
9	Repair one chief killed – draw new value chit, note value on ship log
10	Gunnery officer killed – draw new value chit, note value on ship log
11	Engineering officer killed – draw new value chit, note value on ship log
12	XO killed – draw new value chit, note value on ship log

Table 14 Hull Integrity

Roll 2d6	Result	Note: Apply damage control officer rating to die roll.
< 2 -5	Ship sinks. Refer to Rule 4 - Start Game Procedure	
6 -12+	Ship does not sink.	

Table 14.1 Hull Integrity Point Loss

Roll 2d6	1,2 Plane Hits	3+ Plane Hits	This is in addition to any hull integrity losses due to damage sustained from damage chart.
2	0	0	
3	0	1	
4	1	1	
5 - 6	1	2	
7 - 9	2	2	
10 - 11	2	3	
12	3	3	

Table 15 Damage Random Result (No modifiers are used)

Roll 2d6	Result
2	Water lines on ship are out. All damage control rolls have -1 modifier. At beginning of each turn thereafter, roll 1 dice until water lines are repaired: Roll 1, 2 = lines still out. Roll 3-6 = lines repaired.
3	US fighters make surprise appearance. All Japanese planes are returned to opaque container. Attacks end for phase.
4	Lose 1 Surface Fire Support Marker; if none left, treat as Superficial Damage.
5	Officer Killed – Roll on Table 13
6	Superficial Damage
7	If any land based radar installations are functioning, one is taken off line for the remainder of the game. Otherwise, treat as a miss.
8	At conclusion of turn (not phase) – your ship is reassigned to a new picket station. If ship is damaged, roll one die. Roll 1,2 = two days have passed before reassignment, Roll 3,4 = three days have passed, roll 5,6 = four days have passed. Ship is considered repaired and replenished.
9 - 11	Superficial damage
12	Plane penetrates ship, exploding and breaking back of ship. Ship sinks. (Refer to Rule 4)

Table 16 Ship Sunk Table Result

Roll 2d6	Result	Note: Apply damage control officer rating to die roll. A roll of a 2 is always a 2. Totals in excess of 12 are treated as a 12
2 - 4	Ship sinks	
5 - 12	Ship stays afloat	

Table 17 Emergency Declaration

Roll 1d6	-2 or <	-1	0	+1	+2 or >
1	Not Declared	Not Declared	Not Declared	Not Declared	Not Declared
2	Not Declared	Not Declared	Not Declared	Not Declared	Declared
3	Not Declared	Not Declared	Not Declared	Declared	Declared
4	Not Declared	Not Declared	Declared	Declared	Declared
5	Not Declared	Declared	Declared	Declared	Declared
6	Declared	Declared	Declared	Declared	Declared

Note: Captain's Chit Value determines column to use. If "Declared" is the result, apply +2 modifier to all further damage control rolls until emergency declaration is rescinded at player's option. Japanese attacks are completed without firing guns until emergency declaration is over. "Not Declared" result has no damage control modifier and play continues as normal.

Table 18 Return to Anchorage / Repairs

Roll 2d6	Result	<p>Note A: When determining the date when the ship returns – a week is 7 full days, not counting the date the ship had to go back for repairs. Example: Ship “X” was damaged April 1 and must return to anchorage. Repairs take a week so the ship returns to action on April 8.</p> <p>Note B: Ship returns to Ulithi, then the States. Your ship is considered out of action and does not return. Continue the campaign with a new ship and crew, setting up as if starting a new game but continuing the next day after your other ship was returned to states.</p>
2	Repairs take a week. Return to action. (Note A)	
3-5	Repairs take 2 weeks. Return to action. (Note A)	
6-8	Repairs take 3 weeks. Return to action. (Note A)	
9	Repairs take 4 weeks. Return to action. (Note A)	
10 - 12	Repairs cannot be made at anchorage, return to rear. (Note B)	

