STARVATION ISLAND

Starvation Island

1.0 Introduction

Starvation Island is a game covering one of the great turning points of World War Two, the struggle for the island of Guadalcanal. Players use these rules, the game pieces and map to refight this great four-month to see if they can change history.

2.0 Game Components

These rules

125 counters

1 8½" by 11" map of the area of operations

Players will need to provide several dice for game play.

2.1 Map

The map provided allows players to track general positions of the land, air and sea forces that participated in this battle.

Rabaul Area: the Japanese player usually puts his air reinforcements in this box and, unless he controls Guadalcanal, this is the only space in which he may put his land–based aircraft. The limited port at Rabaul may also be used by the Japanese. He may place a maximum of 5 CA, 1 CL and 3 DD type units in Rabaul throughout the game. These units (and only these units) may perform Tokyo Express during the game (see 12.0).

Truk or Noumea: These are the respective ports for each player in the game. Truk is used by the Japanese and Noumea by the USN. Most at–start units and most reinforcements will be placed in one of these boxes.

Japanese at Sea or USN at Sea: these boxes are where all naval units of the named side that are currently at sea (not in port) are placed.

IJN or USA Carrier Air: this track is used to track the aircraft strength of IJN and USN carriers that are in play (not disabled or sunk).

Henderson Field: this area is used by the player that currently controls Henderson Field. Land–Based Air may base here and the box may hold ground forces. Control is shown by the USA/Japan named counter that has a picture of the airstrip.

Forces on the Island: this box is for ground forces owned by the play that does not control Henderson Field. No air may be based in this box.

The General Record track is used to keep track of supplies on Guadalcanal for both players and the current game turn.

Players will need additional table space to fight out naval battles and to possibly store forces that will arrive as reinforcements sorted by game turn (it might speed play up if these are prepared before play).

2.2 Counters

Counters are the cardboard chits provided with the game to represent the actual forces (ships, ground forces and planes) that fought this battle.
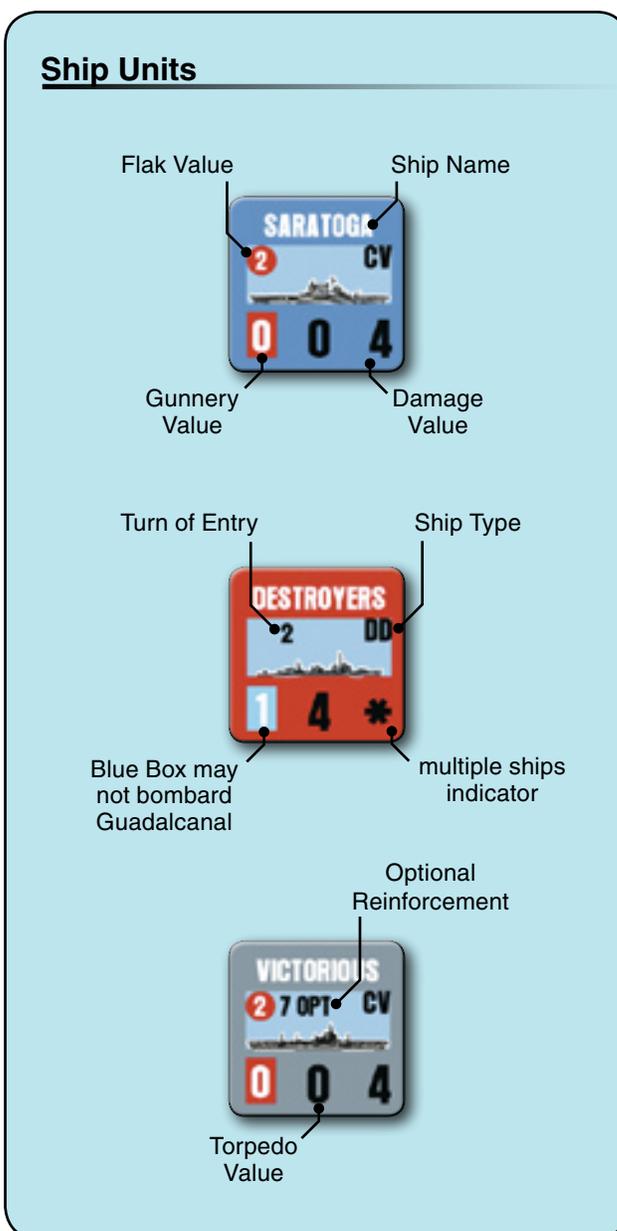
Ship Units:

These are the naval units in the game. The numbers on the ships are abstract representations of their respective ability to do certain combat related activities throughout the game.

