



Introduction

Greetings America! The year 1941 is drawing to close and we wait with bated breath what will happen next in Europe.

The Nazi *wehrmacht* have destroyed all opposition in Europe and subjugated all but the UK. Already, *panzers* are knocking at the gates to Moscow.

In the east, the Imperial Japanese forces have swallowed almost half of China and has rattled their sabers as we protest their expansion. The future is uncertain, and no one can tell what the future holds.

Join the U.S.N. in one of the most crucial battles of history in *Battlestations Midway*. The purple code may have warned the guys at the Pentagon about what was up, but it was by sheer force of arms the United States Navy blasted the opposition at an unheard of island in the middle of nowhere.

IGN will be here to help you through the firefights in the Pacific from the start to the turning point. Don't hesitate, sign-up today!

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Training & Unit Basics

Before you get shipped off to longitude -177° 4' 20" and latitude 28° 5' 31", you should undergo the *Unit Training* in the game's menu. Edios Hungary has set-up a lengthy and detailed explanation of what surface ships (light and heavy), submarines, and planes can do in the game.

Denying yourself the ability will make you soft and vulnerable to being exploited. Each unit can be destroyed instantly with a few attacks (check the tactical sheet for more about this). However, using your units effectively means you can pull off some incredible feats through more accurate (or unorthodox) attacks. That and you do not need to rely completely on your allied A.I. to do all the work.

Sub-system Damage

As stated in the tutorial, systems on a ship of destroyer and above can be damaged and make the unit less effective in combat. While you can leave your crews to general quarters, you want to assign people to specific tasks on the outset just so you have a 75% chance of having a particular calamity covered.

Water -- Hull breaches are dangerous since it can affect a ship's displacement. If a ship takes too much water, it will sink (consider this your unit's second set of HP). Place one or more units of crewmen here if you are fighting submarines, destroyers, PT boats, and torpedo bombers.

Fire -- Fire is a dangerous enemy on a ship since it can lead to magazine explosions. Fire does progressive damage to a ship's actual HP bar (on the lower left when you switch to a unit), so you want them put out as soon as possible. Place one or more units of crew here when fighting other surface ships, fighters (they carry bombs), dive bombers, level bombers, and land installations.

Motorvation -- The engines, propellor screws, rudder, and other systems tied to a ship's movement, speed, steering, etc. are here. Unless you found a way to hack the game, you will sometimes be short a crew unit to repair this one. Re-assign as necessary, but put crew on this slot only if you are interested in making a run for the border and nothing else.

Weapons -- The weapons diagram appears only if you scroll to this panel. Place crew here during a fight since you want them working off the damage immediately. A ship with no weapons is a target tug.

Flight Deck -- Carriers have this option below weapons (carrier AA guns are the weapons). Place crew on this only if a flight of dive bombers get through your screening squadrons. Otherwise, it's wiser to place all three crew units on water (or water and fire) for carriers.



Aim Left or Right?

You can adjust your control sticks to aim with the left or right sticks. Not a spectacular list of choices, but the same stick will also move your strategic map cursor (and clicking it selects units). The buttons on the 360 cannot be changed (PC gamers will find a gamepad incredibly helpful in controlling planes, but not ships or subs).

Planes and PT boats require more active control stick aiming while surface ships and subs focus more on strategic planning and precise fire.

Should Formations Be Used?

Your first chance of using a formation pits you (rather unprepared) against a Japanese battleship trying to kill you (and it can do so quite easily). Formations are useful if your surface ships are already under steam and you route a path around a slow moving (battleship) or stationary (land base) target. Placed correctly, a formation can chug around a spot or perimeter and pour fire out automatically.

Formations are not useful in situations that rhyme with duster cluck. This means a chaotic frenzied battle where the enemies are so close that they are literally bumping into your own units. While this sounds impossible with the slow speed of the surface ships, units can survive to get close to one another if shots are missed, units are fast, or if two sides are simply blindly charging at one another to shoot off torpedos.

In a close-up fight, break formation and manage each naval unit individually. You may even be able to find that ordering your ships to free-fire torpedos helpful if they can hit enemies so easily.

A.I. Fighting?

Ordering a ship to 'Move to Fight' means you are trusting the A.I. to fight for you. While *BSM* is a real-time strategy game, you almost always want to move your ships yourself. The default 'Fire At Will', lets the A.I. fire all the infinite weapons easily at enemies in range (note this range is less than the maximum range of a weapon when you personally control it).

The best thing is let the A.I. work automatically against weak enemies (landing crafts, AK transports, PT boats, fighter planes, etc.) while you move them where they are needed. When you move a unit manually, they break out of formation and the 'Move to Fight' is turned off (it is under your orders to move somewhere).

Let the A.I. have free torpedo control if you are facing a ton of enemies. Torpedos are limited but saving them won't carry over anything to the next mission -- you might as well expend them if you are facing a cluster of enemies.

For bombers, free fire on means it will automatically hunt down targets with its bombs. Since it takes so long to re-arm, turn this option on only after dumping your strategic ordnance on a valid target.

Planes VS Ships

Ships are nice but they are often too slow to deliver tactical advantages in a stage. Move them as a strategic front towards a common objective and concentrate the firepower so your carriers benefit from an escort's protection from surface ships and the surface ships are protected from aircraft from the carrier's air group.

You will quickly realize that a horde of planes can quickly decimate a target unless you personally control AAGuns or fighters and down them yourself. That or you play the numbers game and outnumber the opposition.

Handling planes pretty much determine the outcome of a match or a game. If you are not up to speed about what you need to counter an enemy, you're screwed since you are constantly ordering planes to land and re-arm. Skip to the next page and let's grab some details about each unit.









Unit Tactical Sheet

The tactical sheet glosses over some of the details of strength vs weakness, but for the most part, it is true. However, it doesn't matter if torpedoes are the best weapon for most capital ships if they don't hit their mark. For that, you need to be aware of your unit's personal quirks.

TACTICAL SHEET

Enemy

Attacker

	PT	DD	CA	BB	CV	SS				
PT	✓	✓	✗	✗	✗	✓	✓	✓	✓	✗
DD	✓	✓	✗	✗	✓	✓	✓	✓	✓	✗
CA	✓	✓	✓	✓	✓	-	✓	✓	✓	✗
BB	✓	✓	✓	✓	✓	-	✓	✓	✓	✗
SS	-	✗	✓	✓	✓	-	-	-	-	-
	✓	-	-	-	-	-	✓	✓	✓	✓
	✗	✓	✓	✗	✓	-	✗	✗	✗	✗
	✗	✗	✓	✓	✓	-	✗	✗	✗	✗
	✗	✓	✓	✗	✓	-	✗	✗	✗	✗

PT Patrol Boat


DD Destroyer


CA Cruiser


BB Battleship


CV Carrier


SS Submarine

 Dive Bomber

 Torpedo Bomber

 Bomber

 Fighter

 Back

Surface Ships

Undergo the surface ship training now.

There are five types of surface ships, of which only four can directly attack (the carrier relies on aircraft). Only the PT boat is a "light" surface ship, since the steering is done mostly like a car. Use the movement stick to steer left and right. The "heavy" surface ships start at the destroyer and rank up to the battleship and carrier.



PT boats are small enough to be deployed from the game's shipyards. They are actually the only craft available to your player in the first two stages of the U.S. campaign, so you will get some practice with them as you ramp up the difficulty. This unit is equipped with AAGuns that are used primarily against the aircraft that swarm you later.

PT boats were expendable in World War 2. If a boat is sent out and it doesn't report back, commanders knew exactly where the enemy forces were. This is not the case in *BSM* since you have a limited number of boats available.

Use this unit as a one-shot ship killer. You cannot repair this unit's sub-systems since it has none (good). However, that means the unit is unarmored and a few stray shots from artillery or machineguns can destroy it. The limited number of torpedoes lets this unit kill a few armored targets easily and quickly. In multiplayer, the PT boat is possibly the most underused unit, but giving it free fire orders with torpedoes makes it very dangerous to the enemy.



Destroyers are one step above the frigate, corvette, sloop "light" ships (you don't play those but do destroy them) and the smallest armored target you attack in the game. This makes this unit a "heavy" surface ship. While they are fairly fragile, destroyers play a vital role as "expendable screeners" for your force. Consider them slower, but tougher PT boats. Unlike PT boats, destroyers have sub-systems and steer differently.

