

	Name	Type	Speed	Armor	Size	Battery	Number
	San Francisco	CA	5"	-1	3/5	8"P 5"/25S	2-4-1 0-2-0
	Portland	CA	5"	0	3/5	8"P 5"/25S	2-4-1 0-2-0
R15	Helena	CA	5"	-1	3/5	6"P 5"/25S	3-7-3 0-2-0
	Atlanta Juneau	CL	5 1/2"	0	2/4	5"P 21"T	3-7-4 2/2
	Cushing	DD	6"	+2	1/3	5"P 21"T	1-2-1 2-2/2
	Sterett	DD	6"	+2	1/3	5"P 21"T	1-2-1 4/4
	Laffey Aaron Ward	DD	6"	+2	1/3	5"P 21"T	1-3-1 2
R15	O'Bannon	DD	6"	+1	1/3	5"P	1-3-1
R15	Fletcher					21"T	5
	Barton Monssen	DD	6"	+2	1/3	5"P 21"T	1-2-1 5
	Hiei Kirishima	BC	5"	-2	5/6	14"P 6"S 5"S	2-4-2 0-3-0 0-2-0
	Nagara	CL	5 1/2"	+1	2/4	5.5"P 24"T	1-3-1 2/2
	Yukikaze Amatsukaze Asagumo	DD	6"	+2	1/3	5"P 24"T	1-3-2 4(4)
	Akitsuki	DD	5 1/2"	+1	1/3	3.9"P 24"T	2-4-2 2(2)
	Yudachi Harusame Murasame Samidare	DD	5 1/2"	+2	1/3	5"P 24"T	1-2-1 4(4)
	Akatsuki Inazuma Ikazuchi	DD	5 1/2"	+2	1/3	5"P 24"T	1-2-1 4

FIRST NAVAL BATTLE OF GUADALCANAL

Weapons Tables

United States Navy	6"	12"	24"	36"	Power
8"	4	3	2	1	4
6"	5	3	1	--	3
5"	5	2	--	--	2
5"/25	5	1	--	--	2
21" Torp	2	1	--	--	4
Imperial Japanese Navy	6"	12"	24"	36"	Power
14"	3	2	1	1	6
6"	4	2	1	--	3
5.5"	4	2	1	--	2
5"	4	2	--	--	2
3.9"	5	1	--	--	1
24" Torp	4	2	1	--	5

Normal sighting range is 9 inches.

The IJN sighting and firing number is 4. The USN firing number is 3 for ships in formation with a ship with working R15 and 2 otherwise. R15 indicates ship has a radar set with a range of 15 inches.

IJN ships repair P hits on 2 or less, and all other hits on a 1. M hits result in magazine explosions on a roll of 1 and fires on a roll of 2. S hits result in fires on a roll of 1.

USN ships repair all hits on 2 or less. M hits result in magazine explosions on a roll of 1 and fires on a roll of 2. S hits result in fires on a roll of 1.

All ships have regular fire control.

The American friendly edge is the east edge. The Japanese friendly edge is the west edge.

The playing area is restricted by the coast of Guadalcanal. The coast lies 40 inches south of the north edge at the east edge. It runs along the south edge for 30 inches, then runs northwest to a point 15 inches south of the north edge and 54 inches west of the east edge. The playing area terminates 54 inches west of the east edge. A 4 inch circle of land is centered on a point 36 inches from the east edge and 6 inches from the north edge. This is Savo Island.

The Americans begin in a line ahead formation on a course of 270 degrees (due west). The leading USN ship is 35 inches from the north edge and 16 inches from the east edge.

The Japanese are steaming in a loose formation centered on the battlecruisers. All ships are on a course of 120 degrees in line ahead formation. Nagara leads the two battlecruisers. She is 36 inches from the east edge and 24 inches from the north edge, and may, at the Japanese player's option, have destroyers after her. A division of destroyers is 3 inches due north of the back of Nagara's counter. The battlecruisers follow in Nagara's wake, with a 3 inch interval between Nagara and Hiei. Another division of destroyers is 3 inches due south from the front of Hiei's counter. A third division of destroyers is in line 4 ½ inches due north of the back of Kirishima's counter.