Ship types:

CV: Carriers
BB: Battleships
CA: Heavy Cruisers

Ship Units

CL: Light Cruisers

DD: Destroyers (these counters represent more than one ship)

SP: Supply Ships (these counters represent more than one ship)

Submarines

SPs and DDs represent more than one ship in each counter. Each of these counters is considered to have two steps on its full–strength side and one step on their back side.

Counter errata:

- There is a Japanese ship counter named DD Squadron. It is a misprint and is a DD in all ways.
- The Zuiho and the Ryujo have the wrong reinforcement turn on their counter. The Ryujo should be "2" and the Zuiho "4".
- The gunnery value on all CVs should have a blue box around the gunnery value.

Land Units:

These are the Land Units in the game and represent regimental–sized forces that fought on Guadalcanal.

Land Units

Number of Steps   Each Hit Flips the Unit

Air Units:

There are two basic types of air units in the game—Carrier Air and Land–Based Air.

Carrier Air is tracked with the Carrier Air box for each side. Each marker has the ship name and represents the current strength of the carrier's air unit. These are considered both fighters and bombers. This number can go up and down, but may never be higher than the printed number on the counter.

Land–Based Air are abstract groupings of types of planes. These are based only from either Henderson Field or Rabaul (Japanese only) and have either an "F" or a "B" on them. F planes are fighters and may perform CAP and air-to-air combat but may not bomb; B planes are bombers and may not perform CAP or air-to-air combat but may bomb.

There are other various markers in the game to track game functions and decisions by the players. Their use will be explained in these rules. There will be many cases in which one marker will represent the state for many units. If this happens, just place the units in an obvious

area with one marker representing all of those ships. Players are free to make more markers if they need or wish it.

Air Units

Carrier Air

Carrier Name

Maximum Air Strength

Land–Based Air

Number of Steps   Fighter   Bomber

3.0 Setting up the game

The Japanese player sits on the north edge of the map and the USN player sits on the south side. Make sure to have some extra table space to have room for fighting out battles in this game.

The United States Navy:

The USN player sets up first and places the following:

- In the USN at Sea box: 2 x DD and 3 x SP. Place an "At Sea" marker on these units. These units are considered to have moved to the box this turn and may not remove the At Sea marker until the next friendly Naval Movement Phase.
- In the Noumea box: Saratoga, Enterprise, Wasp, N. Carolina, Salt Lake, Portland, New Orleans, Minneapolis, San Fran, Chicago, Astoria, Quincy, Vincennes, Australia, Atlanta, and Canberra (these are all the named ships that do not have a turn of entry number on their counter) and 4 x DD.
- In the Henderson Field box: place 5 Marine Regiments and the "USA" side up control marker.
- In the Japanese at Sea box: place the USN Submarine counter.
- Place the US Supply (x1 side up) on the 4 space on the General Record Track.
- Place the Henderson Field Damage marker on the 0 space on the General Record Track.
- Place the Saratoga, Enterprise, Wasp and Hornet Carrier Air Marker each on the 4 space on the USN Carrier Air track.

- Place all Land–Based Air in a convenient place off board. This is your force pool from which you will draw future Land–Based Air reinforcements, as well as DD and SP units that have been destroyed or expended during play.

