*Fan Made Expansion*

SEA PACK

PRÉFACE

This "Fan Made" SEA PACK (FMSP) expansion is an unofficial expansion for Memoir 44. It offers players a set of simple rules to simulate the air conflicts of the Second World War.

Designed, developed and tested by passionate players, it has no other purpose than to offer a variant of the game, adapted to the maritime context, at sea and in the air, while respecting the fundamental principles of Memoir 44.
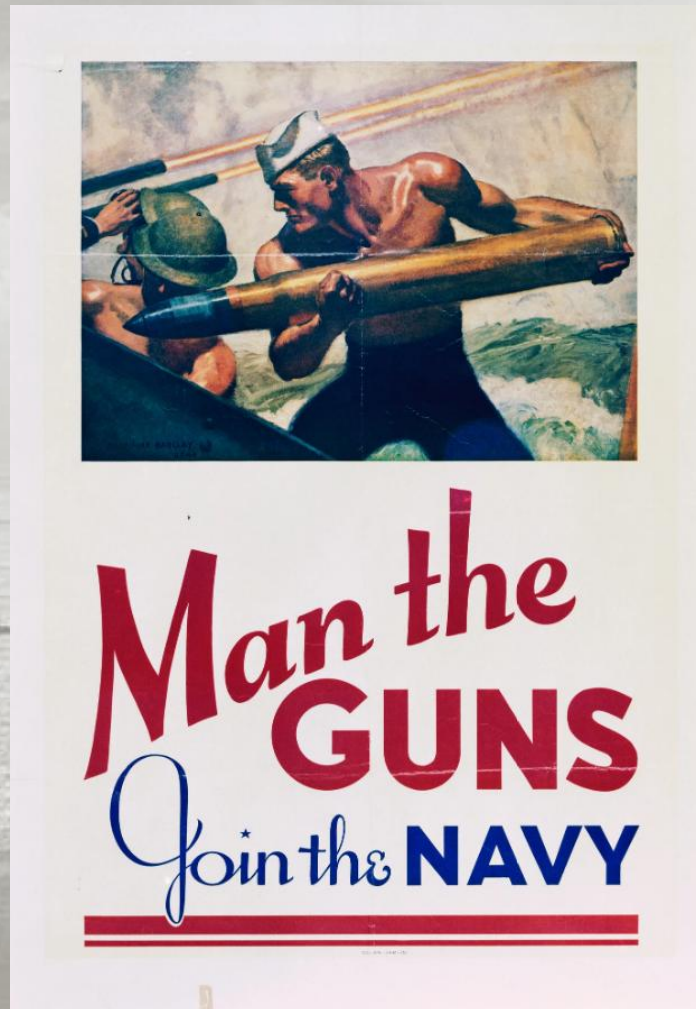
Original Idea :
Jean Luc « Chee911 » REIGNIER
**Development and tests :**
Jean Luc « Chee911 » REIGNIER
Sébastien « Artimon » GERVAIS
Guillaume « EMI44 » RAYER

MATERIALS REQUIRED

- BT Ocean Map : https://drive.google.com/file/d/1rMODPBcHXKwFbjQu6cm4yEQWj7kUuXqa/view?usp=sharing
- Expansions : Memoir 44 base game, Pacific Theater and Winter Wars
- Markers or 3D Naval Units :
    a) Destroyers >> Troop Card number 12, but with a reduced range of fire
    b) Aircraft Carrier (AC) >> Troop card number 11
    c) Landing Craft (LC) >> Troop Card number 15
    d) Submarines (SM) >> see chap 9
- Markers or 3D aircraft units :
    a) Fighters (CH)
    b) Fighter-Bombers (CB)
    c) Bombers (B)
- Colored firing markers (5 markers x 6 colors) numbered from 1 to 4, the last marker remaining unnumbered.
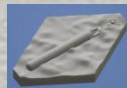
- Torpedoes tokens
- Camouflage tokens
- Battle Star Tokens (Naval Damage Marker)
- Exit Markers (used as a refuelling aircraft marker)
- Target markers (used for destroyer fire)
- Aircraft tokens (to mark an aircraft on the ground or on an AC)

EXPANSION SPECIFIC RULES :

The rules are the same as Memoir 44 with the exception of the following:

1 - BT Cards used :

All Green Section Cards – Their Finest Hour (tanks activate ships, grenades activate aircraft and star activates infantry), Direct From HQ, Counterattack, Ambush and Armor Assault (activates up to 3 aircraft in place of armor - > 3 aircraft units may battle with an extra die)

2- Aircraft on an airfield /Aircraft Carrier :

-   An AC can hold up to 2 units of fighters or fighter bombers, but no bombers.
-   Each hex of an airfield can hold up to 2 aircraft units.
-   Aircraft units on the ground are symbolized by markers (possibly with stars indicating the number of remaining figurines if the unit is incomplete).
-   An aircraft may only take off or land from an airfield in the direction of the runway.
-   An aircraft can only take off from an AC from the front. And it can only land on an AC from the rear.
-   Only one aircraft can take off or land per lap of an AC/airfield hex
-   Planes on an AC may not be attacked.
-   Any plane on the ground (on an airfield) suffers a loss for any flag result obtained against it.

3 - Movement : See summary table by unit

These differ from the standard rules for all units (see movement and firing board).
-    Air, naval or land units are activated according to the green section cards.
        Example: An AC is activated - a fighter on board the AC can advance by 2 hex (AC movement) and then the fighter takes off and can move 5 hexes. However, the 1st hex of the aircraft's movement must be the one immediately in front of the AC, just as from an airfield an aircraft takes off and its 1st hex is in the direction of the runway. The same goes for landing. The landing aircraft must be in line with the runway (airfield) or approached from the rear (AC)
-   1 AC may be re-oriented at the end of its movement during the movement phase.
-   Only 1 activated AC may change orientation.
-   Planes do not block the movement of another unit (see defensive fire) and do not block line of sight. However, if an aircraft is located adjacent to an enemy unit, the enemy unit may not fire at a distant target.
-   An airplane may not pass twice through the same hex during it's movement phase.
-   Ships (with the exception of LC) can only move in deep water. By default, the deep water hexes are the sea hexes located more than one sea hex from a land hex (beaches). (Basically, ships cannot be adjacent to land, there must be 1 sea hex between the ship and land.) To make it easier to visualize, you can place an anti-tank or barbed wire figure on coastal sea hexes.
-   LC may land troops on beaches and any hexagon of land that is not a hill, cliff or sea bluff.
-    Sea hexagons are impassable by land units unless they are on an LC.

4 - Firing : See summary table by unit

- Naval units are also hit on the amor symbol (in addition to a grenade)
- An aircraft may attack any unit it flies over during its movement, but cannot attack the same unit twice in the same hex. Place a colored firing marker on all of the targets, by increasing number, to show the attacking unit's firing run. Also place the unnumbered marker of the same color on the attacking unit to identify its firing run. Attacks are resolved in order of the movement, as shown by the numbered markers.
- Planes are hit on grenades (no confirmation roll (reroll) needed for planes.

5 – Defensive fire : See summary table per unit.

When overflying naval units and some ground units, attacking aircraft had to brave defensive Anti- Aircraft (DAA) fire. These DAA-equipped units are able to fire during an overflight by an opposing air unit.

- This defensive fire is automatic during an overflight by an opposing air unit.
- This defensive fire is simultaneous with the opposing attack and the results of the 2 dice rolls apply at the same time.
- Only a Grenade result is applied during defensive fire. Flags are ignored.

6 – Aircraft autonomy :

Aircraft had a limited range, to which was added any kind of mechanical failure
or ammunition failure, requiring immediate return to an AC or airfield for refuelling and repairs.

