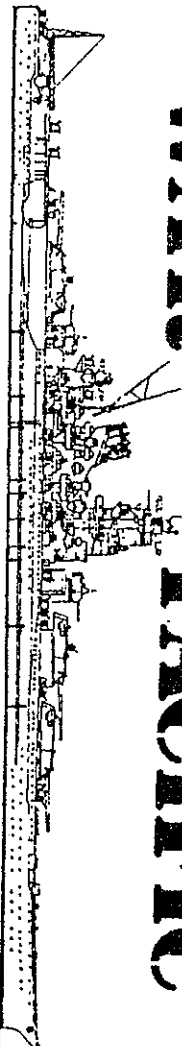


WAR IN THE PACIFIC



TACTICAL SURFACE COMBAT

by Chandler Tedholm

Introduction

The gun-armed warship had reached the pinnacle of five centuries of evolution at the beginning of the Great Pacific War. Despite the ascendancy of air power, the surface warships still had opportunities to demonstrate their effectiveness against their opposite numbers. The stately line of Battle tended to be replaced, however, by confused firefights at short range. Even in the new environment, many Pacific operations were influenced by the potential destructive power of the conventional navies.

A player in SPI's War in the Pacific has at his disposal (along with everything else from biplanes to atomic bombs) the battleships, cruisers and destroyers of the surface navy. Each side will, at various times, have the potential to harm the enemy by surface combat when it is not possible to do so by other means. Thus, each War in the Pacific campaign will include a couple of crucial downeybrooks, and a number of minor skirmishes under the Surface/Surface Combat routine.

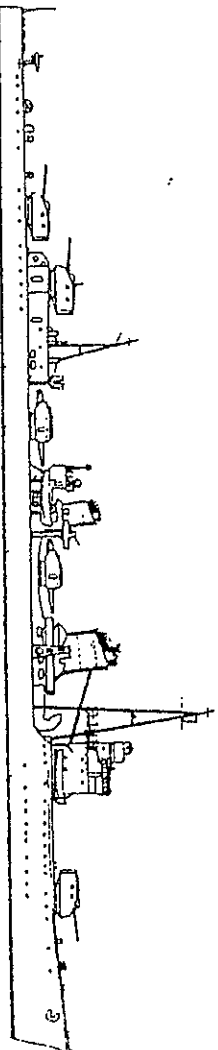
As a game, War in the Pacific is a compromise between events which can happen in minutes or hours, and the processes of months and years. The air combat aspect of the game retains much of the "feel" of real-time air strikes. However, the mechanics of Surface/Surface Combat in the original rules have nothing whatever to do with the actual operation of modern warships.

Any abstraction could be forgiven if it simplified or expedited the game. The original Surface/Surface sequence, however, requires 3000 words of rules and tends to be rather time-consuming. Moreover, the system occasionally produced weird results, like groups of light cruisers defeating squadrons of battleships.

This alternative set of rules has been designed to impart some of the tactical flavor of WWII naval combat. At the same time, an effort was made to keep the complexity to a reasonable minimum. This method will require more space than the original. With practice, it is hoped that it will not take any more time than the routine it replaces.

These rules will rectify a few of the inconsistencies in War in the Pacific. They will introduce the players to the awesome Japanese Long Lance torpedos, which was as least as great a factor in the war as the fictitious "Wav-Bm" aircraft. In addition, certain ship types will be restored to usefulness, such as Japanese CL's.

I hope this effort adds to your appreciation and enjoyment of SPI's classic monstergame, and I look forward to hearing your comments on how well it functions.



NOTE: These rules are intended for use with SPT's War in the Pacific. They employ the same format as the original rules.

(30.0) SURFACE/SURFACE TACTICAL SEQUENCE

GENERAL RULE: These rules replace original case (30.0) entirely. Units enter the Tactical display under the same conditions they would in the original game. Damage, fueling state, and other pertinent unit conditions after leaving the Tactical Display are also the same.