Table 18.1 Return to Anchorage / Replenishment

Roll 2d6	Result
2-3	1 day
4-5	2 days
6-9	3 days
10-12	4 days

Table 19 Emergency Maneuver

Roll 2d6	-2 or <	-1	0	+1	+2 or >	<p>Note If the emergency maneuver is successful, -1 is subtracted when determining if Japanese planes strike the ship.</p>
2-3	Unsuccessful	Unsuccessful	Unsuccessful	Unsuccessful	Unsuccessful	
4-5	Unsuccessful	Unsuccessful	Unsuccessful	Unsuccessful	Successful	
6-7	Unsuccessful	Unsuccessful	Unsuccessful	Successful	Successful	
8-9	Unsuccessful	Unsuccessful	Successful	Successful	Successful	
10	Unsuccessful	Successful	Successful	Successful	Successful	
11-12	Successful	Successful	Successful	Successful	Successful	

Table 20 - Damage Control Repair Attempts

Roll 2d6	-2 or <	-1,0	+1	+2 or >	<p>Modifiers used when repair Primary Compartments:</p> <ul style="list-style-type: none"> If water lines have been damaged or destroyed, a -1 is subtracted from the roll. Add or subtract the current value on the Morale Track from roll. If a repair attempt is successful, roll 1d6: Roll 1-2= 1 hit marker removed Roll 3-5= 2 hit markers are removed Roll 6= all hit markers removed Should all hit markers be removed, the fire marker is also removed.
2 - 4	Unsuccessful	Unsuccessful	Unsuccessful	Unsuccessful	
5	Unsuccessful	Unsuccessful	Unsuccessful	Successful	
6	Unsuccessful	Unsuccessful	Successful	Successful	
7	Unsuccessful	Successful	Successful	Successful	
8 - 12	Successful	Successful	Successful	Successful	

Table 21 – Compartment Flooding

Roll 2d6	Result	<ul style="list-style-type: none"> If water lines have been damaged or destroyed, then 1 is subtracted from the roll. If flooding unsuccessful, roll on Table 21-1.
1-5	Unsuccessful	
6-12	Successful	

Table 21-1 – Explosion Determination

Roll 2d6	Magazines	Engine Rooms	Fire Rooms	Fuel Rooms
2 - 3	Explosion	Explosion	Explosion	Explosion
4	No explosion	Explosion	Explosion	Explosion
5 - 12	No explosion	No explosion	No explosion	No explosion

- If an explosion occurs in a magazine, the ship is considered sunk.
- If an explosion occurs in an engine room, the ship becomes dead in the water, maneuver track reduced to zero. No emergency maneuvers allowed.
- If an explosion occurs in a fire room, the ship becomes dead in the water, maneuver track reduced to zero and all guns lose their bonuses and no emergency maneuvers allowed.
- If an explosion occurs in a fuel room, the ship is considered sunk.

Table 22 – Kikusui Ω

Roll 2d6	Result
2	12 planes attack
3	9 planes attack
4	7 planes attack
5	11 planes attack
6	9 planes attack
7	10 planes attack
8	8 planes attack
9	12 planes attack
10	13 planes attack
11	6 planes attack
12	18 planes attack

Table 22-1 Kikusui Bearing Positions Ω - roll separately for each plane

Roll 2d6	Bearing of Attack	Altitude
2	0	Roll 1d6 after determining Bearing of Attack • 1-2 High • 3-4 Medium • 5-6 Low
3	45	
4	90	
5	135	
6-7	180	
8-9	225	
10-11	270	
12	315	

See Rule 6.6.M if night attack. See also Table 8-3 for fighter wave breakdown.

Table 23 – Moral Check

Roll 1d6	-2 or <	-1	0	+1	+2 or >	Move the morale marker the number of spaces indicated by the result. A negative number is moved to the left and a positive number is moved to the right.
1	+2	+1	-2	-1	-2	
2	+1	+1	-1	-1	-1	
3	+1	0	0	0	-1	
4	0	0	0	0	0	
5	0	-1	+1	+1	0	
6	0	-1	+2	+1	0	

Table 24 – Ammo and Fuel Consumption

Roll 1d6	Result	<ul style="list-style-type: none"> • The result is number of spaces towards 0 that the ammo and fuel marker is moved on their respective tracks. Roll 1d6 for each track. • If no attacks for the <i>turn</i>, do not roll for ammo consumption.
1	0	
2 - 5	1	
6	2	

