

CORAL SEA – THE SECOND DAY

0600 8 May 1942

Background

The second day of the Battle of Coral Sea broke with each side frustrated by the missed chances of the day before and determined to strike at the main strength of the other.

Allied Forces	<u>Ship Name</u>	<u>Ship Class</u>	<u>AA Strength</u>
	Yorktown*	Enterprise	5
	Lexington*	Lexington	7
	Portland	Portland	3
	Minneapolis	New Orleans	3
	Astoria	New Orleans	3
	New Orleans	New Orleans	3
	Chicago*	Northampton	3
	Chester*	Northampton	3
	Australia	Australia	1
	Perth	Leander	1
	Farragut	Farragut	1
	Monaghan	Farragut	1
	Dewey	Farragut	1
	Aylwin	Farragut	1
	Anderson	Sims	1
	Hammann	Sims	1
	Morris	Sims	1
	Russell	Sims	1
	Walke	Sims	1
	Perkins	Mahan	1
	Phelps	Porter	1

Air Units:	<u>Base:</u>	<u>Aircraft:</u>	<u>Modifier</u>
	Lexington:	6 F4F-3	0
		2 SBD-2	0 or -2
		9 SBD-3	0 or -2
		4 TBD-1	0
	Yorktown:	6 F4F-3	0
		12 SBD-3	0 or -2
		3 TBD-1	0

Allied Rules

1. The Allied initiative modifier is 0.
2. The Allied player organizes his ships into 2 or 3 task forces. These can be placed anywhere within 6 hexes of hex 0612.
3. SBD dive bombing attacks are subject to a -2 modifier if they take place in a hex with clouds.
4. The Allied player may place dummy task forces equal to twice the number of Allied task forces containing real ships.
5. Of the Allied carrier aircraft, only SBDs may search. They must be armed with 500 lb bombs.
6. The Allies also have a land-based search that searches all of the hexes in the area running from hex 0102 to hex 0403 to hex 0408 and then along the xx06 hex row to hex 0106. Searches in this area begin in turn 9 and last through turn 30. They are subject to a -2 search modifier and search all hexes in the search area simultaneously.
7. Ships with astericks after their names have air search radar. At least one such ship must be in any task force formed by the Allied player.

IJN Forces	<u>Ship Name</u>	<u>Ship Class</u>	<u>AA</u>
	Shokaku	Shokaku	Yes
	Zuikaku	Shokaku	Yes
	Haguro	Myoko	Yes
	Myoko	Myoko	Yes
	Aoba	Aoba	Yes
	Kinugasa	Aoba	Yes
	Furutaka	Furutaka	Yes
	Kako	Furutaka	Yes
	Tenryu	Tenryu	No
	Tatsuta	Tenryu	No
	Yubari	Yubari	No
	Asanagi	Kamikaze	No
	Oite	Kamikaze	No
	Mutsuki	Mutsuki	No
	Yayoi	Mutsuki	No
	Mochizuki	Mutsuki	No
	Sazanami	Fubuki	Yes
	Ushio	Fubuki	Yes
	Akebono	Fubuki	Yes
	Shiratsuyu	Shiratsuyu	Yes
	Shigure	Shiratsuyu	Yes
	Ariake	Hatsuharu	Yes
	Yugure	Hatsuharu	Yes
	Kamikawa Maru	Medium Merchant AV	

Air Units:	<u>Base:</u>	<u>Aircraft:</u>	<u>Modifiers</u>
	Shokaku	6 A6M2	0
		6 D3A1	-1
		5 B5N2	0
	Zuikaku	6 A6M2	0
		5 D3A1	-1
		3 B5N2	0
	Kamikawa Maru	2 E7K2	0
	Haguro	1 E13A1	0
	Aoba	1 E7K2	0
	Kinugasa	1 E7K2	0
	Furutaka	1 E7K2	0

IJN Rules

1. The IJN initiative modifier is 0.
2. The IJN player organizes his ships into 3 task forces. One TF must contain the Zuikaku and Shokaku and any escorts. One must contain the Kamikawa Maru and any escorts. The third task force may contain any combination of cruisers and destroyers.
3. The task force with Kamikawa Maru in it must start in a rectangle with the following boundaries: the xx06 hex row from 0206 to 0606, the 06xx hex row from 0606 to 0609, the line of hexes 0608, 0509, 0408, 0309, 0208, and the hex row 02xx from 0208 to 0206. The boundary hexes are included in the set-up area.
4. The task force with Shokaku and Zuikaku in it may set up anywhere within 6 hexes of hex 0812.
5. Of the IJN carrier planes, only B5N2s can search. They must be unarmed.
6. In addition to the aircraft on his carriers, cruisers, and seaplane tender, the IJN player receives 2 land based search factors of unarmed aircraft. One of these factors is based at Rabaul (hex 0201) and the other is based, at the IJN player's option, at either Shortlands (hex 0804) or Tulagi (1608). Each of these factors may search a 30 degree arc out to 21 hexes, with the searches starting on Turn 1. They move at normal speed (1 hex per turn). Each factor may only fly one search mission. It must be plotted in advance in the same way as carrier-based search missions.

7. If Kamikawa Maru begins the game at an island hex (0309, 0409, or 0406), her aircraft may fly search missions.

Scenario Rules

1. The game starts on 0600, which is morning twilight. Sunrise is at 0640 – turn 2. Sunset is at 1820 – turn 37. The game ends on game turn 39 – 1900, which is the end of evening twilight.
2. Kamikawa Maru is an auxiliary seaplane tender. She is a medium merchant with engines amidships. Her number 3 hold contains aviation gas.
3. The following hexes are cloudy: the line of hexes running from hex 0105 through 0909 and the 4 lines of hexes directly south of that line; the line of hexes running from 1010 through 1714 and the 4 lines of hexes directly south of that line.
4. *Optional: Originally, the Kaga was assigned to support the Port Moresby invasion rather than the Shokaku and Zuikaku. The IJN player may elect to receive the Kaga instead of the Zuikaku and Shokaku, receiving 12 victory points. The IJN player may also elect to receive the Kaga in addition to the Zuikaku and Shokaku, giving the Allied player 12 victory points. The Kaga must deploy with the Zuikaku and Shokaku. She has an air group of 6 A6M2 AFs, 6 D3A1 AFs, and 9 B5N2 AFs. Both her D3As and her B5Ns have +1 modifiers when dive or torpedo bombing. She has AA. The IJN player announces his choice only after the game has ended.*

Victory Conditions

Normal victory points are scored for sunk and damaged ships and shot-down AFs. The US player does not receive a point difference for having the weaker force.

Outcome

This day the Japanese and Americans rapidly located each other and launched full strikes. The Japanese put bombs on the Yorktown and both bombed and torpedoed the Lexington. The American strikes hit the Shokaku with bombs, but missed Zuikaku in the murky weather. Lexington succumbed of her wounds later in the day; the Shokaku lived to fight another day.