The Imperial Navy of Japan:

The IJN player sets up second and places the following:

- In the Rabaul box: Kako, Furutaka, Aoba, Kinugasa, Atago, Tenryo and 3 x DD; 2 Betty and 2 Zero Land–Based Air.
- In the USN at Sea box: place the IJN Submarine counter.
- Place the Japanese Supply (x1 side up) on the 0 space on the General Record Track.
- Place the Zuikaku, Shokaku Air Markers on the 4 space on the IJN Carrier Air track; place the Hijo, Junyo Air Markers on the 3 space on the IJN Carrier Air track; place the Zuiho, Ryujo Air Markers on the 2 space on the IJN Carrier Air track.

Place the Game Turn marker on the 1 space on the General Record Track.

It is a good idea to sort out the remaining units by side and, for the reinforcements, by turn of arrival and make several piles. It will speed up play and will help with some of the rules below.

4.0 Sequence of Play

- A. Reinforcements and Replacements Phase (skip on Turn One)
- B. 1st USN Naval Movement Phase
- C. 1st Japanese Air Movement Phase
- D. 1st Combat Phase
- E. 1st Japanese Naval Movement Phase
- F. 2nd Combat Phase
- G. 2nd USN Movement Phase
- H. 2nd Japanese Air Movement Phase
- I. 3rd Combat Phase
- J. 2nd Japanese Naval Movement Phase
- K. 4th Combat Phase
- L. Return to Port Phase
- M. Land Phase

After these phases have been completed, the Game Turn is over. Advance the Game Turn Marker to the next turn and repeat the above sequence. If it is the 8th turn of the game, the game is over and players determine who won the game.

5.0 Reinforcements and Replacements

Note: Land Units, DDs and SPs arrive as 2 step units.

Reinforcement and replacement schedule:

Game Turn 2:

Japan

Naval Units: Zuikaku, Shokaku, Ryujo, Kirishima, Hiei,

Kongo, Haruna, Takao, Chokai, Maya, Tone, Chikuma, Kumano, Suzuya, Haguro, Myoko, Katori, Kashima, 5 x DD, 1 x SP
Land–Based Air: 2
Land Units: 1
Optional Arrival: Yamato (1) and Fuso (2)

USN

Land–Based Air: 2

Game Turn 3:

Japan

Naval Units: 1 x SP
Land–Based Air: 2
Land Unit: x1

USN

Naval Units: 1 x SP
Land–Based Air: 3

Game Turn 4:

Japan

Naval Units: Zuiho, 1 x SP
Land–Based Air: 2
Land Unit: 1

USN

Naval Units: Hornet, Juneau, 1 x SP
Land–Based Air: 3
Land Unit: 1

Game Turn 5:

Japan

Naval Units: 1 x SP
Land–Based Air: 2

USN

Naval Units: 1 x SP
Land–Based Air: 4

Game Turn 6:

Japan

Naval Units: 1 x SP
Land–Based Air: 2
Land Units: 2

USN

Naval Units: Washington, Boise, Helena, 1 x SP
Land–Based Air: 5

Game Turn 7

Japan

Naval Units: Hiyo, Junyo, 1 x DD, 1 x SP
Land–Based Air: 1

USN

Naval Units: 1 x SP
Land–Based Air: 5
Land Unit: 1

Game Turn 8

Japan

Naval Units: 4 x DD, 1 x SP
Land–Based Air: 1

USN

Naval Units: S Dakota, Northhampton, Penascola, 2 x DD, 1 x SP
Land–Based Air: 5

Optional arrival: Victorious (2) - if this unit enters the game, place the Victorious' Air Strength marker on space 2 on the USN Carrier Air track. If you're British, grumble something inaudible.

5.1 Naval Unit reinforcements

Japan may place CA, CL and DD units in Rabaul as long as they don't exceed the limits allowed to be based there. All remaining Naval Units are placed in the Truk Box.

The USN player places all Naval Unit reinforcements in the Noumea Box

The SP units and DD units only arrive as reinforcements if there are counters not in play to use. If all SP or DD units are in play, and there are not enough counters to use as reinforcements, these reinforcements are lost.

5.2 Land–Based Air reinforcements

These may be used in three ways: as replacements for reduced Land–Based Air units on the map, to bring in new full strength Land–Based Air units or to replenish lost Carrier Air.