SCENARIOS AND CAMPAIGN GAMES

SCENARIO 1 - THE END IS NEAR: JUNE 7, 1945

USS ANTHONY, DD-515



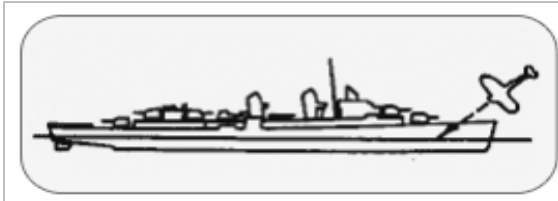
Background: Near the end of the Okinawa campaign, The USS Anthony and Bradford, plus support ships defended themselves against a Japanese attack.

Assigned Picket Station: Picket Station 1

Special Rules: 1. The scenario is only one phase: midday. 2. Optional rules can be used at player's discretion but must be decided before game begins. 3. Scenario may be played with either basic or advanced rules.

Winning the Scenario: If the ship remains afloat and still at her duty station at the end of three phases the US player wins. Any other result is a Japanese victory.

Historical Outcome: The USS Anthony survived the attack, taking a near miss. Damage control teams quickly brought the damage under control and she remained at her post. The ship remained on duty until the June 24th, 1945



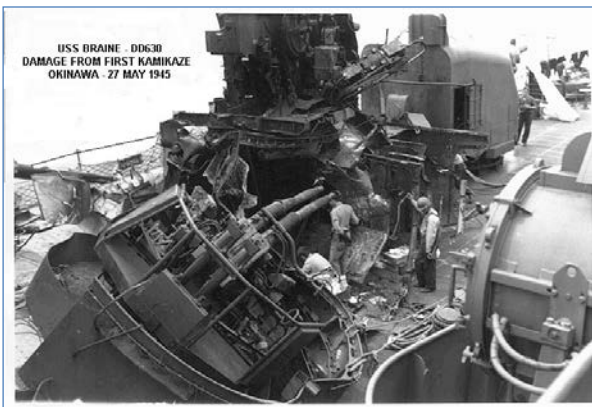
From the battle damage report dated 1945: Japanese suicide plane crashed close aboard port side just forward of No.1 mount. Shell plating dished in. Lifelines carried away.

Credits: Photo – U.S. Navy (declassified) 1945.

Diagram - Battle Damage Report, US Navy dated October

SCENARIO 2 - A FIERY SUNDAY MORNING: MAY 27, 1945

USS BRAINE, DD-630



Background: The USS Braine, Anthony and several support vessels were stationed at picket station 5 when Japanese planes participating in Kikusui 8 attacked.

Assigned Picket Station: Picket Station 5

Special Rules: 1. Scenario is one game turn in length. 2. Optional rules can be used at player's discretion but must be decided before game begins. 3. Scenario may be played with either basic or advanced rules. 4. Kikusui rules are in effect.

Winning the Scenario: If the ship remains afloat and still at her duty station at the end of three phases, the US player wins. Any other result is a Japanese victory.

Historical Outcome: The USS Braine survived the attack, losing 67 killed and 103 wounded. She had to be towed back to anchorage for repairs. After temporary repairs, the ship returned to Boston for restoration on 6 August 1945.



From the battle damage report dated 1945. Japanese suicide plane carrying bomb crashed into No. 2 handling room from ahead. Bomb detonated in wardroom. Serious damage to bridge. Serious fire in No.2 handling room. Almost simultaneously second plane carrying bomb crashed at about frame 100. Bomb blew No.2 smoke pipe clear of ship and demolished superstructure from after part of galley to torpedo workshop. Serious fire in sick bay.

Credits: Photo – U.S. Navy (declassified)

Diagram: Battle Damage Report, US Navy dated October 1945.

SCENARIO 3 - KIKUSUI 2: APRIL 12, 1945**USS CASSIN YOUNG, DD-793**

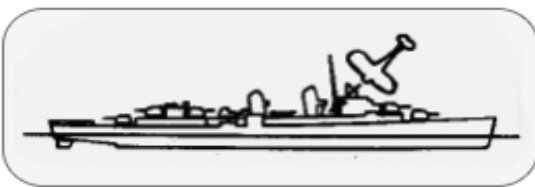
Background: Rear Admiral J.J. Clark of CTG 58.1 sent the following message on April 11: "Be prepared for very heavy air attacks tomorrow commencing before dawn..." The USS Cassin Young, USS Purdy and support vessels would face the attack.