- During each attack by an aircraft, a "refuelling" die roll is thrown at the same time as the attack dice (the supply die must be easily identifiable (use a 1D6)
- If the refuelling roll result is 1, place an Exit token on the aircraft. That aircraft may not Attack further until it lands on an AC/airfield.
  The result of the attack roll remains applicable.
- An aircraft unit that rolls a 1 during the refuelling roll cannot continue with the subsequent attacks of the firing run
- To refuel, an aircraft must land on an AC or airfield. It may not take off again on the Same turn that it landed.
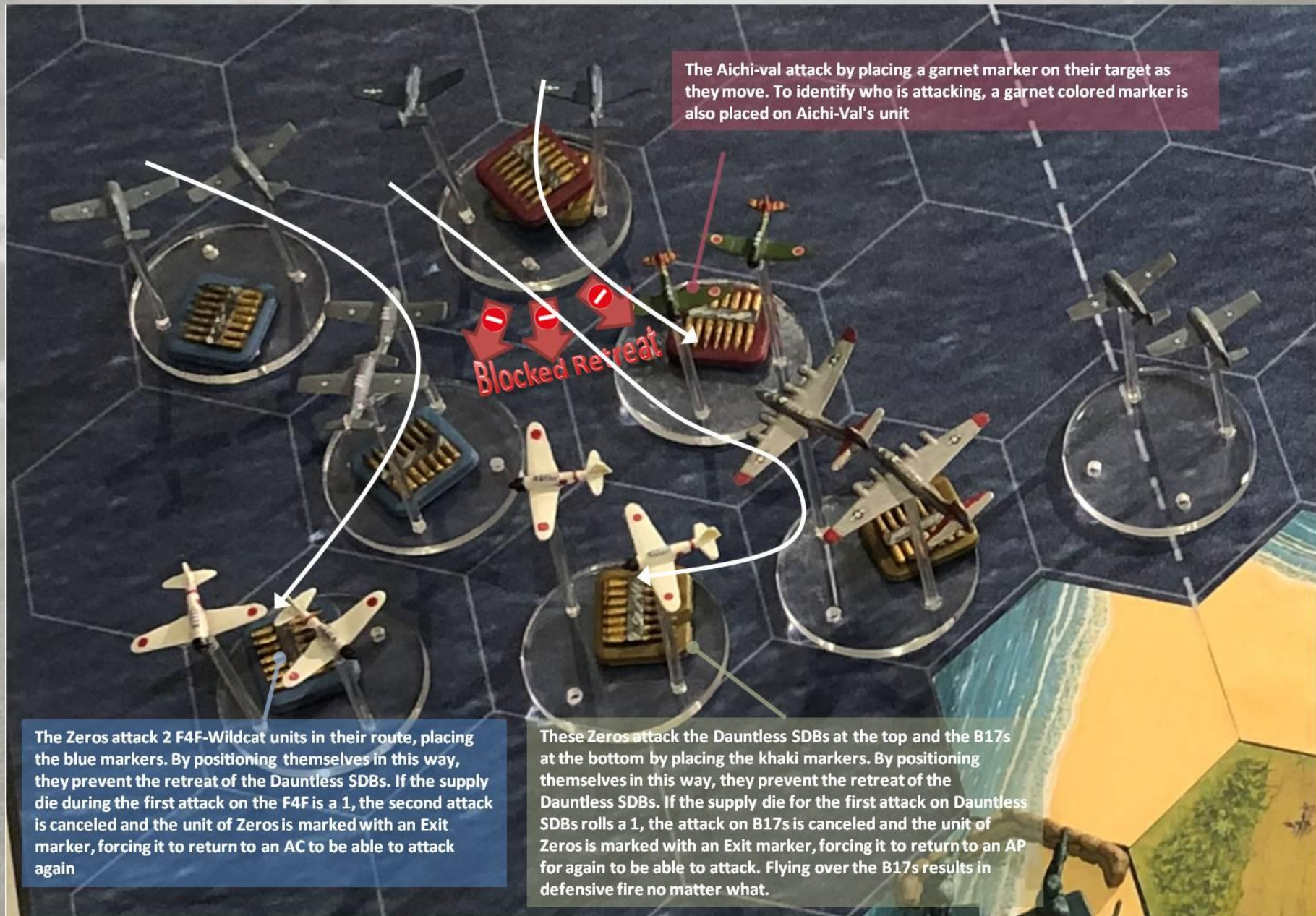
7 - Retreats :

Aircraft may retreat up to 2 hexes per flag. If retreating through a unit capable of DAA, then roll for defensive fire.
A retreating aircraft unit removes all of the opposing fire markers placed on it.

EXAMPLE OF AIRCRAFTS MOVEMENT

The Aichi-val attack by placing a garnet marker on their target as they move. To identify who is attacking, a garnet colored marker is also placed on Aichi-Val's unit

Blocked Retreat

The Zeros attack 2 F4F-Wildcat units in their route, placing the blue markers. By positioning themselves in this way, they prevent the retreat of the Dauntless SDBs. If the supply die during the first attack on the F4F is a 1, the second attack is canceled and the unit of Zeros is marked with an Exit marker, forcing it to return to an AC to be able to attack again

These Zeros attack the Dauntless SDBs at the top and the B17s at the bottom by placing the khaki markers. By positioning themselves in this way, they prevent the retreat of the Dauntless SDBs. If the supply die for the first attack on Dauntless SDBs rolls a 1, the attack on B17s is canceled and the unit of Zeros is marked with an Exit marker, forcing it to return to an AP for again to be able to attack. Flying over the B17s results in defensive fire no matter what.

8 – Aircraft carrier :

- An AC reduced to 1 hit remaining may no longer allow the take-off or landing of Aircraft on board because it is too damaged.
- Each AC destroyed is worth 2 victory medals.
- A destroyed AC with aircraft units on board is worth 2 victory medals plus 1 medal for each aircraft unit on board.

9 - Special weapons: Torpedoes

Torpedoes can equip 2 types of units: Torpedo Fighting Bomber and Submarines (SM).

- Torpedo Fighting Bomber (CT) >> Specialization of a standard Fighting Bomber.
  The player decides to equip it with Bombs or Torpedoes when taking off from an AC / Airfield.
  Therefore, as long as the plane has not landed again, he will keep the same weapon on board. Torpedo Fighting Bomber are identified with a specific badge and can only attack ships with a torpedo drop. The air attack is unchanged.