All Land–Based Air units that are not on the map are considered in the Force Pool (this includes any Land–Based Air Units that have been destroyed in play). You may bring in a 1-step Land–Based Air unit for 1 Land–Based Air point, and a 2-step Land Based Air unit for 2 Land–Based Air points. If there are no Land–Based Air units in the force pool, no new units may enter play. New units are placed in Rabaul (for the Japanese only) or at Henderson for the controlling player. If the USN player does not control Henderson, he may not bring in any Land–Based Air. These points are lost.

Any 1–step Land–Based Air unit on the map may become a 2–step unit at the cost of 1 Land–Based Air point.

Any Carrier in the game may recover one point (up to the maximum printed on the marker) at the cost of 2 Land–Based Air points. In order for the Carrier to receive replacements, it must be off map (a reinforcement). It can't be on the map.

5.3 Land Unit reinforcements

Land Units arrive in either Truk or Noumea (for their respective sides).

5.4 Optional Reinforcements

On the turn these arrive and on every turn thereafter, roll a die. If the roll is equal to or less than the number in parentheses, the Naval Unit arrives as a reinforcement and may be used by the owning player.

6.0 Naval Movement

Naval Units may only move during the friendly Naval Movement Phase (example: USN Naval Units move in the USN Naval Movement Phase). USN Naval Units may only move from the Noumea box to the USN at Sea box. Japanese Naval Units may move from the Rabaul box or the Truk box to the IJN at Sea box. If the Japanese are moving from the Rabaul box to the At Sea box, this is a Tokyo Express attack and may only be done using the Tokyo Express rules. If not a Tokyo Express attack, the Japanese player may not move Naval Units from the Rabaul box to the IJN At Sea box.

Land Units before they enter either the Henderson Field box or the Forces on the Island box are considered Naval Units and move just like Naval Units do.

All units that are moving this movement phase have an "at Sea" marker placed on them (OK, of course they are at sea, the box says so—but the ones moving there this turn are actually still somewhat in transit and need more time to get closer to the island. That is why there are limits on what an "at Sea" unit that is in the at Sea box can do or not do; it is in transit and hasn't reached its final destination). One marker and lots of ships? Just put the moving ships in an area together and place the marker in a convenient and clear place to show that this one marker applies to all these ships.

If Japanese ships are moving from Rabaul to the At Sea box and no other Japanese ships are moving to the At Sea box or in the At Sea box during this Naval Movement Phase, the Japanese may declare this a "Tokyo Express" attack. More on this in section 12.0.

If, at the start of a friendly movement phase there are any Naval Units with an At Sea marker on them and they are in the At Sea box, the marker is removed.

A friendly Naval Unit can also move from either At Sea box to the reinforcement piles. This is the only way a Naval Unit may leave the At Sea box voluntarily. If removed from the box and not damaged, it will return as a reinforcement some turns later depending on the type of ship it is. In addition, if any CV units have Air Action Round 2 markers on them at the end of a Naval Movement Phase, they must leave the box and go to the reinforcement piles and may return in 2 turns.

CV, Land Unit, DD: returns 2 turns later.

CV, Land Unit, DD: returns 2 turns later

BB: returns 4 turns later

CA, CL: returns 3 turns later

If the Naval Unit is damaged and is removed from the At Sea box, it returns on the following schedule:

CV and BB: 4 turns later

CA and CL: 3 turns later

7.0 Japanese Air Movement

During this phase, any Land–Based Air Units that are in Rabaul may fly to the Henderson Field box or the Forces on the Island box (you'll want to put them in whichever box is owned by the enemy); or they may fly to the USN at Sea box. Just pick them up and put them where you want them.

All fighters (F marked planes) that fly from Rabaul to one of these boxes have a "Long Range Air" marker placed on them. Only one counter and lots of air? Just put it close and make it clear that it is for all planes in this group. If Henderson Field is USA- controlled, you don't have to use this marker at all since all fighters will always be at Long Range.