Assigned Picket Station: Picket Station 1

Special Rules: 1. Scenario is one game turn in length. 2. Optional rules can be used at player's discretion but must be decided before game begins. 3. Scenario may be played with either basic or advanced rules. 4. Kikusui rules are in effect.

Winning the Scenario: If the ship remains afloat and still at her duty station at the end of three phases the US player wins. Any other result is a Japanese victory.

Historical Outcome: The USS Cassin Young survived the attack with minor damage. Under her own power she made it back to port and eventually returned to picket station duty.



From the battle damage report dated 1945. Japanese suicide plane crashed into foremast and exploded in the air just to port of main deck. Numerous fragment holes in main deck, superstructure and smoke pipes. Steam lines and fire main ruptured in numerous places. Torpedo mounts and fire control instruments damaged. Severe damage to radio and radar antennae.

Credits: Photo – U.S. Navy (declassified)

Diagram: Battle Damage Report, US Navy dated October 1945.

SCENARIO 4 - A HELL OF A DAY: APRIL 6, 1945**USS COLHOUN, DD-801**

Background: From CINCPAC - X-Day for Kikusui #1. Large scale air attacks expected against Blue surface and land forces in Okinawa general area by planes from Kyushu and Formosa. The Colhoun was on its way from Station 2 to Station 1 to help the USS Bush, also under attack, when the Japanese aimed for the Colhoun.

Assigned Picket Station: Picket Station 2

Special Rules: 1. Scenario is one game turn in length. 2. Optional rules can be used at player's discretion but must be decided before game begins. 3. Scenario may be played with either basic or advanced rules. 4. Kikusui rules are in effect.

Winning the Scenario: If the ship remains afloat and still at her duty station at the end of three phases, the US player wins. Any other result is a Japanese victory.



Historical Outcome: Over the course of the day, the USS Colhoun would face numerous planes. Between the hours of 0247 and 0600, she was attacked by at least 11 planes. Then a lull and in the afternoon at around 1528, she again faced Japanese attacks, and she was soon hit. From the battle damage report dated 1945: Japanese suicide plane and bomb crashed into port side in way of after fire room causing severe fires. Three after machinery spaces flooded four

minutes later, second plane crashed into main deck over forward fire room. Bomb detonated on boiler No.1 causing flooding and severe fire. All power lost. Third plane and bomb crashed into main deck 7 minutes later abreast after 40mm mount and carried over side. Bomb detonated close aboard on starboard side at frame 170. After living compartments and magazines flooded. Starboard list and trim by stern. Fourth plane grazed bridge and crashed into sea. 23-degree starboard list. Main deck aft awash to after 5-inch gun. Tow attempted. Partial structural failure in way of second hit. Sunk by U.S. forces.

Credits: Photo – U.S. Navy (declassified)

Diagram: Battle Damage Report, US Navy dated October 1945.

SCENARIO 5 - EVANS ORDEAL: MAY 11, 1945

USS EVANS, DD-552



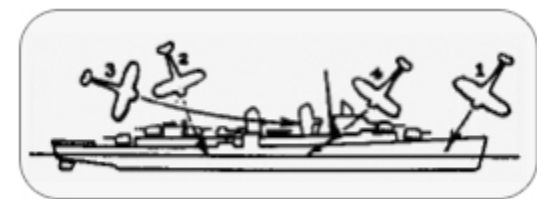
Background: The Japanese have launched Kikusui No. 6. Assigned at Station 15 are the Fletcher class USS Evans, Sumner Class USS Hugh W. Hadley and support vessels. Radar from the Hadley indicates as many as 156 planes heading their way. It turns out to be the largest picket station battle of the Okinawa campaign.

Assigned Picket Station: Picket Station 15

Special Rules: 1. Scenario is one game turn in length. 2. Optional rules can be used at player's discretion but must be decided before game begins. 3. Scenario may be played with either basic or advanced rules. 4. Kikusui rules are in effect.