Torpedo attack:
- The torpedo is placed on an edge between 2 hexagons (no need to fly over the target by a Torpedo Fighting Bomber to attack by torpedo).
  The torpedo can be droped from any hex flown during the movement of the Torpedo Fighting Bomber or SM. Only one torpedo can be droped during this movement.
- During the opponent's turn, the torpedo remains in its initial position. The targeted hexagon and the edge where is placed the torpedo become impassable, except to suffer a loss by detonating the torpedo (torpedo is then removed from the board). The torpedo is threatening the 2 hexagons in front of it.
- Movement for the ships targeted by a torpedo requires an Activation: this move is not possible with the free move(s) provided by a BT card.
- At the end of the opponent's turn, any ship located in the axis of the torpedo on 1-2 hexes suffers an automatic loss. The torpedo is removed at the first ship hit (only one hit possible by the torpedo). If 2 ships are in the axis of the torpedo, only the first one will be hit. Hidden units are not affected by torpedoes.
- Torpedo planes do not roll supply dice when dropping torpedoes (this is not considered as a shot)
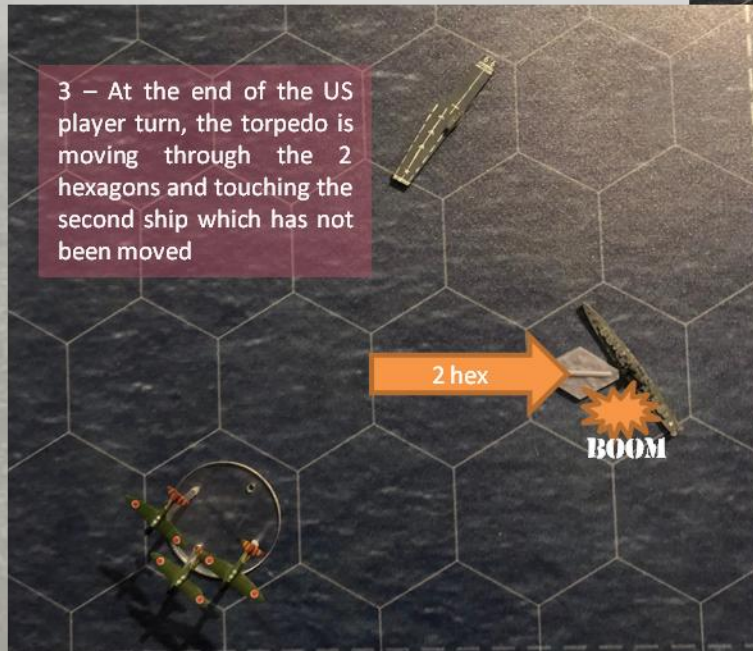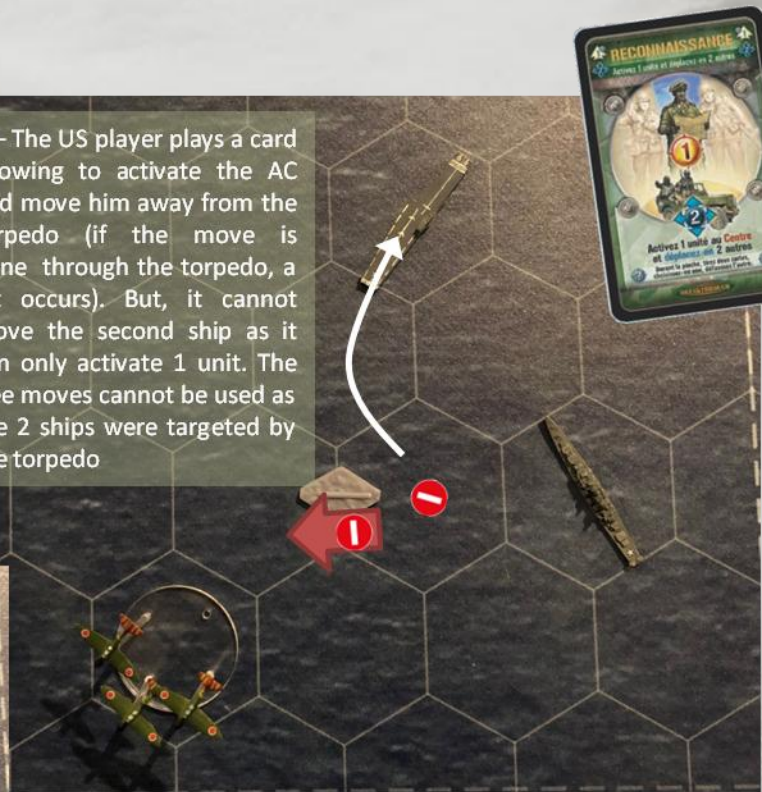
EXEMPLE : TORPEDO ATTACK

1 – During his move, the Torpedo fighting bombers are dropping a torpedo on the edge of the hex of the AC.

ALERT
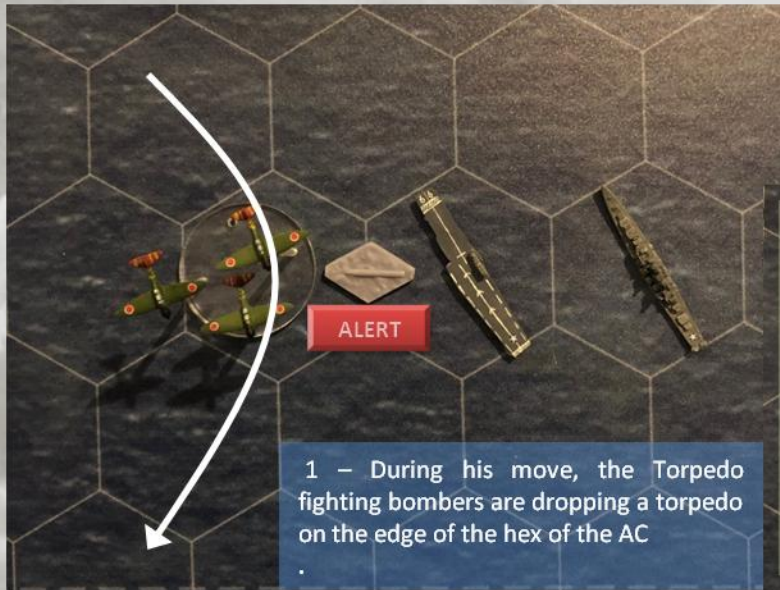
2 – The US player plays a card allowing to activate the AC and move him away from the torpedo (if the move is done through the torpedo, a hit occurs). But, it cannot move the second ship as it can only activate 1 unit. The free moves cannot be used as the 2 ships were targeted by the torpedo

3 – At the end of the US player turn, the torpedo is moving through the 2 hexagons and touching the second ship which has not been moved

2 hex

BOOM

RECONNAISSANCE

10 – Fog of War / Unit Tracking :

- All units are camouflaged at the beginning of the game.
- A unit is spotted if it fires (including defensive fire), is flown over by an aircraft or ends up on an adjacent hex of an opposing naval, air or ground unit at the end of the enemy unit's movement. Remove the camouflage token from the unit.
- A unit that moves without firing remains camouflaged until it is spotted.
- A ground unit in a jungle cannot be spotted by an opposing air unit. If the unit is capable of defensive fire during an overflight, it may choose not to fire so as not to disclose its position.
- An infantry in a cave can only be spotted by an overflight, and can only be attacked by an adjacent ground unit.

11 - Oasis Rule :

Any aircraft on an AC or airfield may attempt to recover destroyed figurines. Apply the Oasis rule (Action card number 10 but applied for aircraft only). Any star allows the aircraft unit to recover a destroyed figure.

12 – Nation Rules :

Japanese infantry ignore the first flag result rolled during battle.

13 – Victory Conditions :

In case of medals tie, the player who has sunk the most of Aircraft carriers wins. If there's still a tie, the winner is the player who attacks

SUMMARY TABLE OF THE MOVEMENTS / FIRING

Unit Type	Badge	Figs	Désignation	Mvt without Fire	Mvt with Fire	Shots / ranges	Air Fight * ~~NFP~~	Hit on +	Life Points / fig
⚓	(ship)	1	Aircraft Carrier	2	2	0	off **1** def **1**	⬜ from ⚓ 🔴	3
⚓	(ship)	1	Destroyer	2	2	**3 3 2 1** ◎	off **2** def **2**	⬜ from ⚓ 🔴	3
⚓	(craft)	/	Landing Craft	2	2	0	def **1**	Apply M44 rule for LC. The unit is attacked, not the LC. Only difference : 1 dice self defense shot	/
⚓		1	Submarine	2	2	Attack only with torpedo	0	—If attacked, the SM is Rolling first a dice. If the result is a star or an infantry, then the SM has dived and the attack is canceled (If bomb attack by a plane, the supply dice roll is maintained for the plane) —Can ignore one flag —Can only be attacked in close combat	1
✈	✈	2	Fighters	5	5	Do not touch ground unit with grenade **1**	off **3** def **0**		1
✈	(bomber)	2	Fighter-Bombers	4	4	**2**	off **2** def **0**		1
		2	Torpedo Fighting Bombers	4	4	No Shoot on ground. Attack only with torpedo	off **2** def **0**		1
✈	(plane)	3	Bombers	4	4	**3**	off **1** def **1**	⭐ from ✈	1
🔫		4	Infantry	1	0	**3 1**	off **1** def **0**	🔫	1
🔫	(badges)	4	Elite	1	1	**3 1**	off **1** def **0**	🔫	1
🔫	(badge)	1	Sniper	1	1	**1 1** 🔫⭐	0	🔫	1
🔫	(badge)	4	Machine-Gun	1	0	**3 1** 🔫⭐	off **2** def **1**	🔫	1
🔫	(badge)	4	Anti-Tank	1	0	**3 1** 🛡⭐	off **1** def **0**	🔫	1
🔫	(badge)	4	Mortar	1	0	**3 1** ~~protection~~	off **1** def **0**	🔫	1
(artillery)	(gun)	2	Artillery	0	0	**3 2 1** ~~protect~~	off **2** def **1**		1
🛡	(tank)	3	Tank	2	2	**3 3**	off **1** def **0**	🛡	1
🔫	(jeep)	2	Jeep	2	2	**2 1**	off **1** def **0**		1

- **1** 🚩 on a roll :

  ✈ on air = retreat up to 2 hexagons and throught an other unit

  ✈ on ground = -1 hit

- A defensive fire is simultaneous with the opposing attack and the results of the 2 dice rolls apply at the same time.