8.0 Combat Phase

Combat in this game is a series of steps that must be followed strictly. Lots of stuff is going on here and this is the heart of the game. Some steps may not apply or a player may wish to not perform the action. If either of those are the case, skip over the step but a player may not return to it later and change his mind.

In all cases, one side or the other is considered the "owner" of a box. The USN at Sea box is considered owned by the USN player, the IJN at Sea box is owned by the Japanese player and Henderson Field is owned by the player that currently controls the space. The opposing player is considered the owner of the Forces on the Island box. The Rabaul box is always owned by the Japanese player but may never be attacked.

Step 1: Cactus Air Force (or whatever the Japanese would have called air units at Henderson Field if they had taken it).

Land–Based Air units in the Henderson Field box may fly to an enemy At Sea box or they may "take off" and be considered in the air over Henderson Field. Place them somewhere mutually agreed upon to show this. If they are in the Henderson Field box, they are considered on the ground and may not dogfight or bomb enemy units.

Step 2: Land–Based Air combat

1. Determining in which box there will be dogfighting.

If in any box on the board, you have F units and/or participating Carriers ***and*** there are enemy Land–Based Air Units and/or participating carrier units, you will have a dogfight.

Carriers do not have to be counted nor participate in this dogfight if the owner of the carrier doesn't wish it. If so, ignore the presence of the carrier for this purpose, and it will not participate in the upcoming dogfight.

2. Dogfighting

In each box, F or Carrier units may dogfight with opposing F or Carrier units. Combat is sequential with the owner of the box firing first. For each step of F units or for each point of air on any participating carrier, roll a die. Any F type Units that have a Long Range marker on them only count as ½ a step for this calculation (partial steps left over do not fire) The USN player hits on a 6 or higher. The Japanese player hits on a 5 or higher. After firing, remove the number of steps equal to the number of hits (owner's choice as to which).

After one round of combat, place an Air Action Round 1 marker on each Carrier that participated in the combat. If a carrier already has one, flip the counter to the Air Action Round 2 marker. If you have some carriers with a Round 1 marker and some with Round 2 markers, grumble that there is only one marker and use another agreed upon marker to show this. Then blame Warriors of God fans for limiting this game's counter mix.

If in any area there are F units remaining and opposing B units, those F units may dogfight with those B units. In this case, the B units do not fire back. All units now hit on a 5 or higher. If there was no dogfight in the space, all F units hit on a 4 or higher. The owner chooses which air steps to remove.

3. Bombing

All remaining B units may now bomb.

Bombing an enemy base:

The Bombed player first rolls flak. He rolls two dice if Henderson Field is being bombed, one if the Forces on the Island box is being bombed. Each 6 ior higher s a hit and eliminates one step of B Land–Based Air bombing.

Add up the remaining B Land–Based Air Units steps and rolls that many dice. Each 6 or higher is a hit. See the base damage rules to see how to apply each hit.

Bombing enemy Ships:

Add up the flak values for all ships in the box and roll a number of dice equal to the total. Each 6 or higher hits and eliminates one B Land–Based Air Unit. All remaining B type units may bomb the ships. Just pick which ship each step is attacking and roll a die for each step. You must choose which steps are attacking which ships before you roll for any damage. Each 6 or higher causes a damaged result. See the ship damage rules to see how to proceed from there.

Step 3: Naval Air Combat

1. Determine if there will be Naval Air Combat

If there are Carriers in either or both At Sea boxes, Naval Air Combat may take place.

2. CAP

If there are opposing carriers in each At Sea box, total the number of enemy Carrier Air factors and roll that many dice. The Japanese hit on a 5 or higher and the USN hits on a 6 or higher. Combat is considered simultaneous. After the number of hits for each player has been determined, reduce the total number of air points from any carrier that is in the At Sea box. Owner chooses which to lose. Both sides carriers have an Air Action Round 1 marker placed on it. If a carrier involved already has one, flip the marker over to Round 2.