NOTE ON SCALE: Each hex of the Tactical Display is equal to one Nautical Mile. The entire Display is roughly equal to one hex on the WTP map. Each Tactical Sequence equals six minutes (1/10 hour) of real time.

(30.1) SURFACE/SURFACE TACTICAL DISPLAY

(30.11) MAP: Use a blank, short-grained hexsheet if possible. Any hexsheet will do, including unused portions of the WTP map (like the Aleutians), if players can ignore printed symbols. The Tactical Display itself consists of a super-hexagon measuring 31 hexes from side to side (see diagram). The faces of the super-hex should be labeled N, NE, SE, S, SW and NW. The map should be covered with plastic or plexiglass to facilitate marking with grease pencil.

(30.12) OPTIONAL-LAND MASSES: Many surface engagements will take place in hexes containing islands or coastlines. If your Tactical Display is plastic-covered, players may sketch land masses on the map for added realism. Use grease pencil to mark such features roughly as they appear in the WTP map hex. This should be done

very quickly. "Dot" islands should be one hex. Use a dotted line or a different color to mark a shoal line congruent to all coastlines, distant from the terrain features by the same number of hexes as shown by the roll of one die.

SHIP UNITS may not enter a hex containing any shoal line.
LAND MASSES block Sighting and Gunfire Combat.
SHOAL LINES block Torpedo tracks, but have no effect on Sighting or Gunfire Combat.

(30.2) DEPLOYMENT OF UNITS ON THE TACTICAL DISPLAY

(30.21) INITIAL PLOT: Each Task Force entering the Tactical Display must have an Initial Plot describing the course it will travel through the display if no enemy force is encountered. The plot need be written only for the lead ship of the formation; the other units are assumed to follow in formation (see 30.22). The Initial Plot must meet the following criteria:
A. The plot must bring the TF in from one of the faces of the Display, and out another.
B. The plot may contain no more than 3 60-degree turns.
C. The plot must bring part of the TF to within three hexes of the center of the display.
D. A Task Force must enter the display from the direction of the last hex entered prior to the engagement hex, even if the TF had finished its Naval Phase movement before being engaged. If the TF is in the process of completing plotted movement (as when engaged by a force on a REAG mission), it must be plotted to leave the display in the direction it was directed to travel in the Naval Plot.

(30.22) **FORMATION:** Task Forces enter the Tactical Display in one of two general formations, depending on the TF's plotted Engagement Value for that Naval Phase (see 10.0, WIP rules).

ENGAGEMENT VALUE 8-14: The TF may enter in any desired formation. Portions may be delayed up to three Tactical Sequences.

ENGAGEMENT VALUE 0-7: The TF must enter in one, three, or five columns. The central column must contain: at least four units; more units than any other column; all of the heaviest class of surface combatants in the TF; and all CV, APB, SF and MS units. Three columns must be employed if the TF contains more than five surface combatants; five columns must be used if the TF contains more than 14 surface combatants.

FORMATIONS (General): All columns must travel parallel courses. Columns, and units within a column, must be one or two hexes apart. Units may never stack.

(30.3) **SURFACE/SURFACE TACTICAL SEQUENCE**

(30.31) **TAC SEQUENCE SUMMARY:**

1. MOVEMENT PLOT
2. TORPEDO MOVEMENT
3. SHIP MOVEMENT
4. SPOTTING
5. GUNFIRE COMBAT
6. TORPEDO LAUNCHING

(30.32) **MOVEMENT PLOT:** Until a TF spots an enemy unit (see 30.35), that TF must follow its Initial Plot. It must travel at the Speed Class plotted for it in the Naval Phase.

Once an enemy unit has been spotted, or a friendly unit damaged, the TF must plot movement in advance for each Tac Sequence. This plot includes

changes in speed, turns, and hexes moved. Suggested Format: 2-3, 1L2 (Speed Class Two to Speed Class Three, move one hex, turn left 60 degrees, move two hexes). Note that in many cases a plot is required only for the lead ship of a TF; the other units are assumed to follow in formation.