- **1** 🚩 obtained by a defensive fire is without effect
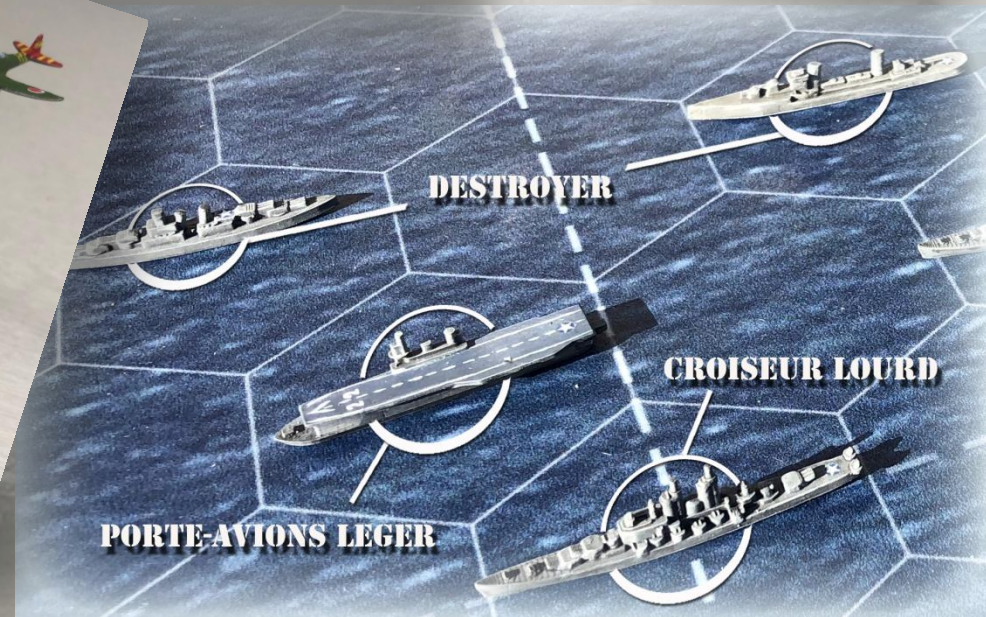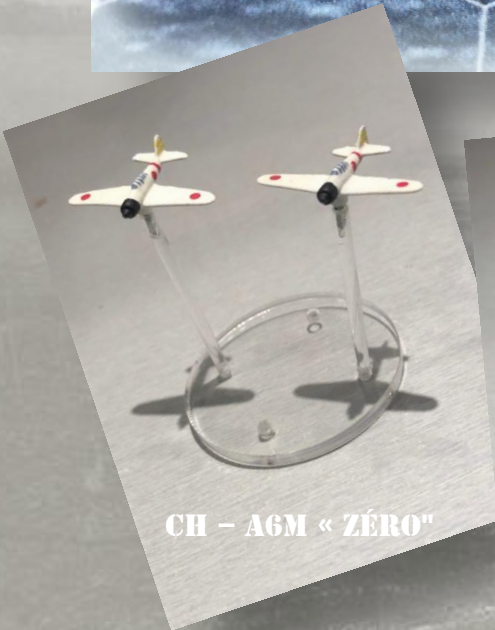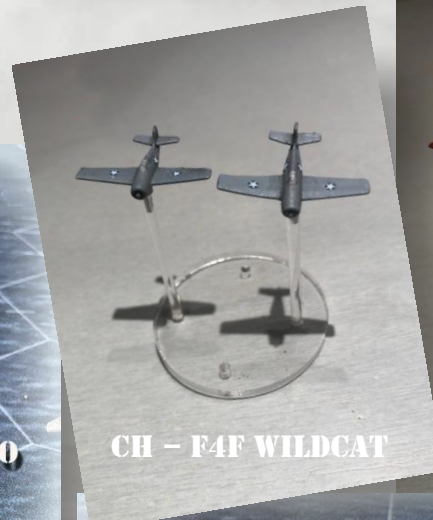
Finest Hour:

🚜 => Sea ship or Armor

🧨 => Aircraft

Armor assault :

Activate 3 ✈

EXAMPLES OF 3D UNITS

PA - AKAGI

CUIRASSÉ - YAMATO

PA - SHINANO

CH — F4F WILDCAT

B – B17

B – G4M

PA - RYUJO

CH — A6M « ZÉRO"

CB — SDB DAUNTLESS

CB — AICHI-VAL

DESTROYER

CROISEUR LOURD

PORTE-AVIONS LEGER

THE PACIFIC WAR

1 - Battle of the Coral Sea – May 4-8, 1942
2 - Midway Battle – June 4-7, 1942
3 - Variant – Midway : Japanese Aircraft carries Attack – June 4, 1942
4 - Guadalcanal Battle – November 12-15, 1942
5 - Marianas Battle – June 19-20, 1944
6 - Leyte Battle South – October 23-26, 1944
7 - Leyte Battle North – October 23-26, 1944
8 - Okinawa : April 1 April – June 22, 1945

BATTLE OF THE CORAL SEA
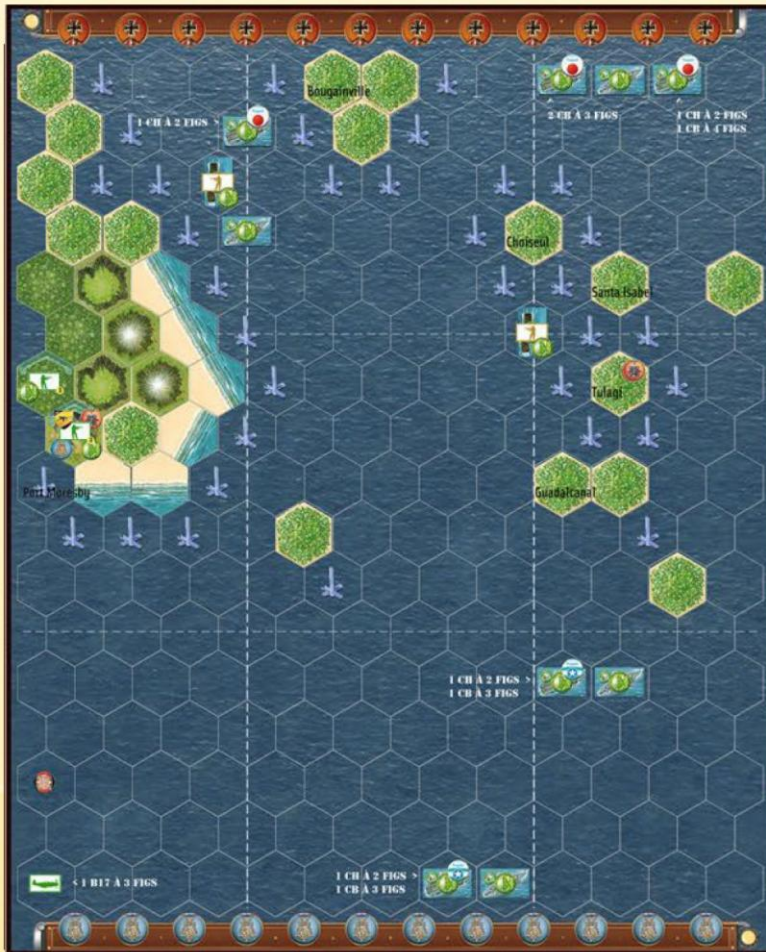
Historical Background

The battle of the coral Sea, from 1942 May 4th to May 8th, in the Norht East of Australia was the first air carrier battle of the history, between the Japanese and American fleet.