They are the only armored ships with large swatches of sonar to detect submarines. They alone have the depth charges (infinite) to destroy subs. They have torpedoes to de-hull heavier ships. Their AAGuns are adequate for most squadrons of planes. They are quick enough to evade torpedoes most of the time (provided they are in motion and have room). And a destroyer's artillery will pick off gun emplacements and buildings if you let them linger.

A tough but expendable workhorse of your fleet, destroyers are vulnerable to being sunk by heavily armed cruisers and battleships, and are exceptionally vulnerable to a swarm of dive bombers (12 is over-kill) all hitting the same ship. Note that it is possible for a destroyer to kill a cruiser or battleship -- provided the target is not facing just your destroyer. The torpedoes give the destroyer killing power if the gunnery of the enemy capital ship is inferior.



Cruisers are heavier and slower than destroyers, but cannot attack submarines effectively since their sonar is weaker. Cruisers do not have torpedoes, but their heavier artillery lets them hit destroyers further and one can seriously entangle several units of planes and ships if they start pouring fire from a place you were not expecting.

A cruiser is designed for independent operation, but because it tries to satisfy a broad swath of roles, it can't do many very well. It is outgunned by a battleship, slower than destroyers or PT boats, and cannot attack submarines. Its modest AAGuns mean a dedicated (12 plane) strike against a cruiser often cripples or destroys it.

The best usage of cruisers are to form them with destroyers into hunter-killer flotillas. A cruiser can sink a carrier or destroy vulnerable target faster than a destroyer's artillery, so don't neglect cruisers; use them up.



Battleships were the brain child of First Sea Lord Jackie Fisher -- gather the largest damn guns you can in a mobile floating fortress and kill the enemy before they can kill you. By 1941, the Imperial Japanese Navy had introduced the death knell of the battleship as a decisive weapon in their infamous attack on Force Z (the third plane challenge). At the cost of three aircraft, the Japanese sunk both battleships *Repulse* and *Prince of Wales* to the tune of some 2000+ British personnel.

This isn't to say battleships are not important, but they are certainly less important than the carriers and the air groups they berth. Battleships are unarguably the most deadly surface ship afloat if you base it purely on the number of guns it has. Battleships have primary artillery (top of the reticle) and secondary armament (bottom, usually more numerous). While you don't get a chance to train with a battleship, you can play one instantly in the first ship challenge.

Battleships are really slow. If you need it to get somewhere, think of pitting it against the enemy's strongest unit or the match's objective (multiplayer). You only deal with battleships in challenges for the most part in single player.



Carriers (flattops) are deadly only by value of how many planes they can hold. Although each carrier or airfield can manage 12 planes out, a proper mixture of fighters and various bombers can seriously put the hurt on the enemy.

The downside is a carrier cannot attack except by aircraft, and since the launching and taking in of planes is so slow, you need to plan ahead what planes you need and what armament. Planes do not need fuel in the game, but they do need to re-arm and re-launch (repairs them automatically) to replace losses.

A carrier is often the key to your survival and should work with any other air assets you may have in the area to achieve victory.

Aircraft

Undergo the aircraft training now.



Naval fighter planes are the bread and butter of your carrier groups and airfields in the South Pacific. They can destroy unarmored landing craft (carrying invasion troops), and strafe AK transport ships easily.

What fighters *cannot* do well is destroy armored (destroyer, cruiser, carrier, battleship) targets without bombs, and then only to a marginal effectiveness. Fighters work best if you arm them with external bombs before launching them. Their maneuverability in the air with and without bombs do not seem to visibly change, and having some bombs for a one-shot diving run means you can relegate the remnants of the flight back to dogfighting until they explode.

As a rule, unless you are really hurting to re-arm the survivors (no spare craft) for a bomb run, it's better to leave the planes out on the sortie until they all die.

Donald -- A special hero-level fighter craft called 'Donald' will sometimes be available in various stages. His airplane is three times tougher than the normal fighter plane and its A.I. is slightly more accurate (it is only one unit). As great as that sounds, if the Donald plane is destroyed, the mission is failed. Now, where're Tom McGuire and Saburo Sakai?



Dive bombers were created to attack targets in a narrow area much like a modern day tactical or strike bomber. In fact, the Pearl Harbor attack was achieved to a great success with dive bombing, matched with torpedo bombing and high-altitude pattern bombing. The most notorious dive bomber, the Junkers *Stuka* is not in this game (if it were, it be shot down fast).

Use dive bombers to carry heavier bombs (more damage) to shut down surface ships and cripple carriers. While these guys aren't helpful against battleships, they are devastating to cruisers, destroyers, and carriers. Once they're done, you can wait for a flight to auto-land and re-arm themselves, or order them to 'CAP on' and strafe unarmed targets. Typically, you want them to return for more bombs, but as a stopgap measure, they can serve as heavy fighters.

When dive bombing, your personal craft needs to have an 80° or shallower dive or your bombs (**Left Trigger + Right Trigger** or self-defined on PC) will not release. Note that while diving, cut power to the engines, and remember to pull up before augering in while powering up the engines at the end of the dive.



Torpedo bombers are a different breed of cat. Since they approach a ship at almost sea level, you can be assured that they get shot down in great numbers. The A.I. will always slow down the entire flight just before releasing the torpedo, so you may want to personally take charge of an attack run (i.e., right before it hits) and skip over the sea at high speed, but low altitude and release the package.

The torpedo light will be solid green once you are in range (and holding the secondary weapon button). Just release the shot while skimming over the ocean. The altimeter should flash red (signalling that you are about to crash) telling you instantly that you're close enough to the water to drop the fish. Torpedoes are slow and have limited range. Be sure to lead your shot or the torpedo will miss and all that time you wasted will be for nothing.

When attacking elusive targets, try cross-runs. Have one flight of torpedo bombers attack the bow, while another group attacks 90° from the side. A ship evading one swarm will collide with the other swarm of torpedoes. Naturally, you need to have some timing on doing such a maneuver.



Level bombers are high-level attackers. Like torpedo bombers, they need to be level while dumping their bombs, but unlike them, bombers stay high to attack. Their ordnance hits vertically like dive bombers, so fire, deck damage, and weapons get knocked out most of the time.

This method of carpet bombing is most effective against masses of small craft, or large weak targets like carriers but not effective against armored targets like battleships, hidden units like subs, or fast ones like PT boats.

Bombers can pretty much decide a match if one or two get through and unload their bombs on an installation or crucial boat. Usually, a flight of six will be enough to flatten or cripple almost any unit that is stupid enough to sit still. A flight of 12 bombers is overkill against everything except carriers and battleships.

Submarine

Undergo the submarine training now.



You won't pilot many submarines in the course of the campaign, but you have three solid hunting challenges in the Submarine Challenge tree. Subs in the USN and IJN are true submarines (Nazi U-boats were submersibles -- only Walter boats were the exception). You pilot one sub during the middle of the campaign to hunt down one errant battleship.

While subs are slow, they have a limited period of invulnerability. They need to surface to take in air before the crew suffocates. This "air-refueling" time means a sub can be caught and sunk by conventional means (bombs, artillery, etc.). However, the best medicine for subs is to sic a destroyer on one and it will hunt a sub down using depth charges and sonar.

Recce planes (basically ASW planes) in the form of H6K, H8K and Catalina flying boats can carry depth charges and bomb submarines before they reach their carriers or vital ships. Submarines can have their periscopes snapped off if you are in view mode at periscope depth and a surface ship passes over your vessel.

Submarines have powerful torpedos and the ability to get close to a target before attacking. Use stealth and be extremely ruthless when launching torpedos (at near point blank range). Subs cannot maneuver very well, and the "stealth time" should be like a *Star Trek* cloak -- use it when you have the chance and remain undetected. As a sub captain, stay away from destroyers and only pop up the periscope if you are not moving -- once an enemy ship sights you, the A.I. will send out destroyers to eliminate your submarine, although it only sends them out one at a time if you stay far away.