A movement plot must be followed as written, except when a friendly ship, due to damage, interferes. In this case a unit must turn away from the enemy to avoid the obstacle, and if possible resume its plotted course.

If a unit is inadvertently plotted to interfere with a friendly unit, both units suffer a roll on the Submarine Damage Table (13.65, WIP tables).

(30.33) **TORPEDO MOVEMENT:** After ship movement has been plotted, torpedoes plotted for launch in the preceding Torpedo Launching phase are marked on the Tactical Display. This may consist of a grease pencil line, or counters made up from blanks.

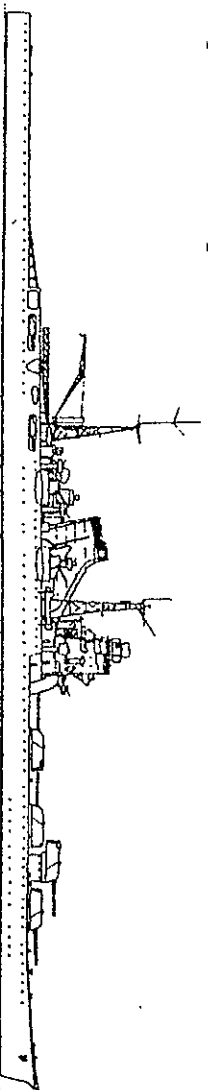
Torpedo tracks from previous Tac Sequences should be erased.

Torpedo movement capability varies depending on nationality. Japanese torpedoes have two speed settings.

TYPE	HEXES	TAC SEQ.
ALLIED	3	1
JAP. LOW SPEED	3	7
JAP. HIGH SPEED	5	2

All torpedoes may be plotted to make one and only one 60 degree turn in the course of its movement. This turn may not be in the final hex of its movement.

Torpedo tracks are removed only in the next Torpedo Movement phase. They may attack any number of units without being removed.



(30.34) **SHIP MOVEMENT:** The maximum speed of a unit, in hexes per Tac Sequence, is equal to the unit's Speed Class. That is, a Speed Class 3 unit may move three hexes on the Tactical Display per Tactical Sequence. Units follow their Initial Plot at the Speed Class they were plotted to use in that Naval Phase; after Spotting occurs, units may assume any speed up to their maximum, accelerating or decelerating one Speed Class per Tac Sequence.

Ship units are limited in their ability to change course (turn), depending on their type. The following table lists the minimum number of hexes a unit must travel on a given course before it can make one 60-degree (one hexside) turn.

TYPE	HEXES BEFORE TURNING
2B, BC, CV, JCTM SM	SHIPPING 3
CA, CI, CVL, CVE 2
DD, DE, CD 1

A unit may have to accumulate movement over more than one Tac Sequence in order to turn. Turns do not cost movement points.

MOVEMENT EXECUTION: Movement is conducted according to the previously written plot, and is assumed to happen simultaneously. If enemy units are plotted to occupy the same hex, the faster unit (or high die roll, if equal) gets the hex, and the other must turn to avoid.

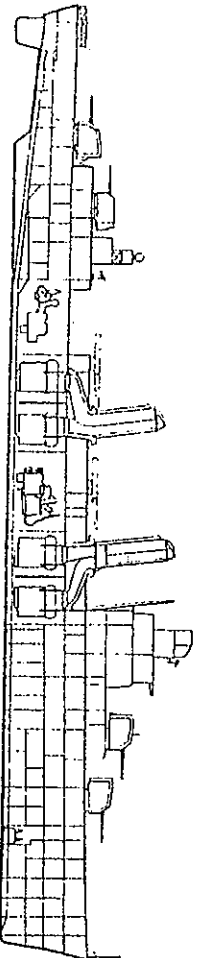
(30.35) **SPOTTING:** Units may not employ gunfire combat, launch torpedoes, or deviate from their Initial Plot until at least one enemy unit has been spotted. Naval units may only fire at spotted units. Once an enemy unit has been spotted, it is considered spotted for all friendly units. Spotting one enemy unit does not mean all are spotted.