To reinforce their position in the Pacific and threaten Australia, the Japanase have tried to conquer Moresby harbot on the South of New Guinea. The forces deployed by the Japanese Navy, under the general command of Shigeyoshi Inoue, include in particular two aircraft carriers and a light aircraft carrier to provide air cover to the invading fleets. The United States, whose listening services broke through the enemy plan, dispatched two groups of aircraft carriers and a force of cruisers, under the command of Admiral Frank J. Fletcher.

The Americans thwart the Japanese operation, in particular preventing the landing at Port Moresby. The losses in capital ships are slightly to the advantage of the Japanese. The Japanese sank the Lexington aircraft carrier and damaged Yorktown, while the Americans sank the light aircraft carrier Shoho and damaged the Shokaku.

Although this battle is a tactical victory for the Japanese in terms of sunk ships, the battle is a moral success for the Americans, who for the first time foil a Japanese operation. In addition, it appears after the fact that the engagement has positive strategic consequences for the Allies: the Japanese aircraft carriers Shokaku and Zuikaku - one damaged and the other with a reduced number of aircraft – cannot participate in the Battle of Midway the following month, while the Americans managed to engage Yorktown there.

Briefing

Japanese : 6 cards- Play first
US : 6 cards

Japanese :
- 3 Aircraft carrier : Shokaku, Zuikaku, Shoho
- 2 Destroyers
- 2 Landing crafts with infantry at 4 figs
- 2 Fighters - CH - Zero (2 figs per unit),
- 3 Fighting bomber - CB - Aichi Val (2 units with 3 figs and 1 unit with 4 figs)

US :
- 2 US Aircraft carriers : USS Lexington, USS Yorktown
- 2 Destroyers
- 2 Fighters - CH - f4f Wildcat (2 figs per unit)
- 2 Fighting bomber - CB - SBD Dauntless (3 figs per unit)
- 1 B-17 bomber (3 figs per unit)
- 2 infantry (3 figs per unit)

Conditions of Victory

- 7 médals

- 1 temporary medal if a japanese unit occupies Tulagi island
- 1 temporary medal for the side occupying Moresby Harbor. US player begins with 1 medal.

Special Rules

- Apply SEA PACK rules
- Hex with anti-tank figure are coastal sea hex on which cannot move the ships except the LC
- The 2 US infantry have only 3 figs
- Use "Matérial before1942" for machine gun
- B17 Bomber is coming from Australia. As long as not activated by the US player, it remains hidden and cannot be attack by the Japanese. If this unit has to refuel, it can Exit by leaving the board from the Hex with the token Exit. The unit is then removed and don't give any medal to any side.

Setup order

1		x17
2		x5
3		x4
4		x6
5		x2
6		x1
7		x2
8		x3
9		x2
10		x34
11		x2
12		x11
13		x3
14		x2
15		x1
16		x2
17		x1

Bougainville

1 CH À 2 FIGS >

2 CB À 3 FIGS

1 CH À 2 FIGS
1 CB À 4 FIGS

Choiseul

Santa
Isabel

Tulagi

Port
Moresby

Guadacanal

1 CH À 2 FIGS >
1 CB À 3 FIGS

< 1 B17 À 3 FIGS

1 CH À 2 FIGS >
1 CB À 3 FIGS

MIDWAY BATTLE

Setup order

1		x7
2		x5
3		x9
4		x2
5		x1
6		x1
7		x4
8		x1
9		x16
10		x2
11		x21
12		x4
13		x6

Historical Background

After the successful attack of Pearl Harbor, the Japanese became for a short period the masters of the Seas and Air in the Asian South-East and Pacific. The admiral Yamamoto Isoroku decides to attack with 200 boats and 600 aircrafts Midway island located 1200 miles on the North East of Hawaï islands. Informed by the Intelligence service, the admiral Chester William Nimitz orders to the 3 Aircrafts Carrier based at Pearl Harbor to move to defend Midway on 27 and 30 th May. The Japanese fleet is spotted on june 3rd by 2 US recon aircrafts. On the morning of June 4th, A first wave of Japanese bombers attacks Midway airfield. Unfortunately for the Japanese, the US aircrafts have taken off before their arrival, moving to attack the Japanese fleet. The first US attacks are unsuccessful with lot of losses, but disturb the Japanese Aircraft carriers. 2 new waves of bombers coming from the Navy fleets are fixing the Zeros for the first one, letting the second wave free to attack and sink 3 of the 4 Japanese Aircraft carriers with numerous aircrafts inside.

Briefing

Designed by Chee911

Japanese : 6 cards - Play first
US : 6 cards

Conditions of Victory

- 12 medals
- 1 definitive medal if a japanese aircraft hits with success the US airfield. To hit the airfield, a fighting bomber may roll 2 dices+ refueling dice roll if, at least, the aircraft is flying over one hex of the airfield. If the result of the dices is a Star, the airfield is hit and the airfield cannot be used anymore. If there's some aircrafts on the airfield, they cannot take off anymore and no aircraft can land nor.
- 1 temporary medal as long as one japanese infantry unit occupies an hex of the US airfield. The US aircrafts cannot land on the airfield as long as the japanes unit remains on the airfield
- 1 definitive medal if a japanese unit occupies the village hex

Special Rules

- Apply SEA PACK rules
- Hex with anti-tank figure are coastal sea hex on which cannot move the ships except the LC
- In turn, starting with Japanese, each player places the ships

on the line of his board edge, starting with the destroyers / aircraft carriers (not the barges). The Japanese player has the option of positioning LC barges with infantry up to 3 hexes from their board edge. As soon as the US player has finished disposing of his naval units, the Japanese player finishes disposing of his remaining ships. If all hexes in the first row are occupied, the last units are deployed on the second row. Then, each player puts his aircrafts on the AC and airfield The map is including an illustration of positioning

Unit to position :

Japanese :
4 infantry units on Landing Craft
3 Destroyers
4 Aircraft carriers : Hiryu, Soryu, Akagi & Kaga
4 Fighters - CH - Zero (2 figs per unit),
4 Fighting bomber - CB - Aichi Val (2 figs per unit)

US :
2 Destroyers US
3 Aircraft carriers US : Lexington, Enterprise & Hornet
4 Fighters - CH - f4f Wildcat (2 figs per unit)
4 Fighting bomber - CB - SBD Dauntless (2 figs per unit)
2 B-17 bomber - B - (3 figs per unit)
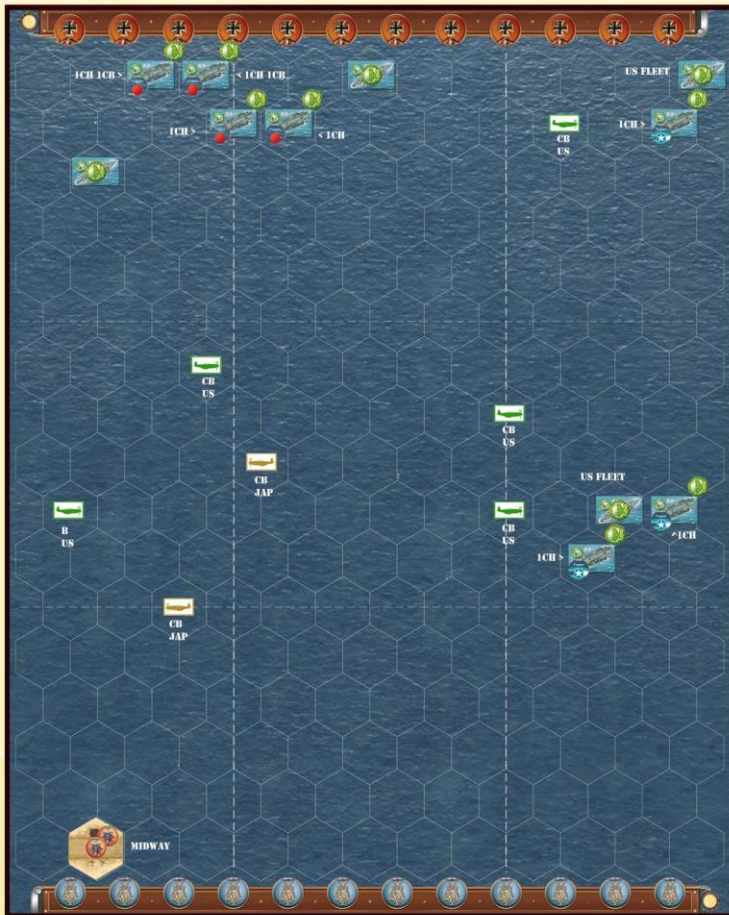
<1CH 1CB