Winning the Scenario: If the ship remains afloat and still at her duty station at the end of three phases, the US player wins. Any other result is a Japanese victory.

Historical Outcome: The USS Evans ordeal began around 0830 of the 11th. A Jake was spotted and the battle was on. For the Evans and the Hadley, it would be a nightmare of a day. The Evans would survive, eventually being towed back for repairs.



From the battle damage report dated 1945: Japanese suicide plane crashed into port bow at waterline. Minor flooding. Second plane carrying bomb crashed close aboard on port quarter. Bomb detonated on contact with underwater hull in way of after engine room. After two machinery spaces flooded immediately. Third plane released bomb just before crashing upon the galley. Bomb detonated in forward fire room. Two forward machinery spaces flooded through fragment and rivet holes. Stability seriously reduced. 3-degree starboard list. Severe gasoline fires amidships. Dead in water. Fourth plane knocked after starboard boat davit overboard. Towed to base.

Credits: Photo – U.S. Navy (declassified)

Diagram: Battle Damage Report, US Navy dated October 1945.

SCENARIO 6 – FIRST BLOOD: MARCH 26, 1945

USS KIMBERLY, DD-521



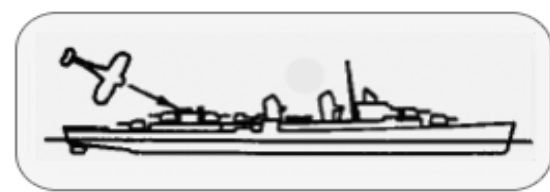
Background: At 0535 on 26 March, 1945 the USS Kimberly received orders to report to radar picket station 9. As she approached her duty station, she came under attack.

Assigned Picket Station: Picket Station 9

Special Rules: 1. Scenario is one game turn in length. 2. Optional rules can be used at player's discretion but must be decided before game begins. 3. Scenario may be played with either basic or advanced rules.

Winning the Scenario: If the ship remains afloat and still at her duty station at the end of three phases, the US player wins. Any other result is a Japanese victory.

Historical Outcome: The USS Kimberly survived her ordeal and was able to perform screening duties before she departed for Mare Island on April 1 – where she underwent repairs. She did not make it back into the war.



From the battle damage report dated 1945. Japanese suicide plane carrying bomb crashed into 40mm gun No.5. Bomb detonated, demolishing deck house between 5-inch guns No.3 and 4. Minor fire extinguished in 5 minutes. Main deck buckled but not ruptured. 5-inch guns No.3 and 4 severely damaged.

Credits: Photo – U.S. Navy (declassified)

Diagram: Battle Damage Report, US Navy dated October 1945.

SCENARIO 7 - (HYPOTHETICAL) Scenario Design: Bob Best**HAZARDOUS DUTY: APRIL 2 - APRIL 5, 1945****USS LA PRADE, DE 409**

Situation: During the first days of the operation there were insufficient destroyers available to assign more than one destroyer to a picket station. To meet the emergency all available LCS, LSM (R) and PGM craft were assigned as close support units for the Picket Duty Destroyers. Destroyer Escorts were considered as picket support units because of their inadequate anti-aircraft armament.

On April 2nd the destroyer USS Prichett assumed Picket Duty on Station 1. The next day a suicide plane heavily damaged Prichett. USS La Prade, DE 409, assigned to the support group at Picket Station 1 was directed to relieve Prichett and take over Picket Duty there until relieved. La Prade assumes Picket Duty on Station 1 on the night of April 3rd. The game begins with the Morning April 4th game turn phase.

Special Rules: 1. USS La Prade is armed with two 5 inch/38 dual-purpose gun mounts, 2 twin 40 mm mounts and 10 single 20 mm mounts. Use the Firing Reference Chart shown below for the USS La Prade.

2. The scenario is two game turns in length. La Prade is automatically relieved at the end of the second day. At the end of each phase starting with mid-day on the first day, roll one die on the table below to see if help arrives early.

Die Roll	Turn 1 Mid-day	Turn 1 Evening	Turn 2 Morning	Turn 2 Mid-day	Turn 2 Evening
1 - 3	-	-	-	-	-
4	-	-	-	Relieved	Relieved
5	-	Relieved	Relieved	Relieved	Relieved
6	Relieved	Relieved	Relieved	Relieved	Relieved

3. The game may be played with either the basic or the advanced rules.

Winning the Scenario: Victory is determined by surviving until relieved. Any other result is a Japanese victory.