3. Bombing

If you have carriers in the At Sea box, those carriers now bomb any enemy ships in your opponents' At Sea box. Your opponent first fires flak. Total up all the Flak values for all the ships in the At Sea box and roll that many dice. Each 6 or higher is a hit. Reduce (player's choice) any attacking Carrier Air strength (move the marker) by that number of hits.

The remaining Air Points are then allocated to any ships in the At Sea box. You must allocate all points before you roll for damage. Each Japanese Air Point hits on a 4 or higher. Each USN Air Point hits on a 5 or higher. Add one to your roll if you are bombing SP units or Land Units in the At Sea Box. Each hit causes damage. See the ship damage rules to see how to proceed from here.

Step 4: Naval Surface Combat.

Each player may take ships out of the At Sea box and offer Surface Combat.

If either player has SP units in their at Sea box, and the other player does not, he must choose if he wishes to offer surface combat and which ships will fight first. He is considered the first player.

If this doesn't apply, the owner of Henderson Field must decide first. He will be considered the first player.

In order to offer combat, the first player must decide which of his BB, CA, CL and/or DD units will fight. They are picked up and placed on the table. He may choose to not offer combat and pass.

The second player may then do the same. If the first player passed, the second player can put one BB or CA, and one DD, up to fight and force the first player to return to base with all of his Naval Units in the At Sea box immediately. This is treated as a Return to Port (see 10.0). If the second player also passes, nothing happens and players proceed to the next step. If the first player offered combat (and this can be with any BB, CA, CL or DD Naval Units - there is no minimum as with the second player), the second player can pass (in which case all of his units in the At Sea box must immediately return to port (see 10.0), or he can put any BB, CA, CL and/or DD units that he has in his At Sea box on the table and we have a fight.

Before a firing player performs the following step (at the beginning of surface combat, it will be the second player), whether in this first step or at the start of any other round of combat, he may withdraw instead. If he withdraws, all ships in his At Sea box return to port (see 10.0)

To have a fight, the first player puts out all of his Naval Units with which he offered combat. The second player then matches up any of his ships with those of the enemy. Each ship must have a match. If all enemy ships have been matched, any excess units may double up on already matched ships. If the first player has any unmatched ships, those ships are not fired on in this Surface Combat Round.

Each ship of the second player fires on his match. The second player may use either his gunnery value or his torpedo value. He rolls the number of dice equal to the value. Each gunnery roll hits on a 5 or higher and each torpedo roll hits on a 6 or higher.

After this is done, the first player may withdraw (and all of his ships in the At Sea box return to port immediately—not just the ones that offered combat, see 10.0), or he may match up his units against his opponent. He fires using the same procedure.

You may always withdraw instead of firing.

These rounds continue until one side withdraws or one side has no more units left in the combat. If all units of one side are eliminated, that is treated exactly as if he had withdrawn.

Check the damage rules to see how to resolve damage.

Step 5: Submarine Combat.

Submarines are always in your opponent's At Sea box. During this step, Submarines will always fire on any enemy ships in the At Sea box. Total the number of enemy DD steps in the box (if any) and roll dice for each step (not each counter – each step). Each 5 or higher is a hit for the Japanese and a 4 or higher is a hit for the USN. Add one to your roll if there are carriers in the box.

Each hit reduces the attack value of the Submarine. If the attack value is reduced to 0 or less, the Submarine may not attack. If there are any factors left, the Submarine may choose any Naval Unit as its target and roll the number of dice equal to its remaining factors. Each 6 is a hit. This is considered a torpedo hit.

Check the damage rules to see how to resolve damage.

Step 6: Shore Bombardment of Henderson Field.

Only Henderson Field may be bombarded. Any BBs or CAs that do not have an At Sea marker on them and are in the At Sea box may bombard. Roll dice equal to each ship's gunnery value. Each BB hits on a 5 or higher and each CA hits on a 6 or higher. The Yamato hits on a 4 or higher.

Check the damage rules to see how to resolve damage.

