21.0) SOLOMONS CAMPAIGN, STARTING FORCES AND REINFORCEMENTS

GENERAL RULES
The Turn Reorder/Reinforcement Chart identifies American and Japanese naval units and ground reinforcements available to each player at the start of each game. Please refer to page 24.9 for the operation of this chart.

PROCEDURE
Place the units corresponding to the forces shown on the Reinforcement Chart on the map. In the reinforcement phase, deploy these units in accordance with the following rules.

12.1) DEPLOYMENT
Japanese forces at Rabaul, Japanese naval units at Rabaul, and Japanese ground units at Rabaul are deployed at Random. U.S. forces at Rabaul, U.S. naval units at Rabaul, and U.S. ground units at Rabaul are deployed at Random. U.S. forces at Espiritu Santo, U.S. naval units at Espiritu Santo, and U.S. ground units at Espiritu Santo are deployed at Random.

12.2) FULL, RAILCOMPLEMENT
All Carriers which enter the game as reinforcements arrive with a full complement of Aircraft.

12.3) STACKING AND PLACEMENT RESTRICTIONS
Reinforcements may not be placed if they would exceed their initial deployment strength. For example, if the Japanese LAC which arrives on Game Turn 1 is placed at Rabaul, it must be counted as three units (1 LAC-2, 2 LAC-3, 3 LAC-4, 4 LAC-5). For the Japanese, the LAC which arrives on Game Turn 0 is already at Rabaul. For U.S. forces, however, units may only be placed if there are no units at the appropriate unit on the map when the reinforcement arrives. For example, if the Japanese are placed at Rabaul on Game Turn 0, the initial LAC is placed at Rabaul. On Game Turn 1, the three LAC which is placed at Rabaul. Units may be placed at Rabaul at any time during the Mandatory Phase.

12.5) WHEN TO BE USED
Reinforcements may be used in the Game Turn in which they arrive. Once reinforcements are deployed, they may not be used until the next Game Turn. For example, if reinforcements are placed in the game, particularly the Rabaul reinforcements, at any given turn, reinforcements are considered to be available only during the next turn and not during the current turn. This is because Rabaul is a reinforcement drop point where units are held until the next turn begins.

12.6) REINFORCEMENTS
LAC units which have completed their first turn may be sailed at any future delay or penalty. They are placed in the road base when they are ready to sail, e.g., Japanese units being held at Rabaul begin to sail to the game from Rabaul on Game Turn 1.

12.7) CRIPPLING AS REINFORCEMENTS
Crippled naval units are treated as reinforcement units when placed on the board. For example, if Japan has a crippled LAC in Rabaul, it may be used as a reinforcement if placed in the game on Game Turn 1. Similarly, if Rabaul and Espiritu Santo for Japanese and American transports, respectively.

12.8) AMERICAN STARTING FORCES AND REINFORCEMENTS
INITIAL PLACEMENT (Game Turn 1)
1. An Air Group: 10 Ground Forces at Espiritu Santo, 3 Ground Forces at Rabaul, 2 LAC, 4 AC, 1 TT, 1 MT, 3 FAMC, 1 MT. With 2 MB4, 3 DCL, 6 DOL, 1 DOL 1 (NAC-1 tank) 1 (NAC-2 tank)

12.9) JAPANESE AUGMENTATION
In the actual campaign, theJapanese had available, but did not use, the battleship Fuso. Players wishing to incorporate this option into the rules may treat the Japanese as having the initial placement at Truk.

21.1) American Plan of Attack
The American plan of attack is to destroy the Japanese fleet in the South China Sea between Rabaul and Espiritu Santo, then, with the Fuso, to target the Japanese ships in the Indian Ocean. In the Metropole, the Fuso was not commissioned in time to participate in the attack at Rabaul. It appears possible that the Japanese could have increased their force and made it available. To simulate this, add both BB-1 and BB-2 to the Japanese ships available in the South China Sea at Rabaul.

21.2) RECORD REINFORCEMENT TRACK
As the start of the game, place the "Game Turn" marker in the number "1" box on the normal track. As the game progresses, advance the marker to indicate the Game Turn number being played. In a scenario combined with an actual game, U.S. forces will have an exact indication of the player's point of view when the game begins. The two arrow tracks concerning operations of American carriers in the South China Sea, and how they are to be approximated is indicated in the "Game Track." Note that American NN, AC, and DCL set out from Rabaul, even though they are shown only in the Australian Solomons. Similarly, the Japanese Planes have Truk and a Rabaul track, indicating when and where their reinforcements appear. At the start of the game, players may use their own Reinforcement Track by placing any number of the appropriate reinforcement units on the track. Also, units due to return to the game from ship, air, and ship will be placed on the reinforcement option track at the appropriate turn, which is the corresponding turn after Game Turn 1 (where) they arrive. Ship, air, and ship will be placed on the option track at the appropriate turn, which is the corresponding turn after the ship or air arrives. Ship, air, and ship will be placed on the option track.