SPOTTING PROCEDURE: During the Spotting Phase of each Tac Sequence, players determine the minimum distance between any two opposing units. Each player rolls a die, applies modifications, and consults the Spotting Table. An "S" result indicates that the closest enemy unit has been spotted. Using the same die roll, check other enemy units to determine if, at their ranges, they are spotted. Note that is entirely possible that one side will spot some or all of the opposing TF and not be spotted itself. A dash (-) result indicates that no enemy units are spotted.

SPOTTING MODIFIERS: The die roll on the Spotting Table may be modified due to the Cycle Date (see Spotting Table Modifier Chart). It may also be modified by minus one (-1) if the unit was spotted in the previous Sequence. Note that a unit is always spotted if it employed gunfire combat in the previous Tac Sequence. Launching torpedoes has no effect on spotting.

SPOTTING MECHANICS: All units are unspotted when they enter the Tactical Display. Their counters should be inverted, and flipped face-up only when they are spotted or when they employ gunfire combat. It is possible for units to become unspotted (and re-inverted) in subsequent Sequences.

(30.36) **GUNFIRE COMBAT:** Fire combat is resolved in a manner similar to Surface/Surface combat in the original WIP. However, there are a number of different modifying conditions. The basic procedure is to compare attacking strength to unit speed and type, on Table (30.48, WIP rules), then refer to Table (30.49) for damage and combat results respectively. Gunfire combat is assumed to be simultaneous. Damage results are not applied until the end of the Gunfire Combat Phase.



FIRE COMBAT MODIFIERS:

RANGE: Surface/Surface Combat Strength is modified for the range between the firing unit and the target unit. The range effect varies according to the type of firing unit.

TYPE	UNIT	R A N G E				
		1-4	5-8	9-12	13-16	17-20
1	BB, BC	D	D	N	N	H
2	CA	D	N	N	H	-
3	CL	N	N	H	-	-
4	DD, DE, CD	N	N	-	-	-

D = Doubled; N = Normal; H = Halved

UNIT TYPE: The type of firing unit may have an effect on the Naval Combat Results Table (30.49). Refer to the table above for ship types. Subtract the type of the firing unit from the type of the target unit. The result is the modification to the die roll on the Naval CRT (30.49), plus or minus. Example: A Battleship firing at a Destroyer (4-1= +3) has three added to its die roll. A CL firing at a CA (2-3= -1) suffers a minus one on its die roll. Note that this roll is not necessary if the firing unit received a poor result on the Surface/Surface Damage Table (30.48).

FACING: Units may employ their full Surface Attack Strength only against targets in the firing unit's broadside arc (see diagram). Targets in the bow or stern arc may be attacked at half strength.

MULTIPLE UNIT FIRE: If more than one unit is firing at a single target, only one unit (attacker's choice) may fire at full strength. All other units may fire at half strength. The unit using its full strength is used to compute unit type.

MODIFIER COMBINATIONS: All of the above modifiers are cumulative, in addition to reduction of strength due to damage as in the original rules. In all cases of halving, round up. No unit with a damage state less than D4 may be reduced below one (1) point.

(30.37) TORPEDO COMBAT

ELIGIBILITY: Only the following units may launch torpedoes:

-All DD and DE.

