CORAL SEA 1942

INTRODUCTION

Coral Sea 1942 covers the May 1942 Japanese invasion attempt of Port Moresby, New Guinea, and the air and naval campaigns around it. The Japanese forces must capture Port Moresby and establish bases in the Solomon islands, but their offensive could be well stopped by the Allies naval and air forces. The American and Australian have to prevent the Japanese from achieving their objectives, without losing too much of their meager resources.

Coral Sea 1942 lasts 18 turns, each representing on average half a day, between the 4th May 1942 and the 22nd May, 1942. It opposes the Allies and the Japanese in the southwest Pacific.

- The Japanese have powerful naval and air force, but they have few troops to use for the capture of Port Moresby.
- The Allies are on the defensive, with few troops and an untried land-based air force. Their asset is their carriers task force which could make a difference..

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

Average Duration: 3h00
Favored Side: Japanese
Most Difficult Side to Play: Japanese

DURATION

The game lasts 18 turns (between May 4th, 1942 and May 22nd, 1942), each turn being equivalent to half a days

The Japanese player always plays before the Allied player.

The **Japanese player** controls the **Japanese units (various reds for Army, Navy and Air Force)**.

The **Allied player** controls the **Australian (tan)**, **RAAF (blue)**, **Royal Australian Navy (grey blue)**, **American (green)** and **US Navy (blue)** units.

MAPBOARD

The map shows the Coral and Solomon Seas, and nearby islands. Far-off bases (Truk, Australia, New Caledonia) are represented by off-map boxes

✯ ✯ ✯ ✯ ✯ VICTORY

IMMEDIATE VICTORY
- One of the players reaches or exceeds 20 VP or more at the end of a turn.
- The **Japanese player** wins the game if he controls all of Port Moresby and Guadalcanal and Tulagi with supplied units at the end of a turn.

END GAME VICTORY
THe **Allied player** wins if he prevents his opponent from winning.

VP BONUS
- The **Japanese player** earns 3 VP the first time he establishes a base at Tulagi
- The **Japanese player** earns 5VP the first time he establishes a base at Guadalcanal
- The **Japanese player** earns 3 VP for each enemy CV unit sunk.

- The **Allied player** earns 3 VP for each enemy CV unit sunk.

VP LOSS
- The **Japanese player** loses 1 VP if he does not control the following locations at the end of the game: Tulagi, Guadalcanal, Port Moresby.

SPECIAL RULES

ECONOMIC PHASE
There is no economic phase in this scenario.

SUPPLY SOURCES
 - Japan : Truk and Rabaul.
 - Allies : Australia, Port moresby, New Caledonia.

JAPANESE CONSTRUCTION OF BASES
To earn VPs in Tulagi and Guadalcanal, the player of Japan must land there Cosntruction Engineers units
as well as construction supplies. If this happen, he can then play a card which will create there a base struc-
ture. Beware that the terrain in those islands is hostile. A description of this appears when the card 'Opera-
tion MO' is played at game's start.

HIDDEN UNITS
For both sides, the units are not revealed, unless via play of specific cards or following
a succesful reconnaissance of a battle. This adds much to the uncertainty of this campaign.

REINFORCEMENTS
Allied player: one sub at sea, every second turn from Turn 1, maximum 4 submarines
Japanese player : one sub at sea, Turn 3 and 5, maximum 2 submarines