For subs, the hull life is your stealth time. Since five depth charges will destroy most subs, you need to exploit the various depth levels like so:

- **Surface (Level 1)** -- For taking in air and getting to a distant target since the sub's speed is topped at the surface (less mass to move through). Used more in multiplayer than in the preset single player campaigns. Torpedos can be launched, but the sub can be attacked by surface ship artillery. Subs that are surfaced can attack with its own artillery if there is deck gun. Modern subs (Eidos Hungary -- make a *Red Oktober* game!) will probably not need to do this (SUBROC and other sub-launched missiles).
- **Periscope (Level 2)** -- Standard attacking depth. Torpedos can be launched here and the periscope (binoculars button) can be used. Passing under a ship at this depth usually destroys the periscope, so avoid staying here unless attacking.
- **Cruising (Level 3)** -- The standard underwater approach. Subs are still vulnerable to depth charges and can be detected, but subs cannot attack with torpedos (too deep to open the tubes). Note that this is the last level of depth a sub can use its sonar to track and identify enemies.
- **Crush Depth (Level 4)** -- At this level, a sub will take small but continuous damage to the hull hits. No attacks can be made against, or taken from enemies, but you cannot be detected either. Depth charges cannot hurt the sub at this level.

Subs are strategic weapons. Put them at crush depth and send them off against your objective carrier or battleship. Once they surface to attack, subs need enough time to send out the torpedos and deliver the goods before they are sunk. Cruising at any other depth other than periscope, crush, or surface depths are pointless.

U.S. Campaign

*Here's to the Army and Navy and the battles they have won;
here's to America's colors, the colors that never run.*

--Wang Chi, Chinatown restaurant owner

May the wings of liberty never lose a feather.

--Jack Burton, some kinda truck driver

FYI, the USA historically won the Pacific front in World War 2 this isn't *Panzer General* so there is no Japanese campaign. The Japanese "campaign" is broken into the special challenges (and some cross overs do occur).

1 - Stationed at Pearl

2 - Defence of the Philippines

3 - Running the Palawan Passage

4 - Vengeance at Luzon

5 - Raid on Balikpapan

6 - Holding the Lombok Strait

7 - Rendezvous at Java Sea

8 - Strike on Tulagi

9 - Battle of Coral Sea

10 - Turning Point at Midway

11 - Endgame at Midway

Special Challenges

Difficulty Settings

For the most part, you will find the difficulty affecting the damage you do (and done to you) varying as the difficulty increases. Accuracy is somewhat affected (not much) but the damage starts being affected.

On **Rookie** difficulty, your forces do slightly more damage to the enemy (roughly 25%). The enemy does a little less damage and because they take more damage, enemies die faster and thus cannot be in a position to return damage. You can afford to leave almost all the fighting to your A.I. since they can pretty much destroy what they hit.

On **Regular** difficulty, you and the enemy do the same damage to one another. At this level, you need to exploit the direct fire of a unit to make sure you score some decisive battle-turning hits before your evenly matched units get bashed. If you leave your units alone to fight, they will probably not survive very long unless you have overwhelming numbers.

On **Veteran** difficulty, your units do less damage than the enemy, so you will need to use not only great care in formulating a plan to attack with few losses, but also jump in and control key units in a fight to deliver payloads and rain fire down on enemies with the appropriate battleships or submarines.

Make no mistake, start small and play the easiest settings first to get a handle of what you need to do before you commit to this level of difficulty.



**Man the
GUNS**
Join the **NAVY**

U.S. Campaign - Pearl Harbor

Objectives (Walker)

- 1 - Report to the U.S.S. Phoenix
- 2 - Survive the attack wave
- 3 - Destroy the midget submarine



The first part of a two part stage, accelerate the PT boat around the pier and head for the blue marker for the *Phoenix*. You can actually drive circles around the harbor if you want to take some time getting used to the PT boat. The speed is good but hitting any solid object will start doing damage.

Once you reach the blue marker, IJN planes will rain from the sky and start bombing the crap outta everything. While the planes won't really attack or strafe you yet, free target the black blips and aim for the ZERO labelled fighters (they will strafe you). The other planes are torpedo bombers and they are after the larger ships -- not you. Survive the attack by moving around in a circle at 25% power (dead slow) and fire all the shots you want. Until you get another weapon to switch to, your orders for Free Fire will not matter.

After the initial wave of planes are over, backtrack the way you came from the harbor (you cannot call up the map now-- but the sub appears at D-9). If you are lost, place the pier of cargo ships on your boat's left and breeze along towards the yellow marker for the submarine.

Since you are in command of the unit, select the depth charges (**Left Trigger** to cycle) and drop a few onto the sub. Turn around at 25% power and maintain a 50% speed to keep up with the submarine. Stay on top of it and continue dropping depth charges until the sub sinks.

Objectives (Donald)

- 1 - Destroy the Japanese attack force
- 2 - Donald must survive

The plane handles differently and the throttle is very touchy. Slow to about 30% power and down the aircraft as they flee. Unless you are playing on the easiest setting, you need to manually judge (by your tracers) where your shots are going. The lead pipers on easy will let you adjust to the game, but they will eventually be a tool you cannot dispense with.

U.S. Campaign - Phillipines

Objectives

- 1 - Leave the harbor
- 2 - Destroy all landing craft
- 3 - Sink the Japanese AK transports



the AK transports. Once the motor starts, don't stay motionless. Move out to engage the enemy around E-7 and F-8 (note the further away you engage the better).

After the cutscene, use the AAGuns to destroy the landing craft. These look like liferafts, but have soldiers firing machineguns at your boat. Sink five of the craft before they touch the island (meaning game over).

When the landing craft are destroyed, the mission becomes to sink the larger troop transports (labelled AK transports). The only thing that will damage these boats (and the slightly smaller landing ships) are the PT boats torpedos.

You only have 24 torpedos, and they come out at an angles on each side of the boat. Steer the boat close (around 0.1 distance) to a target and fire off a torpedo (almost always the left side first, followed by the right side). Steer the boat in alternating facings to unload deadly fish.

As the screen says, you only need two torpedos to destroy an AK vessel, so quickly do a one-two punch and the AK ships cannot "recover life" by pumping out water, etc.

U.S. Campaign - Palawan

Objectives

- 1 - Reach the other side of the strait
- 2 - Destroy the enemy ship (destroyer)



This mission puts you in command of a naval destroyer. Unlike the PT boats and planes, you will find surface ships slow, unresponsive, and incapable of the incredible feats of any vessel in *Naval Ops: Warship Gunner*.

That said, the first thing you should do when you have a force of surface ships, is to go into the repair screen and assign crew units to fields where you expect the damage to occur. In this mission, you fight against PT boats and a destroyer, so place one man unit on the Water damage field, one on motorvation, and one on weapons. Since you only have this unit, you can see any fires that break out on your ship.

The destroyer is set to fire on anything in range with artillery, so select the torpedo weapon and the A.I. will fire the AAguns and artillery at leisure.

Check the strategic map and head into the east inlet. Drop the emplaced guns (you need to zoom in fully to see them). The destroyer you should move close to the coastal guns, but keep it moving (unless you are sure the enemy guns are not firing back). Alternately, you can command the ship to attack and it will move to a spot and fire.

The optional objectives are the two bases making planes and PT boats -- you can destroy them (H-5 and E-5) easily if you have the patience and timing.

The goal is to clear the strait, and it's the easiest if you use the west inlet -- you can avoid the enemy AK ships if you use the island to "hang" them up and rain fire down on them easily.

Take things slowly and clear the coastal guns (they do the most damage right now) and you should be in fair shape by the time you clear the strait and need to nuke the enemy destroyer.

The destroyer is fast enough to evade torpedos if you are too far off, so wait until you are 0.2 or less in distance and the target is being attacked from the side (largest target) before you drop your fish. Your guns are aimed fairly well by the A.I., so you can use the torpedo as the decisive blow in this one. Wreck the destroyer and you win.

U.S. Campaign - Luzon

Objectives

- 1 - The Donald plane must survive the mission
- 2 - Defend the level bombers (B-17s)
- 3 - Sink the battleship moored in the harbor
- 4 - Retreat to the waypoint
- 5 - Sink the battleship
- 6 - The non-*Star Trek Enterprise* carrier needs to survive



Donald's plane can be left on automatic (turn on his CAP and free fire). Just hang around in the map screen. Set him (the other planes are not selectable) and the enemy ZERO fighters will ignore Donald and pursue the bombers instead. The bombers will level the enemy installation in short order, so blast the enemy planes and you should have enough time to nuke the oiler in the middle of the bay (it disappears in the second part).