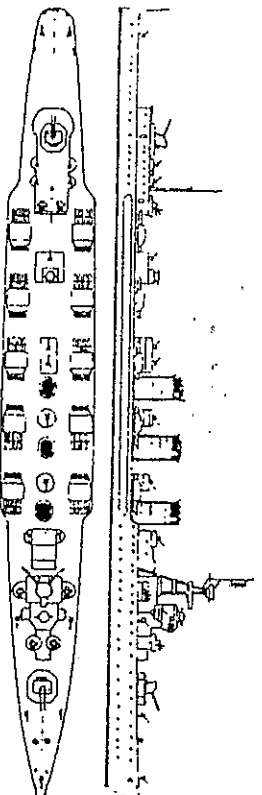
-All Japanese CA.

-All Japanese CL except CL 18, 19 & 20.

RELOADING: All non-Japanese units may launch torpedoes only once in an engagement. Japanese ships may launch torpedoes a second time after reloading. A Japanese ship is automatically reloaded two Tac Sequences after firing torpedoes for the first time. Units performing an ETRAN mission may not reload.

SPECIAL UNITS: Japanese CL 6 and CL 7 may launch torpedoes five (5) times, all at once or in different Tac Sequences. They may not reload. Their Surface/Surface Attack Strength is reduced to four.

TORPEDO LAUNCHING: Units are committed to launching torpedoes by writing a Torpedo plot during the Torpedo Launching Phase. This plot describes the projected track of the Torpedo (see 30.33 for torpedo movement capabilities). The torpedo track begins in any hex on the broadside of the firing unit. No indication need be made to the opposing player that torpedoes have been launched until the next Torpedo Movement Phase (note: torpedoes which start the Torpedo Movement Phase more than eight (8) hexes from any enemy unit do not have to be marked on the Tactical Display).



TORPEDO ATTACK: Torpedo tracks plotted in the Torpedo Launching Phase are marked on the map during the Torpedo Movement Phase. Ship units are then moved according to their plots. At any and every point when a unit occupies the same hex as a torpedo track, the unit undergoes an attack on the **SUBMARINE HIT TABLE (13.64)**, and if need be on the **SUBMARINE DAMAGE TABLE (13.65)** as well. There is no limit to the number of torpedo tracks which may attack an individual unit, or to the number of units a given torpedo track may attack.

COMBINE: If the target unit is moving parallel to the torpedo track, subtract one (1) from the **SUBMARINE HIT TABLE (13.64)** die roll.

(30.4) DISENGAGEMENT

BREAKOFF DETERMINATION: Breakoff level is determined in the same manner as in the original game. Once a TF has reached breakoff level, all further movement plots must direct the units of the TF towards one of the sides of the Tactical Display. All combat may continue normally.

WITHDRAWAL FROM THE TACTICAL DISPLAY: A unit whose TF has reached breakoff level may attempt to exit from the Tactical Display. As soon as the unit enters any hex on the edge of the Tactical Display, it may roll for withdrawal as described in (30.83) of the original rules. If the withdrawal attempt succeeds, the unit is removed from the Tactical Display. If the attempt fails, the unit remains without moving in the exit hex, and may try to disengage in subsequent Tac Sequences. Units which have not been spotted for three or more consecutive Tac Sequences may roll for withdrawal even if they are not in an exit hex.

(30.5) NIGHT COMBAT: Night combat is essentially the same as normal combat, except the "Night" range line is used on the Spotting Table.