^1CH 1CB

<1CH 1CB   1CH 1CB>

1 CH 1 CB

1 B17 1 CB   1 B17 1 CH

<1CH 1CB

1CH 1CB>   <1CH 1CB

MIDWAY ATTACK -
JAPANESE AIRCRAFT CARRIES ATTACK

Setup order

1		x7
2		x4
3		x1
4		x11
5		x4
6		x3
7		x2

Historical Background

After the successful attack of Pearl Harbor, the Japanese became for a short period the masters of the Seas and Air in the Asian South-East and Pacific. The admiral Yamamoto Isoroku decides to attack with 200 boats and 600 aircrafts Midway island located 1200 miles on the North East of Hawaï islands. Informed by the Intelligence service, the admiral Chester William Nimitz orders to the 3 Aircrafts Carrier based at Pearl Harbor to move to defend Midway on 27 and 30 th May. The Japanese fleet is spotted on june 3rd by 2 US recon aircrafts. On the morning of June 4th, A first wave of Japanese bombers attacks Midway airfield. Unfortunately for the Japanese, the US aircrafts have taken off before their arrival, moving to attack the Japanese fleet. The first US attacks are unsuccessful with lot of losses, but disturb the Japanese Aircraft carriers. 2 new waves of bombers coming from the Navy fleets are fixing the Zeros for the first one, letting the second wave free to attack and sink 3 of the 4 Japanese Aircraft carriers with numerous aircrafts inside.

Briefing

Japanese : 5 cards- Play first
US : 6 cards

Conditions of Victory

- 10 medals
- 1 definitive medal if a japanese aircraft hits with success the US airfield. To hit the airfield, a fighting bomber may roll 2 dices+ refueling dice roll if, at least, the aircraft is flying over one hex of the airfield. If the result of the dices is a Star, the airfield is hit.The japanese may win until 2 medals by bombarding the airfield. At the second medal, the airfield cannot be used anymore. If there's some aircrafts on the airfield, they cannot take off anymore and no aircraft can land nor.

Special Rules

- Apply SEA PACK rules
- All the air units have 2 figs
- The japanese fighting bombers are equiped whit bombs
- The US player decides before the beginning of the game how each of his fighting bomber is equip : bomb or torpedo

1CH 1CB >   < 1CH 1CB

US FLEET

1CH >

CB
US

1CH >

1CH >   < 1CH

CB
US

CB
US

CB
JAP

CB
US

US FLEET

B
US

^1CH

1CH >

CB
JAP

MIDWAY

GUADALCANAL BATTLE
- THE LAST JAPANESE ATTEMPT

Historical Background

After Henderson Field defeat, The Japanese Army planned a new Operation to take over the Airfield during November 1942, but new reinforcements were required before launch it.
Yamamoto has provided 11 big transport ships to move the 7 000 soldiers of the Infantry division 38th with their ammunition, food and heavy equipment from Rabaul to Guadalcanal.
The japanese objective was to make unusable the Airfield with a naval bombard to reduce the US Air force presence and easy the landing of the Japanese units

There was several naval fights, with some during the night, but the Japanese fleet didn't succeed to neutralize Henderson Field. Most of the Transport ships were sunk by the Americans and only 2000 to 3000 japanese have landed, but without enough supply to conquer back the island.
It was a significant strategic victory for the Allied and marked the end of the japanese attempts to take over the Airfield.

Briefing

Japanese : 6 cards - Play first
US : 6 cards

Japonese :
- 3 Destroyers
- 1 submarine
- 2 infantry with 3 figs
- 3 LC with infantry with 4 figs
- 1 Fighter Zéro (2 figs),
- 1 Fighting bomber Aichi Val (3 figs)

Americans :
- 3 Destroyer US
- 1 Fighter f4f Wildcat (2 figs) based on Henderson Field
- 1 Fighting bomber SBD Dauntless (2 figs) based sur Henderson Field,
- 1 B-17 bomber (3 figs)
- 4 infantry (4 figs per unit)

Conditions of Victory

- 7 médals
- 1 Temporary medal for the player controling the Airfield. US player is controling the Airfield and begins the game with 1 medal.

- 2 Permanent medal (1 per hexagone of the Airfield) for the Japanese player if Destroyer succeed to bombard them. To bombard the Airfield, a Destroyer has to be at a firing distance of the hexagone. Instead attack, the japanese player rolls 2 dices. If a star is obtained, bombard is a success and the hexagone becomes unusable as Airfield : place a Mine pawn on it as reminder. The bombard doesn't affect the Planes on the hexagone. If a US plane is landed, it cannot take over anymore and no airplane may land anymore during the game on this hexagone.

Special Rules

- Apply SEA PACK rules, except for the infantry units (apply standard M44 rules to these units)
- Use SEA PACK deck and "Behind the ennemy lines","Assault" and "Infantry Assault". "Armor Assault" is used to activate either 3 airplanes or/and ships.
- Hex with anti-tank figure are coastal sea hex on which cannot move the ships except the LC
- Rivers are fordable (Terrain 61)
- Apply "Night rules"(Actions 19). Sunset is at 4 (instead 6). Planes can be activated only after the sunset
- Bomber B17 is coming from Esperitu Santa and the Japanese Airplanes from Rabaul. As long as they are not activated, they are hidden and cannot be attacked. If they need to be resupply, they can exit the map by the side from which they have entered. These units are retired from the game and there's no medal won by any side.
- The 2 japanese infantry units with 3 figs are uncompleted units
- The 4 US infantry units US are Special Forces (Troop 2)
- Apply Village control rule to the 2 hexagones of Henderson Field (Actions 29). If each side occupies 1 hexagone, nobody controls the Airfield and no plane can land.)
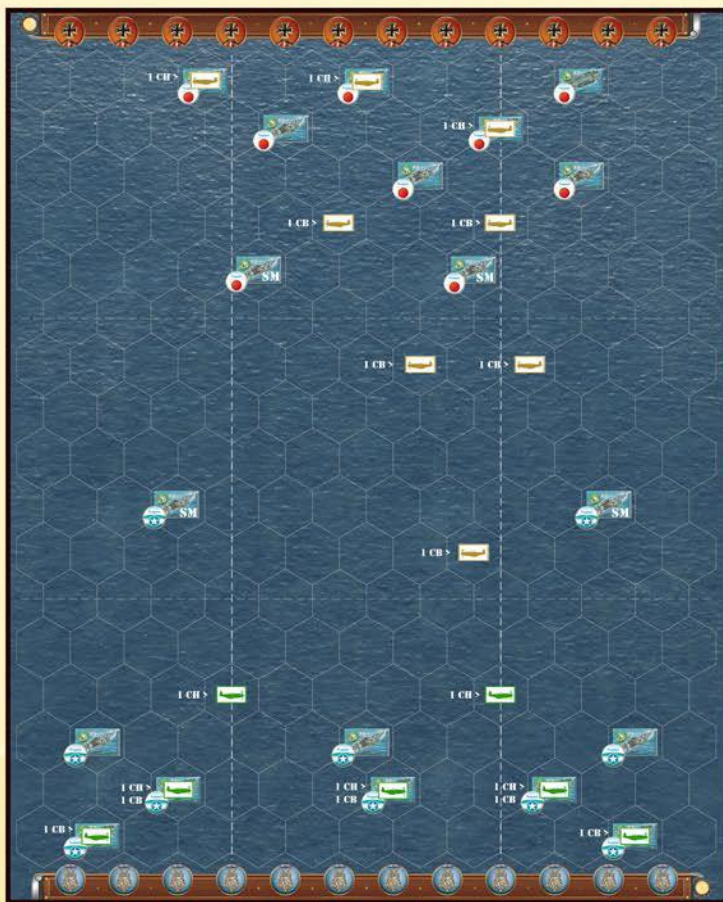
1 CB À 3 FIGS

