

OPERATIONAL SCENARIO EIGHT (A) Leyte Gulf: The Japanese Fantasy

By the latter half of 1944, Japanese leaders were engaging in the most murderous of fantasies by continuing to carry on their war with the United States. But it's much easier for a nation's leaders to bring their country to war than to admit they might have made a mistake in doing so. Japan lacked the industrial, natural and human resources to match American military power, but did try to build the ships and aircraft to meet the U.S. Navy. This scenario looks at the maximum possible Japanese response to the invasion of the Philippines.

Time Frame:	40 turns. Play begins on			
Maps: Starting Weather:	the first daylight turn. All three maps are used. Malaya map west: 1 (Clear), Malaya map east: 2 (Cloudy), Java map (both zones): 1 (Clear), Japan map: 3 (Rain)			
Axis Forces At any airfield on Formosa [Pescadores (O 55), Takao (R 55), Tainan (O 56) or Taihoku (P 59)], Sakishimo Gunto (R 65), Okinawa (O71), or Southern Japan [Kagoshima (M79), Miyazaki (M 81), Nagasaki (K 79), Kumanmoto (K 80), Moji (K 87), Sasebo (J 79) and Kure (K 84)], at least 72 steps of which must set up in Japan:				
\square 6 x Ki45	□ 9 x Ki61			
☐ 12 x Ki43	☐ 13 x Ki44			
□ 3 x Ki84	□ 3 x Ki51			
□ 4 x Ki67	□ 4 x Ki67-1			
☐ 13 x Ki48	□ 4 x Ki21			
□ 3 x N1K2-J	□ 5 x A6M3 [L]			
□ 3 x J1N	□ 9 x J2M			
□ 23 x A6M5 [L]	☐ 12 x D4Y [L]			
□ 3 x N1K1	□ 2 x A6M2-N			
$\square 15 \times G3M2$				
□ 13 x O3M2	2 X ETO			
At any airfield on the Philippines [Vigan (Y 51). Aparri (Z 52), Baguio (AA 49), Tugeugarao (AA 52), Iba (AC 48), Cavite (AD 47), Manila (AD 48), Batangas (AF 47), Legaspi (AI 51), Panay (AK 47), Cebu (AL 48), Ormoc (AL 49), Malabang (AP 45) or Del Monte (AP 48)]:				
□ 4 x Ki45	□ 7 x Ki61			
□ 5 x Ki43	□ 7 x Ki44			
□ 5 x Ki84	□ 2 x Ki51			
□ 2 x Ki67	□ 2 x Ki67-1			
□ 5 x Ki48	□ 2 x Ki21			
□ 3 x N1K2-J	□ 2 x A6M3 [L]			

□ 5 x A6M5 [L] □ 2 x N1K1

□ 3 x J2M

□ 4 x D4Y [L]

	☐ 6 x G3M2 ☐ 2 x H6K4	□ 2 x H8K
	Bonin Islands (AE 88), Iwo (AD 86) airfields:	Jima (AE 85) or Chichi Jim
	☐ 1 x Ki43	☐ 2 x Ki44
	□ 2 x A6M5 [L]	☐ 1 x N1K2-J
	□ 1 x G4M2	☐ 1 x H8K
	□ 2 x D4Y [L]	
	Amboinia (BI 40), Batjan (I fields:	BE 41), Manado (AZ 40) ai
	□ 3 x A6M5 [L]	□ 2 x N1K2-J
	□ 2 x G4M2	☐ 1 x H8K
	□ 3 x D4Y [L]	
	At Sea (X 78):	
	Main Body (Northern Force	
	☐ CV07 Shinano (see Spec☐ CV10 Zuikaku '44	
		CV12 Votavnogi
	☐ CV12 Amagi ☐ CVL04 Junyo '44	☐ CV13 Katsuragi ☐ CVL07 Ryuho '44
	CVL04 Juliyo 44 CVL02 Zuiho '44	CVL07 Kyuno 44 CVL08 Chitose '44
	CVL02 Zuillo 44 CVL09 Chiyoda '44	CVL08 Clintose 44
	☐ CVL10 Ibuki (see Specia	al Rule 16)
	= avara isam (see speed	10)
	on any of the carriers above	
	□ 22 x A6M5 [C]	☐ 12 x A7M [C]
	□ 10 x B7A [C]	□ 10 x B6N [C]
	☐ 1 x B5N [C]	☐ 10 x D4Y [C]
	☐ BBV07 Ise	☐ BBV08 Hyuga
	□ 4 x N1K1	☐ 4 x Ka-1
	☐ BB01 Kongo '44	☐ BB04 Haruna '44
	☐ CA04 Aoba '44	☐ CL04 Tama '44
	☐ CL09 Isuzu '44	☐ CL12 Kinu '44
	☐ CL25 Oyodo	☐ DD44 Uranami '44
	☐ DD59 Hatsuharu '44	
	☐ DD61 Hatsushimo '44	
	☐ DD63 Wakaba '44	DD123 Akitsuki '44
	☐ DD126 Hatsusuki '44	☐ DD128 Wakatsuki '44
	☐ DD129 Shimotsuki '44	☐ DD136 Shimakaze
	☐ DD137 Nadakaze	☐ DD138 Shirotae
	☐ DD139 Yamabiko	
	□ 2 x AO	
	Force A	
	☐ BB09 Nagato '44	☐ BB11 Yamato '44
	☐ BB12 Musashi '44	' I D
☐ BB13 Shinano (see Special Rule 16)		
	☐ CA05 Myoko '44	☐ CA07 Haguro '44
	☐ CA09 Atago '44	CA10 Takao '44
	CA11 Chokai '44	☐ CA12 Maya '44
	☐ CA15 Suzuya '44	CA16 Kumano '44
	☐ CA17 Tone '44	CA18 Chikuma '44
	☐ CA19 Ibuki (see Special	Kule 1b)