The bombers will leave after flattening the Luzon base and give you about 60 seconds to destroy the oiler. If you fail to find the oiler, that's not a worry. It's not important. The tanker is in the G-5 square as marked on the map.

The next part will let you destroy the battleship moored in the harbor at G-4. While Donald's crew is still around, just set them to strafe the AK ships and avoid the flak from the DDs and target BB. Select the dive bombers and order an attack run on the BB.

Once they finish the bombs, a second flight of torpedo bombers will appear and let you kill the BB easily. If you want to practice a torpedo run (say, for plane challenge 3), take control of the TB Avengers and give it a shot. Once the BB is destroyed, you go to the second part of the mission.

For the second part, you cannot command the carrier, but you need to protect it as it sails on row 9. This also lets you mess around with aircraft without worrying too much about preserving airfields. Send out two groups of fighters (3 planes each) and two groups of SBD dive bombers. Be sure to arm the fighters with bombs first.

Once you have all four flights out, order the fighters to engage the air cover of the enemy fleet and send the SBDs against the escorting destroyers (*alternately* you can replace the SBDs with TB torpedo bombers and go after the BB straight up). The Japanese fleet will be steaming a parallel course to reinforce Luzon on row 6. Note that unless you really piss off the A.I. by letting their ZERO planes fly south and finding the Enterprise, the path the enemy takes will be straight east.

Getting rid of the DDs will be more helpful on Regular and Veteran difficulty, since the flak is so damaging. Once the bomber flight is done, re-arm them and send them out again. The fighters can be left out to die or dive bomb the DDs or targets the bombers missed. Once the fighters are gone, send out another batch with bombs.

Once the second enemy battleship is destroyed, you win.

U.S. Campaign - Balikpapan

Objectives

- 1 - Destroy all the marked cargo ships (AK transports)
- 2 - The *John Ford* destroyer must survive (Walker's Ship)
- 3 - Destroy reinforcements if any



This mission is a hard one after tasting the power of armed flight. Since the objective destroyer cannot be destroyed, start at 25% power and break the formation. Send the 'expendable destroyer' out at 100% power. The best thing seems to be working on the corralled ships from north to south (the reinforcements appear on the south most of the time).

This lets you sweep out the channel without missing a vital AK ship. Now, while IGN recommends that you break the formation, keep both ships in close to one another so they can nuke the enemy. The expendable destroyer should have all of its routines set to 'On' -- free move, free fire, torpedo usage, and avoidance. Since it's going in first, it will nuke or cripple everything, allowing your second destroyer to clean up.

Set the crews up too (before fighting). Place crew on fire (since you have to control two ships, set someone on fighting fire), water and weapons. You will not be moving too far in the channel, and you can always move repair crew around once a ship goes under serious damage.

The AK ships will try to run up steam and flee -- the enemy destroyers will fight back (along with the coastal guns), but concentrate fire on the enemy destroyers first (two vs one -- you win, unless on veteran), then the nearby coastal guns (just those that fire), and then the AK ships (two torpedos sink one, so fire and forget).

The PT boats are annoying since they can wreck your vessels, so if you want, destroy the shipyard and you don't deal with as many enemies. You have roughly five minutes to destroy all the ships before reinforcements appear. If you get lucky with torpedo shots (note if an AK ship doesn't move, you can launch the torp from far off and move to a different target), you can end this mission in a flash.

Once the final target is burning, your ships escape automatically.

U.S. Campaign - Lombok

Objectives

- 1 - Protect the airfield
- 2 - The *John Ford* destroyer must survive (Walker's Ship)
- 3 - Destroy the invasion force



Your base starts off with three P-40 Warhawks in the air, but they will have no bombs. Load up one group of fighters (5 planes) and a second group (4 planes) both with bombs. Alternately, you can launch all four groups with 3 planes each.

Equipping bombs now will save you some headaches later.

As the planes taxi on the apron, visit the seabase and launch two PT boats. Feel free to set them to free fire, free torpedo, but not free move (yet) unless you are unsure of your ability to down the incoming bombers.

Berthing the *John Ford* and the PT boats near the shore will let them fire slightly (only occasionally) inland.

Send your fighters to B-3 (or thereabouts) and jump into your planes' flight leaders when the A.I. lines up the lead plane to down their targets. Unless your aiming is terrible, there's no reason why you cannot fight for a few seconds, jump to the tactical map and let the A.I. take over (select a new target, or move to an arbitrary spot, then select a target to attack once more).

Concentrate on repelling air attacks from the bombers, but don't ignore the fighters. Jump in and control the planes attacking the enemy escorts, unless they are moving around erratically. If you are not sure about your gunnery, hose the bombers and let your A.I. take out the fighters.

Once you wipe out the bombers, a cutscene will occur. Pull back all the airgroups that are the weakest (and without bombs). You want at least four planes in the air to strafe the landing boats, but you also need to send out bomber squadrons. Force the weaker planes to land or deliberately crash them into the ocean (best for single groups).

Send the best squadron you have down to the south at grid H-5. There should be three destroyers, one cruiser, and several landing ships and AK ships. Use any fighters with bombs to dive bomb the cruiser (which will slaughter your *John Ford* destroyer) and try to send it to the bottom. At your airfield, send out the B-25 level bombers (2) and dive bombers in groups of four.

Note while fighters can dive bomb, a dive bomber's heavier bombs do more damage. Destroy the cruiser first with one flight of level bombing, and sink the closest destroyer. As the planes fly down, adjust your PT boats to free move (they will try to attack the convoy) and set their torpedos free as well. Your destroyer *John Ford*, should stay immobile but on free torpedos and free fire.

If any fighters are left, use them to strafe the landing and AK ships. Once only the armored surface ships are left (destroyers and cruiser), crash the fighters to free an air slot, or call them back and re-arm them.

Eventually, you will want to use the level bombers and dive bombers in large numbers to attack the remaining forces. Only the small landing craft can evade the bombs -- for that, your PT boats, destroyer's AA guns, or fighters can handle them.

U.S. Campaign - Java Sea

Objectives

- 1 - Meet the British units
- 2 - The *Houston* cruiser must survive (Walker's Ship)
- 3 - Destroy the enemy battleship



Formations are nice -- in theory. In theory, communism works. In theory

Break the formation and send your cruiser eastwards along row 9 at 50% power. You can stop it later, preferably around H-9 or I-9. The two destroyers should move west to intercept the incoming planes. Set all the crews to fight water and fire damage.

The destroyers should focus on planes that fly low to the water (torpedo bombers). Jump in and take control when you can. You need to be quick in taking down the torpedo planes since the warheads travel slowly like a moving landmine. You want to keep all your ships intact, but if you must sacrifice a destroyer to keep the other two ships afloat, do so.

This first part is fairly hectic and you can expect to lose a destroyer due to bad luck. Aside from keeping the *Houston* afloat (that or you swim back to Hawaii), you need to keep one of the destroyers alive for the next part.

Assuming you have one cruiser and one destroyer left (as opposed to having 'four bom and two heli left'), take the cruiser and have it pursue the planes to the west, or anywhere so long as it is away from the incoming submarine.

Without a single destroyer, you fail the mission (your cruiser cannot damage the submarine until it surfaces). The destroyer should make quick work of the sub (even on Veteran) so long as you control it and depth charge the sucker before torpedos are fired on the *Houston*.

Once you sink the submarine, more enemy ships will appear and attack your force. The allied force has the same ships you started out with (cruiser and two escorting destroyers). While you can break their formation later, use it to your advantage now by switching them to free fire and move modes and setting their repairs crews to fire and water damage control.

Set all your own surviving ships on free fire and send them after the ship nearest you. The British force can attack one ship on their end. In the lucky even the groups spawn close together, you can get as many as four, five, or even six ships firing on one target. Eliminate all the targets quickly and keep the cruisers alive -- how bad they are is not a worry once you get the submarine.

Once all the attacking enemies are sunk, a battleship with three destroyers will randomly spawn around your group, near F-5 usually (north of the island). Depending on how your forces are at the time, you may need to flee. Even if you are in top shape, flee anyway -- in the direction with the most open ocean to move.