Step 7: Amphibious Landing and Resupply

Any SP or Land Unit in the At Sea box that does not have an At Sea Marker on it may now land or unload. Landing is done into the Henderson Field or Forces on the Island box (depending on which you control). Just place the Land Unit in the respective box to show that it has landed. SPs unload their supplies instead. For each USN SP step unloaded, increase the supply marker on the General Records track by 2. For each Japanese SP step unloaded, roll a die. On a 1, 2 or 3, he received 2 supply points. On a 4 or a 5, he receives 1 point, and on a 6, he receives no points.

After an SP unit unloads, it returns to the force pool and may be used as a reinforcement.

And that's the, whew, combat phase.

9.0 Damage

9.1 Damage to Bases

Only Henderson Field and Forces on the Island may be damaged. For each hit scored on Henderson Field, remove a Land Air Unit step that is on the ground at the moment of the hit and add one to the Henderson Damage marker on the General Record Track. If there are no remaining Land–Based Air units on the ground, each hit reduces the number of supply points by one. If there are no supply points left, only add the number of hits to the Henderson Damage marker.

For each hit on the Forces on the Island box, roll a die. If even, one supply point is lost. If odd, no supply points are lost (it's hard to find those guys).

9.2 Damage to Ships

If the ship receiving the hit is not a DD or an SP, follow this procedure. Roll one die (two dice if any of the hits are from torpedos) and add the number rolled with the total number of hits scored in this single attack. Compare this number with the defense value of the ship.

If the total is equal to or less than the defense value, the ship is damaged. Flip the counter over to its damaged side. All future attacks on this ship from any source receive a +1 to their to hit roll. Once the unit returns to port, flip the ship over to its normal side and place it on the reinforcement piles as follows:

    CV and BB: 4 turns later

    CA and CL: 3 turns later

If the total is greater than its defense value, the ship is disabled. It has suffered sufficient damage that repairs will take longer than the game's length. It is immediately removed from play and victory points are scored. It will not return to play. Keep the unit aside for victory points.

If the total is greater than twice the defense value, the ship has been sunk. Remove it from the game and keep aside for victory points.

Land Units, DD and SP units are flipped for each hit they take. There is no damage roll.

10. 0   Return to Port

Any Naval Units or Land Units that are still in an At Sea box must return to port in this phase. All units returning to port are placed on one of the reinforcement piles as follows:

    Land Units, CV, DD: 2 turns later

    CA, CL: 3 turns later

    BB: 4 turns later

11. 0   Land Phase

11.1 Land Combat

Land combat occurs between the Henderson Field box and the Ground Forces on the Island box and only can occur if both players have Land Units in the box they control. First the Japanese Player then the USN Player may declare a combat. If neither declares a combat, no combat occurs.

If one of the players does declare combat, that player decides on how many steps will fire in this combat. He then pays 1 supply point for each 1-3 land units (not steps, units. One step or two steps, they cost the same to attack) that fire (so 4 Units firing would cost 2 supply points). Each player rolls one die for each step that fires. Each 6 or higher rolled causes one hit. Combat resolution is simultaneous. For each hit, remove one step from the opponent's Land Units. Units that are in the combat take losses first but if there is excess, those loses are taken by any other units that are at the respective bases.

Combat continues until all attacking units on one side are eliminated or one side declares a retreat. You may retreat as a choice before rolling for your attack. If a side retreats, there is no combat and the Land Combat phase is over.

The Japanese may declare a Banzai attack with any Land Unit steps that are attacking instead of a regular attack in any combat round. This attack automatically eliminates all of the Japanese that are making the Banzai attack but hits on a 5 or 6. Each hit also reduces the USN supply total by one. The Japanese may Banzai Attack with some units and regular attack with others. All other rules regarding land combat are still in force. Banzai units are declared at the start of the combat round.

The US may in any round of combat expend double supply for any or all units. For each 1 supply point, 2 steps of Land Units may fire and hit on a 4 or higher. This bonus applies for this round of combat only but as long as the US player has supplies to expend, he may do it in any lat-

er round of combat. Extra supply is determined after any Banzai declarations but before any combat takes place.