1 CH À 2 FIGS

Savo

Florida

SM

1 CB À 2 FIGS >

< 1 CH À 2 FIGS

1 B À 3 FIGS

MARIANAS BATTLE

Historical Background

This battle has happened on June 19th and 20th 1944, close from Marianas islands, between Japanese and American Navies (on Sea and in the Air). At the same time, US Army was invading Saipan and Tinian islands.

It was a disaster for the Japanse Navy with the lost of almost the full naval aeronautic planes and 1/3 of the Aircrafts carriers engaged. It was such a one way battle that the US pilots gave as nickname "The Great Marianas Turkey Shoot"

After this battle, the Japanese Navy had lost the essential of its loaded Air power

Briefing

US player : 6 cards
Japanese palye : 5 cards - Play first

Conditions of Victory

- 10 medals

Special Rules

- Apply SEA PACK rules.
- The Fighters - CH - and Fighting bomber - CB - all begin with 2 figs per unit.
- The destroyers with "SM" indication are representing submarine unit with 1 fig per unit.

1 CH >

1 CH >

1 CH >

1 CB >   1 CB >

SM   SM

1 CB >   1 CB >

SM   SM

1 CB >

1 CH >   1 CH >

1 CH >   1 CH >   1 CH >
1 CB   1 CB   1 CB

1 CB >   1 CB >

Historical Background

Leyte battle is beginning the reconquest of Philippines. Landings began on October 17th 1944 with commando operations on some small islands of Leyte Gulf. On October 20th, 6th Army troops landed on Leyte beachs, which was declared Japan free ... on December 31th 1944.

From October 23th to 26th, Japanese and Americans fought during a naval battle considered as "the biggest naval battle of the history". Japanese plan - Sho-Go - was to sacrify the rest of the fleet (aeronaval strenght had suffered some too heavy losts during the previous fights) to avoid the Philippines conquest by the Americans. The purpose was to strike the landing troops by the rest of the fleet of destroyers and cruisers after have attracted the US fleet far away with the last japanese Aircrafts carriers.

The Third fleet, lead bu the Admiral Halsey, had to protect the North flank of the US troops but cannot resist to the tentation to destroy this fleet of Aircraft carriers, opening the way through San-Bernardino strait. The 7th fleet, with the mission to Air support the landing troops, had then to fight the powerfull japanese cruisers. Japanese fleet was finally defeated but allowed to land 34.000 soldiers more on Leyte as renfort.

This battle was also the first time that Japanese began to use the "Special Attack Strenght", much more known under Kamikaze name.

Briefing

Breakthrough mode :
US player : 6 cards - Play first
Japanese player : 5 cards

Overthrough mode (combined with Leyte Battle North map)
US player : 10 cards - Play first
Japanese player : 8 cards

Conditions of Victory

- 7 medals as Breakthrough / 15 médals as Overthrough
- Village and airfield of Leyte are both considered as a Temporary medal Objective persisting for the player controling them (apply the Village control rule - Action 29). At the beginning of the game, they are both under japanese control who begins with 2 medals.

Special Rules

- Apply SEA PACK rules.
- Apply "Night rules"(Actions 19). Sunset is at 4 (instead 6). Planes can be activated only after the sunset
- Hex with anti-tank figure are coastal sea hex on which cannot move the ships except the LC
- Use Flame Thrower Tanks rule (Troop 13) for all the US tank units
- Use "Combat Engineers"rules (Troop 4) for the units with the corresponding badges.
- The fighters (CH) and Fighting bomber (CB) US tous 2 figurines. Kamikaze planes have1 figurine
- The japanese planes are all Kamikaze (Suicide Bomber) with 1 fig. They can move 4 hex and can only attack Aircraft Carriers and Destroyer (no air attack). They have no defensive shot. Attack the ships with 3 dices and hit if the result is Grenade or Tank. Once an attack has been done, the unit is removed without giving any medal to any side, except if the unit has been destroyed by defensive shit (counting for the US player). Destroying 2 units of Kamikaze gives a definitive medal to the US player. If a Kamikaze unit is destroyed by a defensive shot, his attack is canceled (that's an exception to the simultaneous rule of the offensive and defensive shots). Said differently, the US player is always doing his defensive shot before the kamikaze attack.
- US detroyer indicated "SM US" is representing a submarine unit with 1 figurine.
- Imperial Japanese Army rules are in effect.(Nations-3)
- Ships are not hidden

< 1 KM
1 CB

2 KM À 1 FIG >

< 1 CH

LEYTE

SM

1 CH >
1 CB

1 CH >

Historical Background

Leyte battle is beginning the reconquest of Philippines. Landings began on October 17th 1944 with commando operations on some small islands of Leyte Gulf. On October 20th, 6th Army troops landed on Leyte beachs, which was declared Japan free ... on December 31th 1944.

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Conditions of Victory

- 7 medals as Breakthrough / 15 médals as Overthrough

Special Rules

- Apply SEA PACK rules.
- Apply "Night rules"(Actions 19). Sunset is at 4 (instead 6). Planes can be activated only after the sunset
- Hex with anti-tank figure are coastal sea hex on which cannot move the ships except the LC
- Use Flame Thrower Tanks rule (Troop 13) for all the US tank units
- Use "Combat Engineers"rules (Troop 4) for the units with the corresponding badges.
- The fighters (CH) and Fighting bomber (CB) US tous 2 figurines. Kamikaze planes have1 figurine
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- Japanese detroyer indicated "SM" is representing a submarine unit with 1 figurine.
- Imperial Japanese Army rules are in effect.(Nations-3)
- Only the Japanese Fleet with Aircraft carriers (in the right US side board edge) is hidden. The others ships are not hidden

1 KM >
+ 1 CB

LUZON

2 KM À 1 FIG

SM

< 1 CH
+ 1 CB

< 1 CH
+ 1 CB

< 1 CH
+ 1 CB

1 CH >

1 CB

OKINAWA BATTLE

Ordre de pose

1		x4
2		x9
3		x3
4		x3
5		x1
6		x1
7		x4
8		x2
9		x9
10		x6
11		x5
12		x1
13		x8
14		x3
15		x12
16		x1
17		x2
18		x16
19		x4
20		x1
21		x8

Historical Background

Okinawa was the last great battle in the Pacific, but also the bloodiest. The invasion of the island was intended to use it as a preparation base for the invasion of Japan. To this end, the Americans lined up more than 250,000 men and a larger fleet than for Overlord (about 1,300 ships), with the support of an English squadron. The Japanese opposed about 77,000 fighters, the majority of whom died in the fighting

The Japanese had prepared for a merciless struggle. In order to protect themselves from the firepower of the Allied fleet and air force, the Japanese units of the 32nd Army had entrenched themselves in a system of caves, buried casemates and tunnels dug for the occasion. The invasion of the island by the 10th American Army, at first easy and without too many losses, quickly turned into a real hell for the GIs because of the die-hard defense of the Japanese units. Every pillbox and defensive system had to be removed with great difficulty, the flamethrower tanks proving to be invaluable for the Americans in this type of combat.