Outcome: While this was a hypothetical scenario there were many situations where damaged/sunk destroyers were relieved by whatever ships were closest to cover the Picket Station until they could be relieved. DE 409, USS La Prade was one of several destroyer escorts that fought at Okinawa. La Prade was commissioned April 20th 1944 and served with hunter-killer groups in the Pacific. She assisted in sinking a Japanese midget submarine at the entrance to Kossol Roads Harbor, Palau Islands before moving to Okinawa. She received one Battle Star for her service in the Pacific. She served with the Pacific reserve Fleet until January 1972 when she was stricken from the rolls.

Gun Mount	315°	0°	45°	90°	135°	180°	225°	270°
Bow 5" #1	L-M-H	L-M-H	L-M-H	L-M-H	-	-	-	L-M-H
Stern 5" #5	-	-	-	L-M-H	L-M-H	L-M-H	L-M-H	L-M-H
Bow 40mm A	L-M-H	L-M-H	L-M-H	L-M-H	-	-	-	L-M-H
Stern 40mm E	M-H	-	M-H	L-M-H	L-M-H	L-M-H	L-M-H	L-M-H
Port 20mm A	L-M	L-M	-	-	-	-	-	L-M
Stbd 20mm B	-	L-M	L-M	L-M	-	-	-	-
Stbd 20mm C	-	-	L-M	L-M	L-M	-	-	-
Port 20mm D	L-M	-	-	-	-	-	L-M	L-M
Port 20mm E	L-M	-	-	-	-	M	L-M	L-M
Stbd 20mm F	-	M	L-M	L-M	L-M	-	-	-
Stbd 20mm G	-	M	L-M	L-M	L-M	-	-	-
Port 20mm H	L-M	-	-	-	-	-	L-M	L-M
Port 20mm I	-	-	-	-	-	L-M	L-M	L-M
Stbd 20mm J	-	-	-	L-M	L-M	L-M	-	-

- = Cannot fire L - M - H = Can fire at indicated level(s) L=Low M=Medium H=High

SCENARIO 8 - (HYPOTHETICAL) Scenario Design: Bob Best**RESCUE! APRIL 6, 1945****USS DUNLAP, DD 384**

Situation: USS COLHOUN was steaming between Picket Station 2 and Picket Station 1 to help USS BUSH when she came under heavy attack by Kamikazes. Struck by 4 suicide planes and heavily damaged USS COLHOUN got off a distress call to the fleet. USS DUNLAP was the closest ship to the USS COLHOUN's last reported position and was ordered to assist. USS DUNLAP arrived at Picket Station 2 during the night of April 6th and begins searching for survivors. The game begins with the Morning April 7th game turn phase.

Special Rules:

1. USS DUNLAP is a pre-war Dunlap Class destroyer, a slight modification of the Mahan Class. The USS DUNLAP was built during 1935. As of March 1944 USS DUNLAP was armed with four 5 inch/38 dual-purpose gun mounts, 4 twin 40 mm mounts and 5 twin 20 mm mounts. Use the Firing Reference Chart shown below for the USS DUNLAP.
2. USS DUNLAP's mission is to pickup survivors in the water. No evasive action is allowed.
3. Roll one die prior to determining Japanese attacks for each phase. **(Rule 6.10)** If the die roll result is 5 or 6 then USS DUNLAP was stopped picking up survivors when the attack came. Add +1 to the die roll on the Japanese Hit Table.
4. The scenario is one game turn in length.
5. The game may be played with either the basic or the advanced rules.

Winning the Scenario: The USS DUNLAP must remain on station for three consecutive game turn phases searching for and picking up survivors from the USS COLHOUN and USS BUSH. If the Japanese sink USS DUNLAP or force her off station they win the scenario. Any other result is a US victory.

Optional Rule: Use the USS DUNLAP's 1941 armament configuration for comparison purposes, modify the table as follows; delete all 40mm guns. Subtract 1 from the dice roll on Table 9-2 US Defensive Fire for the Bow 20mm mounts A, B, C as the 20mm mounts were single guns. Mounts D & E were twin 20mm mounts and do not have the -1 die roll modifier.

