

Invasion Interception

Background





























It is summer of 1942 in a Pacific Theater Campaign game. The U.S. is trying to invade Niutao in the Ellice Islands. Japan is defending the island with a one factor infantry unit. The U.S. has land-based air over the island and Japan doesn't, so the U.S. figures either they will liberate the island or they will draw Japan into a naval combat that is in their favor.

Japan decides to intercept with everything they have available, which is two carrier task forces based in a port in Tamana, a task force based in Rabaul and a couple submarines.

Note that Japan has an Air Defense result and an ADRM of 3. The U.S. has both an ADRM and NDRM of 3.

Invasion Forces

The U.S. is invading with the following forces. The exact details of the task forces aren't known to the Japanese player, although he has a pretty good guess.
































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Other Forces	<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  3-3 </div> <div style="text-align: center;">  1 Sub </div> </div> <p style="margin-top: 5px;">Niulakita</p>

Interception

Japan plays a Strategic MAGIC card, which the U.S. does not counter. The base interception is six dice – 2 dice for an activity carrying cargo, 2 dice for two U.S. task forces, 1 die for one factor defending against an invasion, and 1 die for the Strategic MAGIC card.

The two task forces in Tamana need to roll a ‘7’ or better on six dice and easily intercept. The task force in Rabaul needs to roll a ‘19’ or better on six dice and rolls a ‘26’ so it intercepts. One sub is on patrol four hexes away; it needs to roll a ‘7’ or better on five dice and easily intercepts. The second sub is in Rabaul; it needs to roll a ‘19’ or better on five dice and rolls ‘14’. It falls 3 hexes short so it will be available starting in round 3 of the naval combat.

Japan intercepts with the following forces. The exact details of the task forces aren’t known to the U.S. player, although he also has a pretty good guess.

	   
	         
	           
Other Forces	  Round 3

Naval Combat - Setup

The U.S. reinforces its small encumbered naval force with TF1, so they end up with two task force sized combat groups. Japan has three combat groups.

Japan puts their naval forces in the first three combat groups so that they can force as much fleet combat as possible.

The U.S. wants to avoid fleet combat if possible and also wants maneuvering room to evade if necessary, so they leave the first couple of slots empty as well as the last slot.

Naval Combat Chart				
Axis		Combat Groups	Allies	
Hidden	Found		Found	Hidden
		1		
		2		
		3		
		4		
		5		
		6		

Naval Combat – Round 1

Japan decides to take out the land based air first, so all of their NAS is either on CAP or is doing an air strike on Niulakita. 8 eNAS and 5 NAS attack Niulakita and roll a ‘5’, eliminating 4 AAS and inverting the remaining 5 AAS. The 3 AAF fire back, roll a ‘10’ (a 4/6 result), and eliminate 2 eNAS and 2 NAS.

For search, the U.S. has three dice (2 carrier combat groups, first round of combat) and rolls ‘5’, ‘3’, and ‘6’. Japan has five dice (3 carrier combat groups, 1 active combat group, first round of combat) and rolls ‘3’, ‘5’, ‘3’, ‘3’, and ‘1’.

Naval Combat Chart				
Axis		Combat Groups	Allies	
Hidden	Found		Found	Hidden
		1		
		2		
		3		
		4		
		5		
		6		

Japanese CG3 is found and revealed to be fast with one carrier.

U.S. CG3 is found and revealed to be slow with cargo and one carrier.

U.S. CG5 is found and revealed to be fast with four carriers.

Because both sides found at least one combat group, no surprise air strikes are possible.

Japan makes no air strikes.

The U.S. makes an air strike on Japanese CG3 with 9 NAS. Japan has 1 NAS on CAP and rolls a '6' at +1, which eliminates 1 NAS. The U.S. rolls an '8' at -1, which eliminates the Japanese NAS. Japan then makes an Air Defense roll on the '3' row (Japan has an Air Defense result) and rolls an '12' to eliminate 2 more NAS and abort another 2 NAS. 4 NAS gets through to attack.

3 NAS attacks the *Zuiho* at +3 (+2 for ADRM/NDRM, +1 for naval air attacking ships at sea) and rolls a '7' which sinks the *Zuiho*. 1 NAS attacks the light ships at +1 and rolls a '6', which damages a cruiser.

Japan has an unpaired active combat group, so it engages U.S. CG5 in fleet combat. Since the Japanese combat group contains *Yamato* and other battleships, the U.S. evades and moves down to CG6. The Japanese lights fire at +1 and roll a '12', sinking the Australian CA2, Australian DD1, and a U.S. DD1. The U.S. lights fire back at -1 and roll an '8', damaging another Japanese cruiser.

Finally, the submarines attack. The Japanese sub attacks CG5, targets the *Wasp*, and rolls an unmodified '9' (+2 for NDRM, -1 for 3 operational carriers, and -1 for torpedoes vs. ASW) and sinks the *Wasp*. The U.S. sub attacks CG1, targets the *Akagi*, and rolls a '7' at +1 (+2 for NDRM, -1 for DD3) which damages the *Akagi*.

Round 1 Losses

Japanese losses:

- 3 NAS
- 2 eNAS
- *Zuiho* (CVL)
- *Akagi* (CV3) [damaged]
- CA4 [damaged]

U.S. losses:

- 4 AAS [1 AAF] (Niulakita)
- 3 NAS
- *Wasp* (CV3)
- CA2 (Australian)
- DD1 (Australian)
- DD1

Aftermath

The U.S. withdraws from combat. It would be tempting to stay around for one more round to force Japan to deal with the remaining 5 AAS on Niulakita, but with the only U.S. carrier TF down a carrier, down to only one destroyer for light ship support, and in CG6 so it can't evade fleet combat, the risks are too great.