The reason for this retreat is so you can break up your pursuers. The A.I. doesn't think, so it always runs its units at full speeds towards your forces. Since the escorting destroyers are faster, they will get out of the protective range of the battleship and let your cruisers take them out easily.

Scatter your force with the British ships (and their bad limey teeth) so you can condense your surface ships into a cohesive strike force. The submarine in the meantime, should move quickly in another direction, hopefully pursue by different elements of the enemy.

Since your sub can't really kill destroyers (you might find this mission far easier once you complete the various plane and sub challenges) unless you spend some time luring them in a straight line towards you and firing torpedos in a way the enemy ship cannot avoid, you might find it faster to let your surface ships take down the destroyers. While the enemy destroyers are blazing or occupied, muscle your submarine at periscope depth to the battleship and hammer it at a distance of 0.2 or less.

How the A.I. chases your ships pretty much determine what you do. If the sub sinks before you dismantle the battleship, you've had it. Otherwise, even if all the surface ships are sunk (except for the *Houston*), you can win the scenario with a submarine.

If your periscope breaks, just leave the repair crews at general quarters. The scope will be replaced eventually.

U.S. Campaign - Tulagi

Objectives

- 1 - Destroy the airfield
- 2 - Destroy the seabase
- 3 - The *Yorktown* carrier must survive
- 4 - Ensure five landing craft disembark on the island



Break the formation and send the *Yorktown* west. Leave the two destroyers where they are, but ask them to move and fire and torpedo freely.

On the carrier, send out three groups of 4 fighters (with bombs) each (or four groups of three, but you might need to crash a few planes to free slots). Send all 12 fighter planes to dive bomb the incoming cruiser, and your destroyers to destroy it.

Once the first flight of fighters let go of their bombs, order them to remain CAP active and sic them on the incoming Japanese bombers. After all 12 of your fighters dump bombs on the cruiser (it shouldn't look great, your destroyers can finish it off easily).

Notice that there are some level bombers near your carrier. Once you expend them on a target, they retreat. It's far

better to try to blast the enemy airfield. Send your fighter squadrons to the airfield while you pull away the destroyers and sic it on the PT boats and seaplanes coming from the seabase.

Ordering one destroyer to attack the sea base and the other destroyer to escort (don't do formation) will usually get rid of that. You can also set both destroyers to free fire and move them to grid H-6 and watch the wreckage fly.

Back to the fighters buzzing the airfield -- strafe the AA guns (zoom in completely to see them on the map) and down a few in the path of the bombers. When you have a more or less clear route to the airfield, send the level bombers in from your carrier and hope most of them deliver payload. The level bombers may not kill the airfield completely -- you may need to send a flight of dive bombers (or fighters with bombs) and finish the job.

Hopefully, you will have dealt a crippling blow against the airfield so you can have your destroyers rest easy. Annihilating both the airfield and seabase will let you move onto the next part of the mission.

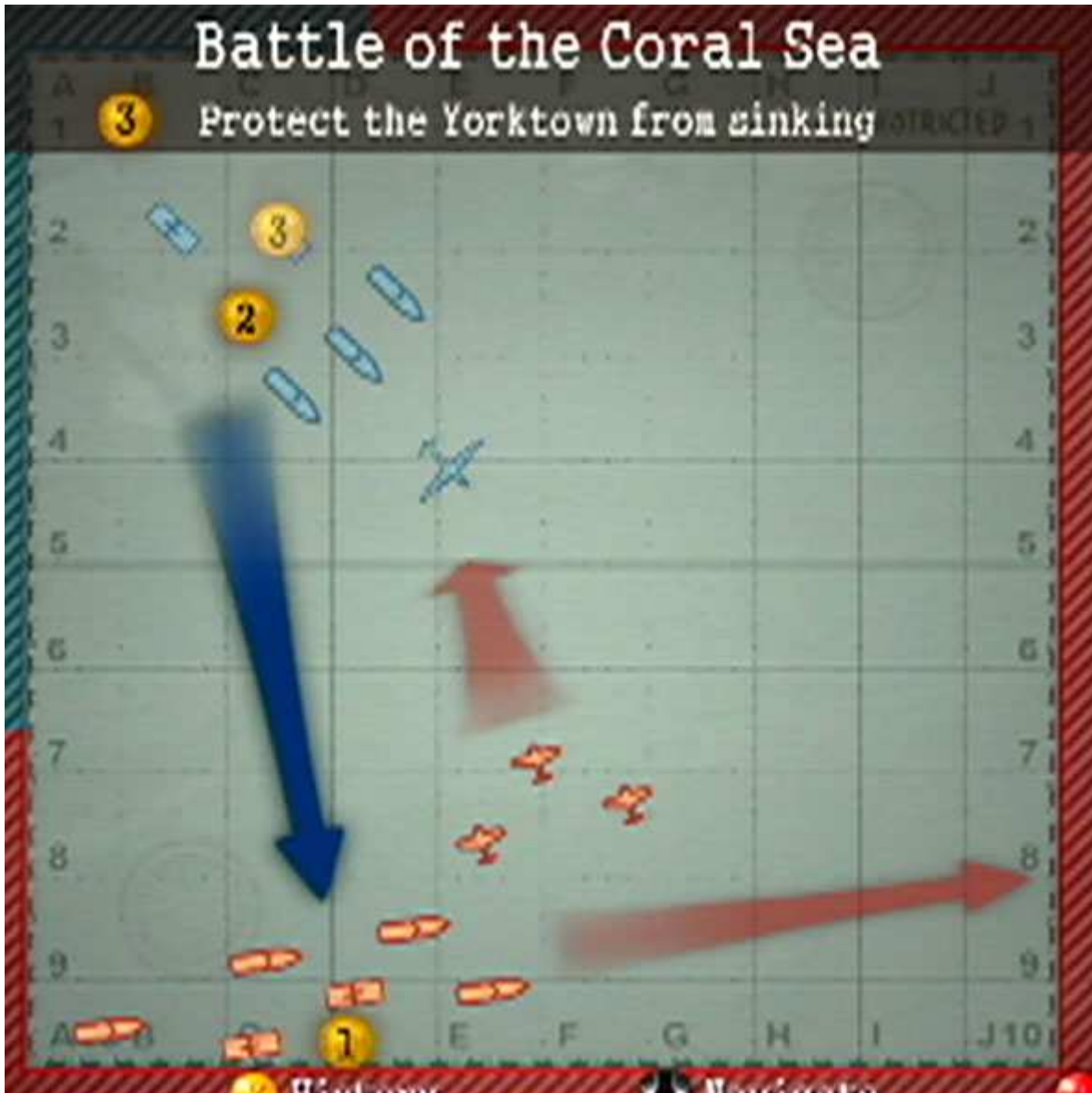
A cruiser and destroyer will appear and with the coastal guns, will try to stop your landing craft (with marines) from landing (from what ship, we don't know somehow those little boats came from somewhere in the Pacific). Both armored ships can nuke your guys, so recall (or crash) your planes and send out 12 dive bombers to deal with the cruiser.

Send both of your destroyers on berserk mode (all move and free torpedo fire) and set upon the lone destroyer. That should be enough to destroy the opposition and win you this mission.

U.S. Campaign - Coral Sea

Objectives

- 1 - Cripple either Japanese carrier (both will retreat)
- 2 - Donald's plane cannot explode (usually for no reason)
- 3 - The *Yorktown* carrier cannot be destroyed



The carrier Lady Lex (*Lexington*) has been sunk by a submarine and *Yorktown* has rescued as many people as possible. This means the IJN forces are moving as seen in the very cool map they give you.

For starters, you don't really sink any carriers. You just need to do enough damage to one carrier that the Japanese retreat. However, the enemy has two carriers to your one, meaning 24 planes versus 12. Luckily, you have Donald, who is his own plane. One-man air force the Japanese by placing Donald and a slight of 3 or 4 fighters (with bombs -- they'll get used fast) in the middle and use the expendable fighters for your direct control (crash them since they can be replaced).

The other three air groups should be dive bombers (if you want, use fighters with bombs, but their bombs may not do enough damage). Set the first squad of planes to dogfight the defenders and the subsequent ones to dive bomb. Pull the subsequent squadrons back on CAP and send the survivors of the first wave to dive bomb.

It's expensive, but it works.

