

Solomons Campaign Derived Errata & Suggestions

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Derived Errata

[3.3] Naval Unit: The Surface Attack Strength for a CV unit will never be used as a carrier is forbidden to engage in surface combat, so the number is meaningless unless playing a variant.

[3.4] Glossary: A CVL (light carrier) is a unit marked as a CV with an air point capacity of 5 (rather than 8 for a normal CV (fleet carrier)). A CVL is a capital ship and the Japanese have 4 of them, the US has none. Capital ships are CV, CVL, BB, B, and BC, see definition for Capital Ship.

[6.3] A CVL is also a capital ship, see rule 3.4.

[6.32] Anti-Ship Mission: (Units: CV, CVL, BB, B, BC, CA, DD). Note that a TF with a carrier acts differently than a TF with no carriers, when a carrier is present the anti-ship attack is done only using NAC on carriers. This is a reason to have 2 TFs doing an Anti-Ship Mission at the same time in the same hex, one with carriers and one without.

[6.33] Bombardment Mission: (Units: CV, CVL, BB, B, BC, CA, DD). Note that a TF with a carrier acts differently than a TF with no carriers, when a carrier is present the bombardment is done only using NAC on carriers. This is a reason to have 2 TFs doing a Bombardment mission, one with carriers and one without.

[6.34] Transport Missions: (IJN: Transports, DD; US: Transports, APD) Note that the last sentence says that Japanese transports must be repaired at Truk, this implies: (1) The Truk refit time of 2 weeks is added to the die roll for repair time and (2) The transport returns to Truk during the Reinforcement Phase of one turn and then needs to be deployed to Rabaul on the next turn per rule 5.15 Preliminary Deployment.

[6.35] Japanese Emergency Transport: The last sentence should drop the qualification at the end of "of Strength Points"; otherwise it is too easy to ship lots of supply points to Guadalcanal. Therefore, while the Japanese may plot many slot runs in a turn, at most one slot run each plot phase (half a week) may include 1 DD doing an emergency transport of either one ground point or one supply point.

[6.37] A US TF on Anti-Slot is placed in an Anti-Slot box, the TF in the first box will intercept the first Slot Run (if any) and the TF in the second box will intercept the second Slot Run (if any).

[6.39] Note that the mission of a TF is specified during each of the 2 plot phases, it may be given a different mission in the 2nd plot phase from the mission given in the 1st plot phase, assuming the first plotted mission was not accomplished.

[8.1] Si-Move Plot Chart: Examine the example picture, as there are several clarifications implied by it. (1) TF3 is not a slot run, as it arrives in hex M in a day segment, therefore no DD in the TF could do an emergency transport. (2) TF4 has a mission of AS (anti-ship) for the first half of the turn but changes this to BM (bombard) for the second half. (3) TF5 is a transport TF, note that it takes both a day and a night segment to unload its cargo, this means all cargo is unloaded after the Ground Combat phase. Note that there are only 2 possible plots for a transport TF, one that starts on the first day segment and one that starts one segment later on the first night segment, this is because 13 segments (out of a total of 14) are needed for the entire move, as entering the port at the end only takes 1 segment.

[11.0] Special Slot Movement: In addition to being immune to air attacks from Henderson Field, a slot run with a DD can use it to do an emergency transport of 1 point (ground or supply) each plot phase.

[15.31] Anti-ship Task Force vs. Anti-Ship Task Force: If the attack strengths of both TFs are exactly equal, then roll a die to determine the attacker.

[15.32] Anti-Ship Task Force vs. Non-anti-ship Task Force: If an anti-ship TF cannot attack the ship in the non-anti-ship task force with the strongest defense strength with at least 1:1 odds, then there is no attack. This is implied by the process of the defender subtracting ships from the attack.

[15.33] Multiple Task Forces: An anti-ship TF with a carrier is not combined with an anti-ship TF without a carrier. Similarly, a bombardment TF with a carrier is not combined with a bombardment TF without a carrier.

[21.0] Note the following for the US starting forces in hex M:

A. There is no APD-1, it arrives on turn 2, per the errata.

B. There are only 5 US supply-1 counters supplied with the game, so either use a supply-3 as a supply-1 on turn 1 or just note on which 6 transports the 6 supply-1's are loaded, per the suggestion below.