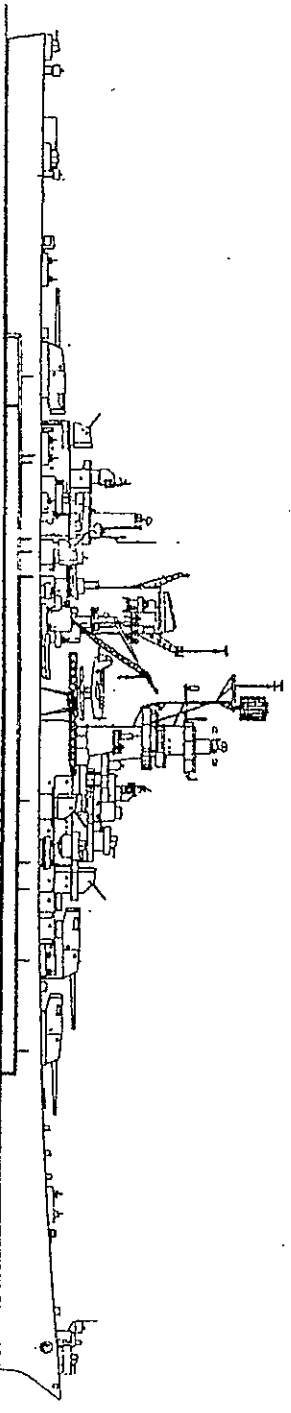
(30.51) OPTIONAL-PATROL PATTERNS: The Bravo force in a night combat situation may choose to deploy some units in a Patrol Pattern instead of the standard Initial Plot. The Bravo player rolls a die & halves the result rounding down; the result is the number of units (DD or DE only) which may be deployed in a Patrol Pattern. Instead of entering from the edge of the Display, units in a Patrol Pattern start on the Tactical Display. Their Initial Plot describes a roughly circular course bringing them back to their starting point.

(30.6) OPTIONAL RULES:

(30.61) SMOKESCREENS: All DD and DE type units may be plotted to make smoke. This consists of leaving a blank or spare counter in each hex the smokelaying unit exits. Neither spotting nor fire combat may occur if a smoke hex intervenes; use a thread to determine "line of sight" if necessary. There is no limit to the number of units which can make smoke, or the number of times a given unit may make smoke.

SMOKE DISSIPATION: Just before the Ship Movement Phase, players roll one die for each smoke counter on the Tactical Display; the counter is removed on a roll of one or two.

(30.62) JOINT SHIPPING DISPERSAL: Joint shipping may break down into D3 units at any time after the enemy has been spotted, if the owning player believes this would help.



SCENARIOS

MALAYA (hypothetical), 12/10/41, night:
 Jap.: CA-13,14,15,16; CI-15; DD-11,12,13,14.
 (enter NE, Speed Class 2, Eng. Val,14)
 Brit.: BB-53; BG-34; DD-16,17. (SW,2,14)

JAVA SEA, 2/27/42:

Allied, Dutch: CI-1,2; DD-1.
 British: CA-68; CI-29; DD-3.
 U.S.: CA-30; DD-1,2. (S,2,14)
 Jap.: CA-6,8; CI-16,17; DD-23,24,29,30,31,
 32,33. (NE,2,7)

SAVO ISLAND, 8/9/42, night:

Jap.: CA-1,2,3,4,12; CI-2,14; DD-1. (NW,3,14)
 U.S.: CA-29,34,39,44; DD-17,18,19; Brit. Ca-33.
 (SE,1,0; one DD on Patrol Pattern)

CAPE ESPERANUNCE, 10/11/42, night:

U.S.: CA-25,38; CI-47,50; DD-17,18. (S,2,14)
 Jap.: CA-1,3,4; DD-11. (NW,2,7)

GUADALCANAL, 11/13/42, night:

U.S.: CA-33,38; CI-50,51,52; DD-17,18,19,65.
 (SE,2,14)
 Jap.: BG-2,3; CI-8; DD-22,26,27,28,29,31,45.
 (NW,2,7)

Special rule: The Japanese must change from HE to AP ammunition. This takes two Tac Sequences after sighting a U.S. unit. If they attack before this time they are halved, if they receive a "D" result before the two turns are up, critical Hits must be rolled for immediately.