☐ CL22 Noshiro '44 ☐ DD92 Yukikaze '44 ☐ DD96 Urakaze '44	☐ CL23 Yahagi '44 ☐ DD93 Isokaze '44 ☐ DD100 Nowaki '44	b. The Axis payer may deploy CV07 Shinano <i>or</i> BB13 Shinano, but not both.
□ DD101 Hamakaze '44 □ DD113 Fujinami '44 □ DD117 Okinami '44 □ DD119 Asashimo '44	☐ DD107 Naganami '44 ☐ DD114 Kishinami '44 ☐ DD118 Hamanami '44 ☐ DD120 Kiyoshimo '44	Victory Conditions Victory conditions remain the same as for the standard Operational Scenario 8.
☐ DD121 Hayashimo '44 ☐ 2 x AO	☐ DD122 Akishimo '44	Player Notes
Brunei (AK 31): Force "C" (Van of Southern ☐ BB05 Fuso '44 ☐ CA13 Mogami '43 ☐ DD77 Michishio '44 ☐ DD83 Asagumo '44	Force) ☐ BB06 Yamashiro '44 ☐ DD66 Shigure '44 ☐ DD81 Yamagumo '44	The additional carriers and aircraft give the Japanese carrier force some real teeth, and show why Halsey and almost all of his officers were so eager to chase after the Japanese flattops. These forces can do some real damage to the Americans, and the new-generation planes can stand up to the powerful American fighters.
At Sea (V 48): Second Striking Force (rear □ CA06 Nachi '44 □ CL13 Abukuma '43 □ DD54 Ushio '44 □ DD89 Shiranui '44	of Southern Force) □ CA08 Ashigara '44 □ DD52 Akebono '44 □ DD84 Kasumi '44	With the carriers now a danger and the surface elements slightly strengthened, the Axis player now poses a much greater threat. The advantage still lies with the Americans, but the Japanese player (or team) has a much greater chance of victory in the Philippines.
At Sea (Y 45): Transport Force □ CVH01 Akitsu Maru □ 4 x Ka-1 □ DE13 Akikaze '44 □ DE53 Maki □ DE55 Sugi □ 1 x Type D DE	 □ CVH02 Nigitsu Maru □ 4 x Ka-1 □ DE52 Kuwa □ DE54 Kiri □ 4 x Type C DE □ 12 x small TR 	
Submarine Flotillas ☐ Flotilla A: 8 x I-boats ☐ Flotilla B: 4 x I-boats, 3 ☐ Flotilla C: 8 x RO-class	x RO-class	
Allied Forces		

All Allied forces set up as for the standard Scenario 8.

Special Rules

Ignore special rule 5 (Japanese carrier training limitations); there is no extra penalty for Japanese aircraft taking off from or landing on carriers.

Also ignore special rule 12; the Axis player has no fuel limitations on aircraft sorties.

Ignore special rule 14; the Axis player is already receiving all of these forces and more in this scenario.

New Special Rule

16. Japanese Construction Decisions.

a. The Axis player play deploy CVL10 Ibuki or CA19 Ibuki, but not both.