C. The US player must create at least 1 carrier anti-ship TF and at least 1 transport TF; other TFs may also be created which increases flexibility. Note that any naval units in a carrier TF are prohibited from engaging in surface combat and any naval units in a transport TF cannot be used in an anti-ship attacking role. Assuming the transport unload their 6 supply points using the first 2 segments (day and night), the transport TF will then have completed its mission and will need to return to Espiritu Santo as quickly as possible.

16. [22.0] Levels of Victory: If the ratio is greater than 1 to 1 but less than or equal to 1:5 to 1, then the result is a Draw.

Suggestions

[6.34] Transport Missions: When moving a task force with transports, it may be helpful to think of each hex being divided into East and West portions and during each half day segment move the TF one half hex. Remember that for Hex M, you will need to get to the farthest half of the hex.

[6.34] Transport Missions: Rather than put supply counters and ground points under a transport unit, just note what is being transported on the Si-move pad. Use the ground point counters on Guadalcanal, Rabaul, and Espiritu Santo to show how many strength points are at each location. Since there are unlimited supply points at Rabaul and Espiritu Santo and each side has a supply track for Guadalcanal, the supply point markers are now otherwise unused; US supply points can then be used to indicate unsupplied status for US ground points on Guadalcanal, each point can indicate a turn of being unsupplied.

[15.33] In a surface combat, the attacker may always choose to shield some of his ship counters from the results of a surface combat even when there is no other task force to engage, as long as they still have at least a 1:1 attack after removing the shielded ships. This seemingly small change is important in order for the Surface CRT results to be monotonically increasing if desired.

[20.0] Truk Sortie Limitations: Given that Truk naval units cannot sortie on turn 1, there are 15 turns on which they might sortie. As $2/3$ of 15 is 10, the expectation is that naval units at Truk can sortie on

10 turns; however, in any specific game this might be greater or lesser depending on luck. In order to normalize the expected number of Truk sorties and reduce the luck factor in this area, one can take 15 blank counters and mark 5 with NO and pick a counter each turn, this will always result in the expected 10 sorties from Truk.

Clarifications

IJN	Truk Refit	Rabaul Refit	Slot Run?	Notes
CV, CVL	2	No	No	No Surface Combat
BB, B	2	1	No	
BC	2	1	Yes	
CA, DD	2	0	Yes	
TR	2	1	No	

USN	Australia Refit	Espiritu Santo Refit	Anti-Slot Run?	Notes
CV	2	No	No	No Surface Combat
BB	2	1	Yes	
CA, DD	2	0	Yes	
TR	2	1	No	
APD	No	0	Yes	

US Supply Point Costs

Put ground points in supply	Must if possible pay 1 in Plot phase 1
Put ground points in attack supply	May pay 1 in Ground Combat phase
Attack with up to 10 LAC/NAC	May pay 1 in Day segment
Transfer up to 10 LAC/NAC	May pay 1 in Day segment

Japanese Supply Point Costs

Put ground points in attack supply	May pay 1 in Ground Combat phase
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Slot Run Possibilities (Max 10 naval units with max 100 bombard factors)

IJN	Bombard	Attack	Defend	AA	Notes
3BC 0CA 1DD	100	72		17	Max Bombard
2BC 3CA 4DD	100	128	96	21 27 16; 20 24 24	Max Bombard
2BC 2CA 6DD	92	148		20 22 24	Max Bombard
2BC 1CA 7DD	83	153			Max Bombard
2BC 0CA 8DD	74				
1BC 6CA 3DD	97	124	94	30 21 16; 20 20 27	Max Bombard
1BC 5CA 4DD					
0BC 7CA 3DD	73				
0BC 0CA 10DD	10	150	100	32 32 16; 32 24 24	All DD

American Intelligence

Rabaul Slot Run?	
Rabaul Slot Run with BC?	
Rabaul High Seas?	
Rabaul High Seas with Capital Ships?	
Rabaul with Transports?	
Truk?	
Truk with Capital Ships?	
Truk with Transports?	

US Intelligence Day Segment

Japanese place all TF's on each hex on map. For each TF, say number of ship counters, number of Capital ship counters, and number of transport counters.

US Intelligence Night Segment

Japanese places any TFs in hex M on map.

IJN Intelligence Day Segment

US places any TFs in hexes A B F G H K L M P Q, on turn 10+ add C H N R.

For each TF, say number of ship counters, number of Capital ship counters and number of transport counters.

US places any TFs hexes not covered by above if an IJN TF is in or next to the hex. C D E H I J N R O S up to turn 10, just D E I J O S on turn 10 and after.

IJN Intelligence Night Segment

US places any TF's in hex M on map.