11.2 Land Unit Supply

After all attacks or if there were no attacks, supply must be checked. Each player expends 1 supply point for every 1-3 land units it has on Guadalcanal (so 4 units would cost 2 supply points). This is by units, not steps. So if the unit is a 1 or a 2 step unit, it costs the same for supply, If a player chooses to not spend the supply points or if there are not enough to be spent, that player loses a step from his Land Units. Only one total step can be lost from a lack of supply.

11.3 Henderson Field Damage

Roll a die and deduct the number rolled from the current Henderson Damage marker's value. If this number is equal to or less than zero, there is nothing more to do. Just leave the marker on zero for the next turn. If it is at a value great than zero, eliminate that number over zero worth of Land-Based Air steps that are currently in the Guadalcanal box. The owner of the planes chooses which steps to lose.

11.4 Check for control

One player or the other will always control Henderson Field. At the start of the game, the USN player controls it. Should the USN player retreat from combat or have no Land Units left in the Henderson Field box, and if the Japanese player has any units in the forces on the Island box, those forces move into the Henderson Field box and any remaining USN forces move into the Forces on the Island box. The USN may take it back using the same procedure as the Japanese did to take it.

12.0 Tokyo Express

A Tokyo Express attack is only allowed under certain conditions. During any Japanese Naval Movement Phase and if there are no Japanese Naval Units in the IJN At Sea box at the start of that movement phase, the Japanese Player may declare a Tokyo Express attack. If he does, no units may move from the Truk box to the IJN At Sea box for the remainder of this Japanese Naval Movement Phase (only Naval Units in the Rabaul box may move.

If surface combat occurs in the immediately ensuing combat phase, the Japanese player always matches up his ships with the USN ships and fires first. The USN player must place all of his BB, CA, CL and DD units in the surface combat. After this attack, each player rolls a die; if the Japanese roll higher, they get to match up and attack again. In the next round (the third one), the two players roll the die again. If the Japanese roll higher again, the USN may now withdraw; but if they do not, the Japanese may match and fire again. This continues until the USN player rolls equal to or higher than the Japanese player, or he withdraws. Once he does roll equal to or higher, he

will then match and fire and rounds now alternate players as normal.

Regardless of how many rounds this combat goes, at the end of the surface combat, the Japanese player rolls one die. If he rolls a 1 or 2 , one supply point is added to the Japanese total on the General Record Track.

13.0 Victory Conditions

13.1 Land Victory

If there are no USN Land Units in either Guadalcanal box, the Japanese Player wins an immediate victory.

If, at the end of the game, the Japanese Player controls the Henderson Field box and has at least one supply point, he wins the game unless the USN player wins a decisive naval victory.

If neither of these conditions exist, the USN player is the victor unless the Japanese score a decisive Naval victory

13.2 Naval Victory

Sunk and disabled Naval Units are worth points at the end of play. Should either player have amassed 25 more points (or greater) than his opponent, he has won a decisive naval victory.

Point values for the USN player for Japanese Naval Unit loses:

- Zuikaku, Shokaku: 16 points if sunk; 8 points if disabled
- Hiyo, Junyo: 8 points if sunk, 3 points if disabled
- Zuiho, Ryujo: 6 points if sunk, 3 points if disabled
- Yamato: 16 points if sunk, 8 points if disabled
- All other BB: 10 points if sunk, 5 points if disabled
- BC: 8 points if sunk, 4 points if disabled
- Kako, Aoba, Kinugasa, Furutaka: 2 points if sunk, 1 point if disabled
- All other CA: 4 points if sunk, 2 points if disabled

The USN player does not receive any points for any other Japanese losses.

Point values for the Japanese player for USN Naval Unit loses:

- CV: 10 points if sunk, 5 points if disabled
- BB: 8 points if sunk, 4 points if disabled
- CA and CL: 2 points if sunk, 1 point if disabled

The Japanese player does not receive any points for any other USN losses.

14.0 Credits

Designer: Sho Kawakita and Tetsuya Nakamura
Developer: Adam Starkweather
Graphic Artist: Niko Eskubi
Rules Formatting: Nick Richardson
Playtesters: Arnie Shimo, Gary Phillips