Outcome: USS COLHOUN was able to reach the heavily damaged USS BUSH before she succumbed to Kamikaze attack. USS COLHOUN was in turn attacked and sunk 5 hours after USS Bush went down at Picket Station 2. 246 crewmembers of the USS Bush's crew were rescued. 87 Officers and men were lost. USS COLHOUN lost 35 officers and men and 295 were rescued.

USS DUNLAP was at sea bound for Pearl Harbor with TF 8 after ferrying planes to Wake Island on December 7th, 1941. She took part in the January air strikes in the Marshall Islands and the air raid on Wake Island in February, 1942. On the night of 6-7 August she was sent with five other destroyers to intercept a Japanese force carrying reinforcements to Kolombangara. In the resulting Battle of Vella Gulf, a brilliant night torpedo action, the ably handled task group sank three Japanese destroyers and drove the fourth back to its base at Buin. She joined the 6th Fleet to screen carriers in strikes against the Marshall Islands from 19 January to 4 March 1944. She took part in the strikes on the Soerabaja area of Java on 17 May, 1944 and she arrived at Saipan 12 September 1944 for duty with the Marianas Patrol and Escort Group. USS DUNLAP received 6 Battle Stars for her service in the Pacific.

Gun Mount	315°	0°	45°	90°	135°	180°	225°	270°
5" #1 - Bow	L - M - H	L - M - H	L - M - H	L - M - H	-	-	-	L - M - H
5" #2 - Bow	L - M - H	L - M - H	L - M - H	L - M - H	-	-	-	L - M - H
5" #3 - Stern	-	-	-	L - M - H	L - M - H	L - M - H	L - M - H	L - M - H
5" #4 - Stern	-	-	-	L - M - H	L - M - H	L - M - H	L - M - H	L - M - H
40mm C - Stbd	-	-	H	L - M - H	L - M - H	H	-	-
40 mm D - Port	H	-	-	-	-	H	L - M - H	L - M - H
20mm A - Bow	L - M	L - M	-	-	-	-	-	L - M
20mm B - Bow	L - M	M	L - M	-	-	-	-	-
20mm C - Bow	-	L - M	L - M	L - M	-	-	-	-
20mm D - Midship	-	M	L - M	L - M	L - M	M	-	-
20mm E - Midship	L - M	M	-	-	-	M	L - M	L - M

- = Cannot fire L - M - H = Can fire at indicated level(s) L=Low M=Medium H= High

Table Note: On Table 9.2 "20mm Guns" add +1 to the die roll to account for the upgraded Twin 20 mm mounts.

CAMPAIGN 1

THE MINI CAMPAIGN

To determine the length of the campaign, consult the following chart:

Die Roll	Result	By fighting days it is meant the days in which the destroyer remains on station, and it is not necessary that the days be consecutive – maintenance and damage repair may add days between fighting days.
1 - 3	3 Fighting Days	
4 – 6	5 Fighting Days	

Start date is March 24. The campaign ends at the conclusion of either the 3rd or 5th fighting day.

Special Rules:

1. The mini campaign can be played with either the basic rules or advanced rules.
2. Optional rules can be used at player's discretion but must be decided before game begins.

Winning the mini-campaign: If the ship remains afloat and still at her duty station at the end of the campaign, the US player wins. Any other result is a Japanese victory.



CAMPAIGN 2

THE LONG CAMPAIGN: MARCH 24 – JUNE 25

The long campaign can be played in one of two ways:

- A. The long campaign is composed of 5 five-day mini-campaigns. The start date is March 24 or players choice.
- B. The player starts the game on March 24 and plays every day until June 25.

Special Rules:

1. The long campaign can be played with either the basic rules or advanced rules.
2. Optional rules can be used at player's discretion but must be decided before game begins.

Winning the campaign is determined by how many Fletcher class ships are *sunk*. Historically, eight (8) were sunk off Okinawa during the campaign. If the player loses less than 8 ships, he is declared the winner. If more than 8 ships are sunk, then the Japanese win the game. If 8 ships are sunk – it is a draw.