Since the enemy constantly streams enemy bombers at your ship, you should place your (expendable) screening force of cruiser and destroyers to lure the enemy. If you want to get technical, you can simply order your surface ships to attack the carriers after your planes dive bomb the escorting cruisers and destroyers. While this is feasible, you may not have the time or planes to do it. However, once a cruiser does get in range of a carrier that has no bombers (since they are sent out) or escort ships, it will pretty much die quickly under artillery fire.

A lot of this mission depends on how at repelling incoming bombers and how well you fight in a plane. A direct controlled plane will down certain bombers quickly and if you favour torpedos, you can certainly score better than the A.I. using TB-Avengers.

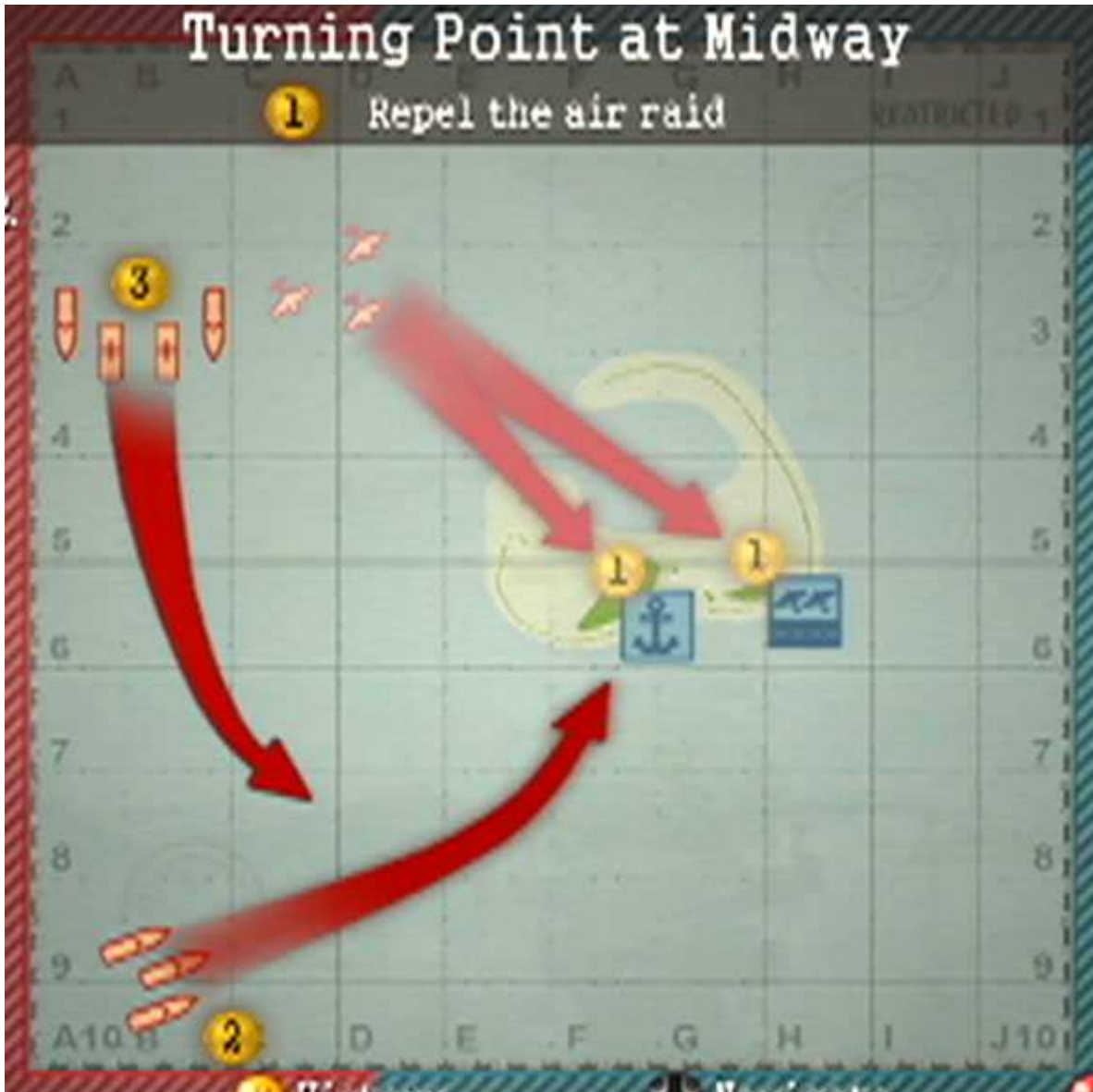
If you do want to try the TBF's torpedos on the carriers, fire on the ships on the outer edge of the enemy formation. If the escorts evade, the other ships in the pack may get hit. Torpedos here are more fun than dive bombs in this case. You just need to make sure they don't miss.

Once a Japanese carrier takes on enough damage, the whole force will retreat and you will win.

U.S. Campaign - Midway Defence

Objectives

- 1 - Repel the air raid (both airfields should survive or you're screwed)
- 2 - Destroy Kondo's invasion ships (AK transports and landing craft)
- 3 - Destroy both Japanese carriers *Akagi* and *Kaga*



There are three parts for this scenario. In part one, scramble all fighters (*Zentrad! Zenki scramble, zenki scramble!*) at the first airbase and move them northwest to grid E-4. Send out the PT boats and place them near your airbases as well (that's more important than the seabase). Cherish these 12 fighter planes (and their bombs), because that's all you'll get for a while. If some die, replace the dead groups with more F2F fighters with bombs.

There is a second airbase (much like the third plane challenge). Scramble all 12 level bombers out of the airfield and move them southeast or northeast and thus away from the action. If the enemies destroy the second airbase, you at least have some level bombers for later.

This plane battle will pit you at odds of 3-to-1 or worse, so fire quickly and accurately. If you cannot draw a bead on an enemy plane, leave the dog fighting to the A.I. while you set up the easier bombers (they fly less erratically). Letting a single flight through is pretty bad, but letting more than five enemy bombers through will finish off an airfield. You want to

keep both if possible, since the enemies have so many planes.

If your airfield gets damaged, ignore the planes heading away (they are no longer a threat), change targets to a fresh group or those bombers will finish the job.

Setting the PT boats on free move and free fire should take out some of the bombers when they're diving (but don't count on it).

After surviving the first phase, you should be able to relax slightly since you will now be facing ships with your planes (planes rule). Crash your weakest air groups and move your strongest ones to strafe the landing ships. This hopefully stops the landing crafts from touching the island (if one makes it through, it's game over).

Send your level bombers you've been idling since the start of the mission and send them against the cruiser. Any destroyers you should use dive bombers from your first airbase to take out. Unless something goes horribly wrong, this part of the mission is actually pretty easy. Re-arm your level bombers and send them back out once more, but near your airfield this time.