GUADALCANAL II, 11/15/42, night:

U.S.: BB-56,57; DD-17,18. (SE,2,14)
 Jap.: BG-3; CA-8,11; CI-8,15; DD-21,22,23,
 31,45. (NW,2,0)

TASSAFARONGA, 11/30/42, night:

U.S.: CA-24,26,32,36; CI-48; DD-17,18,65.
 (SE,1,14)
 Jap.: DD-23,31,32,47. (N,3,7,ETRAN mission)

KOMANDOREKIS, 3/26/43:

U.S.: CA-25; CI-9; DD-13,17. (S,2,14)
 Jap.: CA-8,10; CI-4,9; DD-22,23; APB-1,2.
 Special rules: Minus one on Spotting Die Roll. APB's are D3.

(30.35) SPOTTING TABLE

R A N G E

DAY	1-4	5-8	9-12	13-16	17-20
NIGHT	1-2	3-4	5-6	7-8	9-12
D	1	S	S	S	S
I	2	S	S	S	+
E	3	S	S	-	-
R	0	S	S	-	-
L	5	S	-	-	-
L	6	S	-	-	-

S = Spotted; more distant units may be spotted.
 - = no units spotted.

SPOTTING TABLE DIE ROLL MODIFIERS:

CYCLE DATE	DAY		NIGHT	
	JAP.	U.S.	JAP.	U.S.
13/41-4/42	-2	--	-3	--
5/42-9/42	-1	--	-3	--
10/42-3/43	--	--	-2	-2
4/43+	--	--	-2	*

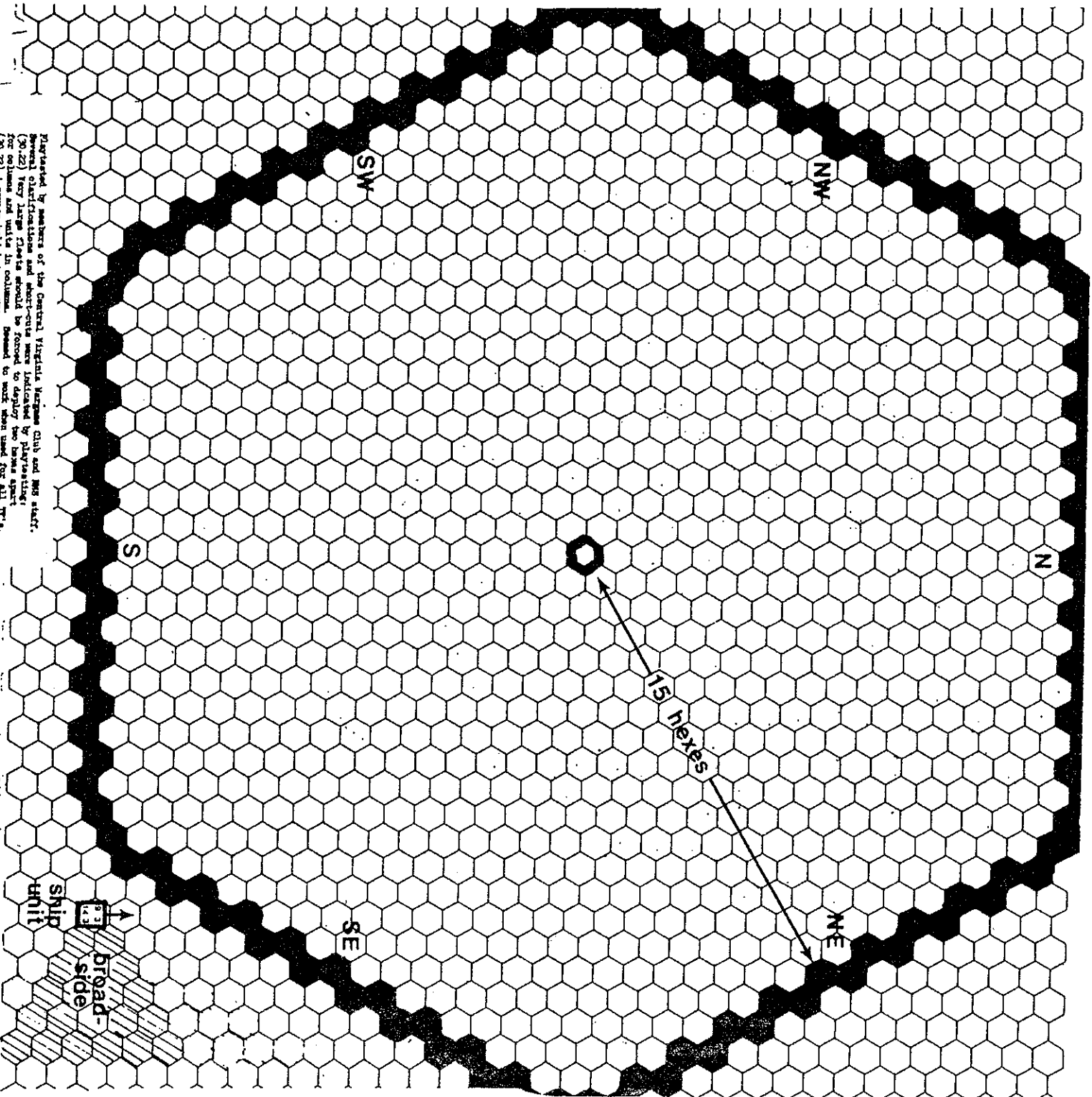
-- = No modification.
 -3,-2,-1 = Subtract number from die roll.
 * = Use Day Table.