In addition, in order to cause maximum damage to the Allied fleet with a minimum of resources (Japanese resources, especially gasoline, being at their lowest), the Japanese had prepared a flotilla of boats transformed into floating bombs, a device which had no effect during the battle. Part of these boats having been discovered by US soldiers before use, the rest having been destroyed before being able to reach the allied ships during these suicide attacks. More formidable and effective were the attacks of the 1500 kamikaze planes which were sent in waves throughout the battle...

Briefing

US player : 6 cards- Play first
Japanese player : 6 cards

Conditions of Victory

- 10 medals
- 1 temporary medal for the US player if one of his infantry is on the objective in the South point of Okinawa island.

Special Rules

- Apply SEA PACK rules. Use the standard deck without taking account the SEA PACK rules concerning it. Remove the following cards :
Air Power, Dig-In, Barrage and Firefight
- Hex with anti-tank figure are coastal sea hex on which cannot move the ships except the LC
- Use "Matériel after1942" for machine gun (Matériel 4)
- Use Flame Thrower Tanks rule (Troop 13) for all the US tank units
- Use "Combat Engineers"rules (Troop 4) for the units with the corresponding badges.
- The Japanese tank is hidden and not visible as long as he will not move.
- All the others units are visible except japanese infantry in the caves and jungles.

- Use Big Gun rules (shots range : 3,2,1,1) to the Long Tom unit that the Americans had landed on Keise Shima Island to support the landing on Okinawa (Troops 3)
- Use Mobile Artillery rule (Troop 14) for the unit with the corresponding badge
- there's 2 Fighters - CH - f4f Wildcat (2 figs per unit) and 2 Fighting bomber CB - SBD Dauntless (2 figs per unit)
- The japanese planes are all Kamikaze (Suicide Bomber) with 1 fig. They can move 4 hex and can only attack Aircraft Carriers and Destroyer (no air attack). They have no defensive shot. Attack the ships with 3 dices and hit if the result is Grenade or Tank. Once an attack has been done, the unit is removed without giving any medal to any side, except if the unit has been destroyed by defensive shit (counting for the US player). Destroying 2 units of Kamikaze gives a definitive medal to the US player. If a Kamikaze unit is destroyed by a defensive shot, his attack is canceled (that's an exception to the simultaneous rule of the offensive and defensive shots). Said differently, the US player is always doing his defensive shot before the kamikaze attack.
- The japanes player has 12 units of Kamikaze with 1 fig available but not on the board at the beginning of the game. By activating them, these units can enter on the board by each of the 8 hex with a Star pawn with a maximum of 2 Kamikaze units entered by turn. The kamikaze units can move and attack during the entry turn (the entry on the Star pawn hex is counting as 1 move).
- Imperial Japanese Army rules are in effect.(Nations-3)

Naha

CB

CB

CH

CH

THE ATLANTIC BATTLE

The Atlantic battle follows the rules of the FMSP. However, this scenario requires specific set-up as shown below :

1 – Distribution of cards: each player takes note of his cards
About the cards to play with, the idea is to apply to the ships the rules usually associated in M44 with infantry units.

Example : Infantry Assault: All ships in the activated section move one additional space
Assault: Activate 4 ships

The following cards are removed from the game: Behind Ennemy Lines / Medics and Mechanics / Dig-in / Artillery Bombard / Barrage / Air Power ... like the FMSP ... but also Ambush and Their Finest Hour which seem irrelevant with SM and transport ships
On the other hand, Armored Assault is retained as in FMSP : applied only to airplanes

2 - The German player places the mine tokens as he wishes on the various Star markers (0 or 1 depending on the presence or absence of a submarine) - 1 mine token per Star marker

3 - The US player then places:
        a- The 3 transport convoys on the allied Objective Medals. Only one convoy can be deployed per level, the choice of the Deployment Medal is free. Each convoy has 3 transport ships

-
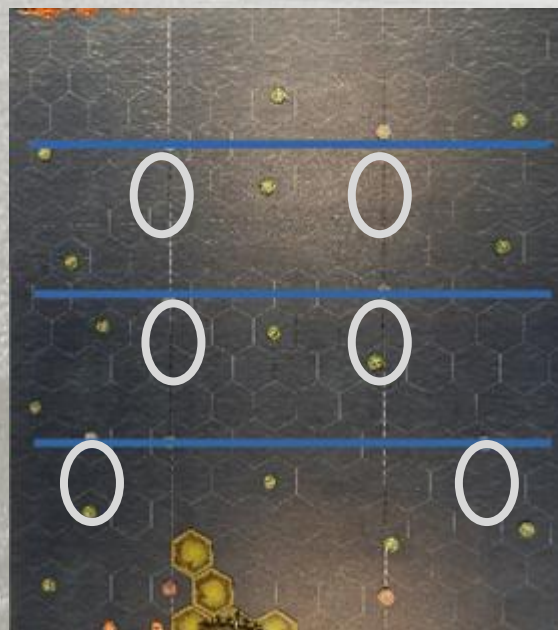
>> Level 1

>> Level 2

>> Level 3

Rules for the deployment of transport convoys:

The Allied player can deploy his convoys by placing the first transport on the hexagon indicated by the Medal and the following ones on the hexes located towards the edge of the Allied board, respecting the adjacency of each transport with at least one of the other transports (cf. picture below for possible deployment hexes. It is not possible to deploy other transports on the same row of hexes than the first transport.

b- 1 escort destroyer on an adjacent square of a transport of one of the 3 convoys.

c- 1 coastal destroyer on one of the two English Objective Medals.

4 - Mine tokens are turned over and replaced by the German submarines for those mentioning "1"

The game can then begin.

Transport ship : moves up to 2 hex. and cannot fire.

Transport Convoy rules

1) A transport ship is considered in convoy if it is adjacent to at least one other transport ship before the activation phase.
2) The activation of a transport ship in convoy allows you to activate "for free" a second transport ship adjacent to the activated one. These 2 transport ship can then move together while respecting their initial formation (their relative position is identical before and after move). Only one free activation possible per convoy.

THE ATLANTIC BATTLE

Historical Background

The Battle of the Atlantic, the struggle between the Allies and the Axis for control of the sea routes between the Americas, Europe and Africa, began on the first day of the war in Europe in September. 1939 and continued until May 1945. It was the longest campaign of WWII and an extremely bloody battle.

Britain has always depended on imports by sea of ??petroleum, food and industrial products from the Americas. Germany's naval and naval forces, later aided by Italy, attempted to cut off this vital supply.

During the six years of the Battle of the Atlantic, the Axis lost more than 700 U-boats and 32,000 sailors, while the Allies lost more than 3,000 ships and 40,000 sailors. The vast majority of losses inflicted on the Allies were merchant ships and civilian sailors and passengers on board.

Briefing

5 cards for the US player
5 cards for the German player
The German player begins

7 german submarines
3 US convoys of 3 transport ships each
1 US escort destroyer
1 English coastal destroyer
1 English Torpedo fighter - 1 fig - located in UK airfield
1 US Bombers - 1 fig - US located in Groenland airfield

- The US player deploys one escort destroyer with one convoy at the beginning of the game
- 1 English coastal destroyer is deployed on one of the 2 English victory medals at the beginning of the game
- 7 German submarine are deployed at the beginning of the game
- The English coastal destroyer and the german submarines are retiring to English coast
- The mine is laid by the Allied (take randomly 1 mine between 5 mines 0/1/2/3/4)

Conditions of Victory

6 medals
Each transport ship exiting gives one medal to the Allied player
Each Submarine sunk gives one medal to the Allied player
Each transport ship sunk gives a medal to the German player
Each destroyer sunk gives 2 medals to the German player

Special Rules

- US boats retire to US coast
- 3 US convoys of 3 transport ships each are deployed at the beginning of the game

1B >
1fig
GROENLAND

IRLANDE

1CT >
1fig
UK

EXIT
EXIT
EXIT
EXIT