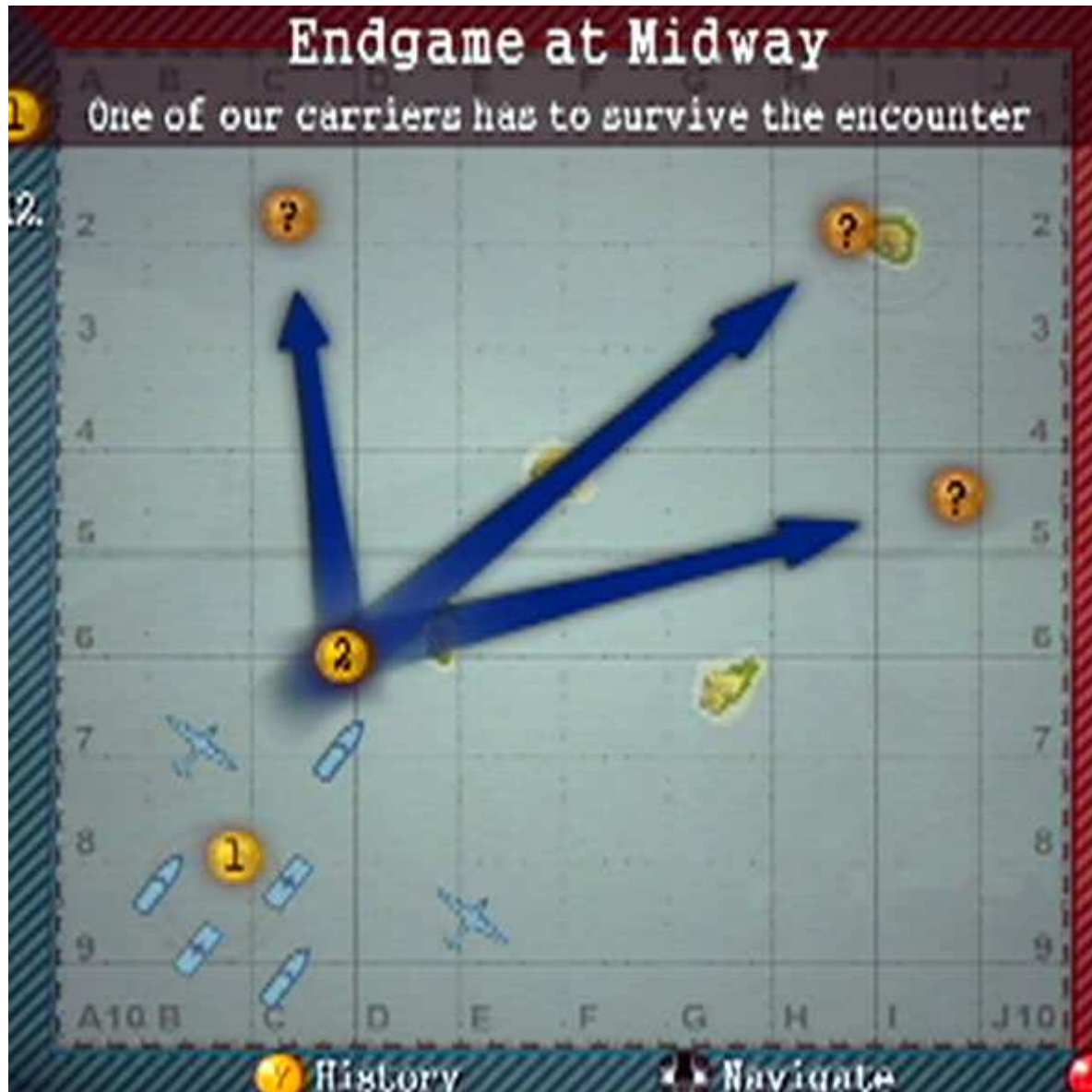
In the third phase, hop aboard *Yorktown* and launch the plane types your island has a lack of (probably the fighters). Stick them with bombs and send all 12 out and west to intercept the bombers coming in from the *Akagi* and *Kaga*. The airfields on Midway should launch more bombers (dive and level) and send them out west after the carrier fighters take out the air screen.

If you want to make things more insane, send both PT boats into the fray with guns and torpedos blazing. On free move, they should occupy the escorting cruisers and destroyers enough for your planes to blast the carriers to rubble. Focus on sinking the two carriers unless the enemy bombers are getting too close to *Yorktown* or Midway's airfields. Once both carriers are destroyed, not only will you reduce the enemy planes by half (note this in multiplayer!) but you are halfway to beating the mission. When both carriers are sunk, you win.

U.S. Campaign - Midway Attack

Objectives

- 1 - Either *Hornet* or *Enterprise* must survive the mission
- 2 - Destroy both Japanese carriers *Hiryu* and *Soryu*



This mission is hard mostly because you have to deal with so many different units (on the enemy's side) coming at different directions. There are also two submarines that perpetually threaten your carriers until you can spend time with your screening force to destroy them.

The Japanese carriers *Hiryu* and *Soryu* steam from east to west along row 2 in the times we checked, but you may find a different pattern when you play. You need to go generally northeast to grid I-2 and you will find what's what by then. Generally, a cruiser (with planes) will come down along column D and a second cruiser will go west along row 8. These cruisers normally are not a problem, but you are harassed by two subs generally on the same paths as the cruisers.

The Catalina planes are expendable sub-killers. Have them drop their depth charges on both subs and then tell them to fly around to locate the enemy force so you know where to go. A single destroyer will be able to handle the subs on their own -- just set the repair crews to cover water damage.

Gather the screening units and separate them from the two carriers. Set up 16 to 20 fighter planes (meaning at least 4

or 5 groups) and set up torpedo and dive bombers in the remaining air slots. The fighters with bombs can make a quick pass at one of the enemy carriers before they are all downed fighting enemy aircraft. However, you get two for one if you do this.

Once the carriers are sighted, a group of Japanese cruisers and destroyers will appear as reinforcements at grid F-2. The reinforcements (you can destroy on the easiest setting to lessen your hardship) consist of two cruisers and two destroyers. Easily outmatches your screening force. This means you have limited time with your remaining 12 bombers to deal death blows to the carriers.

Try to unload your ordnance all on one carrier (you pick -- probably the one that's closest to escaping the edge of the map). This way, the enemy planes will be cut in half as losses take their toll. While you only need to preserve one carrier to win the mission, you should do your best to maintain your air superiority and bowl over the enemy ships with your air forces.

As the tide swings your way, reduce your fighter force and increase your bomber forces.

Special Challenges

Ship Challenges

Yes it's very deliberate why IGN selected the submarine service poster -- surface ships are the toughest challenges you have since you need to manage so many units. On the one hand, you have more resources, but mismanaging them will result in your defeat.

For all the ship challenges, your focus is predominantly *repair and movement management*. You do almost no fighting unless you are manning the torpedos and have a very sure (almost 100%) sure shot of a motionless large target.

By letting the more accurate A.I. take over your weapons, you are providing the human intelligence needed to prioritize damage and tactical movement the A.I. cannot do. So let the A.I. do what it does best (rarely miss) and you do what you do best (think!).

Challenge 1 - The key to this one is micro-managing your battleship's movement so you avoid the torpedos (manually), the sub-system repairs and letting your A.I. take down enemies by letting them free fire the artillery (you leave your weapon selection on the AA guns).

You only have one battleship (don't let it sink). Move the ship around and focus on preserving your hull and prevent the water level from going too high as long as possible. This is so your A.I. (which shoots relatively accurately) can destroy the enemy ships as they get close in to your guns.

While the *Fuso* can take one torpedo and seal the water quickly, several torpedo hits in quick succession will start flooding the bulkheads quickly. Take the hits from single torpedos, but avoid masses of them (like two or more). The artillery set to free fire will take care of most things until the *New York* and *Repulse* get on scene.

Enemies are limited, despite appearing to be unlimited. If you instead decide to steam west and stop short of joining the allied battleship, you can start heading south and eastwards to avoid the enemy battleships. Remember to "cross-the-T" when moving to attack enemies -- you do not want to click to attack a unit (a red arrow) and opt for instead, to sail across the prow of an enemy and let your fore and after guns rain holy hell on the targets.

By the time you are nearly done wiping out all the ships sent to destroy you (no *Bismark* here), your ship should be near death and pretty close to being sunk. The good thing is if you kill all enemies instead of simply running to the waypoint, you complete more objectives.

Challenge 2 - The micro-management will work but you need to fight strategically. Our glorious freelancer takes a page from infamous wargamer Phil Rennert and urges you to flee upon entering the battlefield. By fleeing, you force the enemy to separate his forces. This lets you outgun his faster destroyers -- your cruiser's artillery can take out both



destroyers using A.I. control with little trouble. Even if your own destroyers need to fight, you outnumber the enemy!

Once the escort destroyers are gone, you can attack the cruiser at 3-to-1 odds and win (easily). While a destroyer's torpedos are your best bets against the enemy ships, **setting them to free fire while you are close by will cause your own torpedos to sink your own ships** (friendly fire isn't friendly).

Instead, set free fire torpedos for the destroyer closest to the action so it won't hit anything except enemies (or open water). Each time you destroy a fleet, regroup and flee to an empty quadrant of map. Engage the destroyers when they threaten to catch your slower cruiser flagship, the bite back hard on the enemy cruiser.

The narrow angle the loading screen mentions is cruiser's broadside -- the forward guns will aim to the sides and fire if you cross-the-T when fighting destroyers and drown them in no time. Place all repairs on fire or water control (switch as needed). The target cruiser is at the 4th or 5th wave of enemies.

Challenge 3 - Now you have three destroyers to destroy one cruiser. The hard objective is to preserve all three destroyers. Line up your destroyers in a line, set them all to fire free torpedos (their guns are too weak), and sail them directly south. Ignore all attempts to slow down except to avoid torpedos and activate the spyplane.