Key to Illustrations

Page Name	WIP#	Remarks
1 YAMATO	BB-7	Largest BB ever built.
11 KAGERO	DD-36	Typical Jap. DD.
111 TONE	CA-17	Last Jap. CA.
1v BENSON	DD-45	Typical US prewar DD.
v KITAKAWI	CI-7	Forty torpedo tubes.
v1 ALASKA	BG-1	Only US BG class.

Ship illustrations excerpted from the following references:
 1. H. Hill & V. Walter, A.I., Japanese Warships of WWII, Doubleday, 1966.
 2. H. Hill & V. Walter, U.S. Warship Development, Doubleday, 1978.
 3. H. Hill & V. Walter, American Fleet and Escort Destroyers I, Doubleday, 1971.
 4. H. Hill & V. Walter, American Battleships, Cruisers and Destroyers, Doubleday, 1970.
 5. H. Hill & V. Walter, Japanese Warships of WWII, Doubleday, 1966.
 6. H. Hill & V. Walter, U.S. Warship Development, Doubleday, 1978.
 7. H. Hill & V. Walter, American Fleet and Escort Destroyers I, Doubleday, 1971.
 8. H. Hill & V. Walter, American Battleships, Cruisers and Destroyers, Doubleday, 1970.
 Destroyer units usually equal the ship.

TACTICAL DISPLAY



Illustrated by members of the Central Virginia Weapons Club and MS staff.
 General clarifications and improvements were indicated by playtesting.
 (30.22) Very large fleets should be forced to deploy two hexes apart.
 For columns and walls in columns, usually, to work when used for all T's.
 (30.23) A screen held between T's usually, to work when used for all T's.
 Note that a ship hindered by a disabled friendly ship in front of it must
 go around, not over, the obstacle; however, it may turn to avoid even if
 it would not normally be eligible (you are not forced to fire).
 (30.24) Japanese torpedoes are active for more than 2 hexes - only
 the segment of their plot for the current sequence may attack.
 Torpedoes attack when a moving unit enters a hex containing a torpedo
 track, not during the torpedo launching phase (this does not mean units
 that are dead in the water are invulnerable).

(30.25) Note that UNIT TYPE MODIFIER is applied to the "second" table
 (table 30.49), not the "first" table (table 30.48).
 (30.4) In practice, most battles were fought by negotiation; each
 side would concede doomed units and the battle. A random die roll
 to determine disengagement. Also roll for a one-way threat die roll.
 was suggested. Noted O.K. as written, however, every third die roll.
 (30.6) Snaps should be considered a standard, not an optional rule.