

Victory Conditions

Players win the game by scoring Victory Points (VP).

Allies 

- 4 VP/8 VP = Each *Kinai Maru* crippled/sunk.
Note: The VP awards for the *Kinai Maru* reflect transports were filled with troops and supplies.
- 2 VP/4 VP = Each Japanese DD crippled/sunk.
- 2 VP/ship's point value = Each Japanese CL or CA crippled/sunk.

Axis 

- x1.5 ship's point value = Each Allied ship sunk.
Note: If the *Evertsen* is not entered into play the Japanese player will not get any VP for this unit.
- 12 VP = Each *Kinai Maru* unit not crippled or sunk by game's end.

March 1, 1942

The Allied cause in the South Pacific is breaking. Reeling from their defeat at the Battle of the Java Sea, U.S., British, Dutch and Australian vessels are scattered. Singapore has fallen, the Philippines are overrun, and Bataan's U.S. garrison is coming under increasing pressure.

In the final days of February, intelligence arrives the Japanese have leveled their crosshairs on Borneo. The U.S. Heavy Cruiser *Houston*, Australian Light Cruiser *Perth* and Royal Netherlands Navy Destroyer *Evertsen* are dispatched to intercept the invasion force. Amazingly, on the evening of March 1st, the Allied vessels evade enemy destroyer screens and pounce upon Japanese transports as they unload their cargo...

Map Configuration

- Use Battle Map 06 (see page 6 of Advanced Rules book)
- The side with the lettered area designations is East.

Fleet Construction



Point Total = 41

Allied Force



USS Baltimore CA (18 pts.)
(represents USS *Houston*)



HMAS Sydney CL (14 pts.)
(represents HMAS *Perth*)



HMS Javelin DD (9 pts.)
(represents RNN *Evertsen*)



Max. Japanese Point Total = 151

Japanese Transport Force



Kinai Maru (12 pts.)



Jintsu CL (19 pts.)
(represents HIJMS *Natori*)



Up to x5
Yukikaze DD (60 pts.)
(represents HIJMS *Fubuki*, *Hatakuze*, *Hatsuyuki*, *Asakaze*, and *Shirayuki*)

Japanese Escort Force



Myoko CA
(represents HIJMS *Mogami* and *Mikuma*)



Yukikaze DD (12 pts.)
(represents HIJMS *Shikinami*)

Special Rules

Allies 

Disregard the Extended Range rule for the *Houston*. The rear turret was badly damaged in an air raid days earlier and is not fully repaired.

Axis 

Before setting up, roll one die for each of the five DDs in the Transport Force. Each 5 or 6 DR results in one of these units not entering play (they are searching vainly somewhere off-map). For successful roles, see Set-up on p. 2 for DD placement.



Set Up



- The Axis player sets up first, followed by the Allies player.
- x1 *Kinai Maru* begins in areas G-7, H-7, and I-7.
- Those Axis DDs successfully passing the pre set-up DR check are deployed, one each, in: A-7, C-1, I-4, K-3, and K-5 (deploy available DDs in this specified order).
- The CL *Natori* sets up in G-4.
- All units of the Japanese Escort Force will enter as reinforcements

Set Up



- The Allies player sets up the *Houston* and *Perth* units in any area of row A. The *Evertsen* will enter as a reinforcement unit.
- The Allies player has the initiative on turn one. Begin rolling for initiative on turn 2 (see "Night Surprise" on p. 3).



Special Rules & Options

The following rules are in play:

Battle Shock

The Allied attack in the dead of night takes the Japanese totally by surprise. Indeed, the Japanese have no idea Allied ships are in the area, let alone advancing on their supply vessels. The shock, chaos and confusion of battle has to be overcome before the Japanese can organize a defense.

Until the effects of "Night Surprise" end (see below) Japanese Transport Force DDs and the CL *Natori* may only move one area and cannot conduct torpedo attacks. Roll a -1 DR modifier for all Gun attacks fired by these units (a 6 still causes two hits).

Furthermore, ignore the "Night Fighter" card rule on all Japanese ship cards -- this wasn't the Imperial Japanese Navy's finest hour...

Night Surprise

Beginning with turn 2, the Axis player rolls one die, **subtracting 1** for each Japanese damaged, crippled, or sunk vessel. If the modified DR result is less than the number of turns played, all Japanese warships are free to move and attack normally. **While Night Surprise is in effect all US initiative DRs have a +1 DR modifier.**

Friendly Fire

Pressed into a chaotic situation, the Japanese are eager to destroy the enemy at any cost. When an Allied vessel sails between two Japanese vessels, there's a chance the Japanese may accidentally hit a friendly unit. The Axis player must make a "friendly fire" roll when he attacks. The "friendly fire" attack will have a -1 DR modifier, but any 6 will still cause two hits.

Unloading Transports

The *Kinai Maru* units cannot move during the game.

Japanese Reinforcements

After the initiative is determined at the start of each turn, the Axis player rolls one die. Add 1 to the DR for each Japanese ship sunk or crippled. If the modified DR is 6 or more the one of the units of the Escort Force may enter at any North Map edge area (Japanese player's choice). Discontinue making this DR once all of the Escort Force's vessels are in play.

Dutch Reinforcements

The *Evertsen* can enter play after the first turn, in any area on row A. However, the Allied player can deny possible Victory Points to the Axis player if the *Evertsen* doesn't join the battle (see below).

Safe Return Doubtful

The *Houston*, *Perth*, (and *Evertsen* if entered into play), may not exit the map. The game ends if there are no longer vessels of one side remaining.

House Rules

These optional rules are suggested to balance play between opponents of differing skill level as well as introducing an added degree of realism to play:

- **Ships firing upon those of a larger class have a -1 DR modifier** and a 6 does NOT count as a double success (only a single). CA/CL are the largest, and DD the smallest.
- **Secondary batteries of any ship have a -1 DR modifier**, and a 6 does NOT count as a double success (only a single).
- **All DD units have the "Chasing Salvos" capability** when fired upon by the main battery of a CA/CL. Whenever a gunnery attack against the DD roll one die. A DR of 5 or more results in no damage from the attack.

Winning the Game

Both sides earn Victory Points (VP). VP are awarded for the following:

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- 2 VP/4 VP = Each Japanese DD crippled/sunk.
- 2 VP/ship's point value = Each Japanese CL or CA crippled/sunk.

Axis



- 1.5x ship's point value = Each Allied ship sunk.
Note: If the *Evertsen* is not entered into play the Japanese player will not get any VP for this unit.
- 12 VP = Each *Kinai Maru* unit not crippled or sunk by game's end.