Once the spyplane is active, the target light cruiser will appear. Enemies will spawn one last time and attack you. The cruiser is like your last flagship -- it only has guns on the foredeck. If you manage to stay behind the cruiser with one destroyer (just control the steering, speed, and torpedos), the A.I. artillery will eventually sink the cruiser. This method is honestly tough and touch-n'-go. Good luck and adjust your methods as you take losses.

Challenge 4 - This mission is surprisingly easy if you have the hang of managing repairs and relying on the A.I. to shoot. Shove the cruiser and destroyers ahead in formation, and then turn your fleet to the west, letting your battleship pursue a broadside. The cruiser screen is the least of your worries, since there are two submarines that attack around the time the planes start attacking.

Once the cruiser screen is destroyed (you should be managing your water, fire, and weapons repairs!), send a destroyer to sink each submarine. Leave the cruiser ahead of the battleship so its AA guns can hit some of the planes before they launch warheads. Remember the low flying planes are the torpedos -- the dive bombers are only dangerous to your cruiser and destroyers (enmasse), but you should destroy the torp-tossers first.

Sink the two subs and continue weathering the storm of aircraft. Strategically head towards the marker and order your cruiser and destroyers to attack *one* carrier. Once the carrier is destroyed, the number of planes around decrease and the lets your battleship bring more of its guns on the remaining enemy. Keep your ships afloat as long as possible and denote the screening force to "Attack. All ships are ordered to attack the enemy without consideration for preservation".

The small island to the west of the fleet can shield your ships if you wander near it (torpedos if any are left) but it will not honestly protect you for long. Sink both carriers with the *Yamato* still afloat and you win.

Plane Challenge

Challenge 1 - Go into the map and force attack either of the two allied air squadrons. There are four squadrons to be had (although reinforcements could be based on a timer). Once you give the order to attack an air squadron, take control of the flight leader and guide the plane to the southernmost convoy ship.

You want to throttle down as you dive, but speed up (and pull up) as you climb near the point of no return. The range of the plane's cannon are 0.4 distance units. The idiot lamp will light up when your weapons are in range.

Aim for the boxes of cargo on the decks and that should spawn a fire that kills the AK ship easily.

Alternate between selcting a unit to target and directly Matrix-mind-controlling your flight leader. If you are unsure of your flying ability (say in pulling out of a dive or tailing aircraft), go quickly in the map (preferably before your unit is killed in a crash) and order it to fly somewhere ot attack a random ship. Once you hear the engine buzz stabilize, you can jump back into the main screen and take direct control.

When it's down to the final few ships, split your team to attack ships while you take the flight leader to hose down another American ship (hahahaha *to-ra to-ra to-ra!*). You win when the entire convoy is sunk. The non-Palpatine



Emperor will be please.

Challenge 2 - This mission is like Lombok in the campaign, but harder. You only have control over the airfield (don't lose it) and the 12 planes you send out. You have about 30+ fighters but that doesn't mean you should deliberately suicide them until absolutely necessary.

Send out all your planes in the air with bombs (need them later). The four slots of 3 planes each should be fine. Deal with the incoming bomber wings and aim for the engine nacelles on the B-17s to down them faster.

The second part of the the game, keep the destroyers alive using the fighters. You only need one destroyer alive and if an air group has just one plane (zoom up to the max level to tell what's what), you should leave it alone and attack another flight of bombers.

The destroyers can evade most of the bombs and torpedos if it's just one plane, but if there are two or more, it will most likely suffer damage. Keep in mind that torpedos are more dangerous than dive bombers -- aim at them first and let your A.I. planes do the shooting if you're unsure about your ability.

Once the wave of dive and torpedo bombers are repelled successfully, dump bombs on the landing ships to stem the tide of landing boats. If you have free air slots (or created some by killing planes), you can send out a fresh group of fighters and attack the enemy craft. Note that having more groups is better than a few groups with many planes in this case. If you could have six groups with 2 planes each, that would even be better.

Destroy all the landing ships, and then the surviving landing craft to win the challenge. Note that the destroyers you save will only free fire from their last position and will not take up pursuit against the craft.

Challenge 3 - This is challenging (historically, there was no escort carrier for *Repulse* or *Prince of Wales* thus explaining the glorious victory of the Imperial Navy) but with the new set-up, you have your work cut out for you.

Begin by racking bombs on 12 fighters (three groups of 4 planes) from both airbases. You will have the groups of each airfield dive bomb (make sure to indicate attack once you select their targets) and destroy the top and bottom escort destroyers.

Afterwards, kill all your planes (just dogfight) and rack up another 12 fighters with bombs from each airfield. Order one or two groups to dogfight the screening fighters while the other five dive bomb the carrier. Hopefully, this sinks all the escorts for the battleships, leaving you enough time (the enemy should be past column F by now). Order a dogfight against the final air cover and crash the remaining craft.

Finally, order up 12 bombers from each base and use torpedos. Send two to four groups out to J-6 or where the battleships will be going and have them attack the ships from the front while you send a few groups to the sides. It's better to time the attacks using two or three groups of bombers at a time instead of using up squadrons attacking (and missing) the targets.

Try taking direct control over the bombers and releasing the warhead as close to the battleship (0.1 distance) as possible to score a hit. Even if your lead plane fires a little off angle, the wingmen (if any) will fire along the A.I. prescribed firing arc and might score a hit if the enemy ships attempt to evade. Stagger your bombing runs and remember that it takes about four solid hits of a torpedo in rapid succession or six to eight hits in lengthier intervals to sink each battleship.

If you are in a hurry to get new bomber groups out, crash the planes into the ocean.

Submarine Challenges

Challenge 1 - An easy challenge unless you are aiming to take down the whole fleet (you can, but it takes forever). Go to crush depth and head to grid D-8 (or thereabouts). When you decide to go to cruising level, your sub's sonar should be able to detect the ships and the AK ships you need to sink can be targeted and identified.

When your torpedos are in range to fire, the notice of the targeted (gold ringed) ship will appear. Simply go to periscope depth and fire a few torpedos at the ships and it's over soon. Just make sure you zap the second AK ship before the destroyers get wise to your sub and sink you.



If you decide to sink the whole fleet, watch your ammo.

Remember destroyers and AK ships can be sunk with two torpedos if the hits occur in short order; for cruisers you will need three or four torpedos, so your forward tubes need to be managed well or you will find yourself screwed. If you need to, you can also fire dive to cruise depth, then ascend and fire the after tubes (you have fewer torpedos).

Challenge 2 - The three destroyers escorting the battleship and cruiser will attack in sequence (one after another) as long as you don't surface or get too close to their sonar. Use the first destroyer as target practice and sink it at a distance of 0.5 to 0.7. If you sit your sub in a straight line and at 25% power, you can kill the first destroyer without much trouble.

Spend two torpedos each for the destroyers -- the second destroyer, if it evades your torpedos at C-7, sometimes lets them collide with the battleship as it keeps fleeing. Your immediate goal is to sink the three destroyers quickly and before you surface briefly for air. Once the three destroyers are out of the way, you will find getting close to the battleship and cruiser to fire torpedos to be very easy.

Entering crush depth is not needed if you are aiming your shots correctly. You need about six to eight torpedos in constant succession to sink the battleship, so chase it and fire at a distance of 0.1 to make sure they don't miss (not too close, or the shots go underwater and miss your target). Hound the battleship to death and focus on the cruiser.

You will use up the rest of your ammo trying to destroy the cruiser if you let it start evading. The side of the cruiser is the best target since it is so large you rarely miss with torpedos..

Challenge 3 - The key is remain submerged until you reach the carrier and then to surface and fire quickly and accurately. You need eight shots for the carrier to die, and given that you are at crush depth for most of the trip, your subs will not be able to surface and make a second attempt to attack.

Your subs will have almost no air left and 50% of their hulls intact, so you need to move, coordinate and fire quickly. Surfacing your sub near the carrier to use the deck gun is ill-advised with the cruisers and destroyers around, so don't try. Underwater, destroyers are not your dangerous enemy -- the PT boats are. They are too small and fast to be torpedoed, but they can depth charge you to death.

Get one sub on the carrier's right side (east) and one to attack from astern. You will be cutting it close on this one, but this is the most simple and practical way to get this challenge done.